Babylon.js

1)- "[Build] Push previous versions to our CDN"
"https://github.com/BabylonJS/Babylon.js/issues/12335"
2)- "error TS2307: Cannot find module 'babylonjs-gltf2interface/.js' or its corresponding type declarations."
"https://github.com/BabylonJS/Babylon.js/issues/12330"
3)- "Evaluate removing IE support"
"https://github.com/BabylonJS/Babylon.js/issues/12324"
4)- "[NME] ctrl + drag around nodes in a frame will only select the frame"
"https://github.com/BabylonJS/Babylon.js/issues/12317"
5)- "Texture Inspector - Clicking on the \"Edit\" button crashes the Inspector"
"https://github.com/BabylonJS/Babylon.js/issues/12310"
6)- "[Tools] Make sure our tools have basic accessibility tags"
"https://github.com/BabylonJS/Babylon.js/issues/12294"
7)- "WebXR: Display teleport ray in red color when intersecting with pickBlockerMeshes"
"https://github.com/BabylonJS/Babylon.js/issues/12280"
8)- "KTX Textures get lost on GLB Export"
"https://github.com/BabylonJS/Babylon.js/issues/12257"
9)- "[Build] Make sure to log shader compilation error better in validation tests"
"https://github.com/BabylonJS/Babylon.js/issues/12244"
10)- "Allow arc rotate auto rotation to rotate to a certain beta value"
"https://github.com/BabylonJS/Babylon.js/issues/12204"

11)- "Unicode/emoji characters in Playground are lost upon Save"
"https://github.com/BabylonJS/Babylon.js/issues/12174"
12)- "Flexibility to load Preload Assets."
"https://github.com/BabylonJS/Babylon.js/issues/12152"
13)- "Allow conditional texture fetch in NME"
"https://github.com/BabylonJS/Babylon.js/issues/12151"
14)- "Use Custom NME Material for shadow map shaders"
"https://github.com/BabylonJS/Babylon.js/issues/12150"
15)- "[NME] Shortcuts for search and placement"
"https://github.com/BabylonJS/Babylon.js/issues/12148"
16)- "TouchButton3D's getPressDepth(position) call has depth discrepancy"
"https://github.com/BabylonJS/Babylon.js/issues/12109"
17)- "Adding a parameter for setParent() method that takes into account the pivot change"
"https://github.com/BabylonJS/Babylon.js/issues/12101"
18)- "XR Modal Window"
"https://github.com/BabylonJS/Babylon.js/issues/12071"
19)- "Upgrade to v0.2.0 of Basis-Universal-Transcoders to decode KTX"
"https://github.com/BabylonJS/Babylon.js/issues/12002"
20)- "Export PNG from serializers without loosing color information due to premultiplied alpha"
"https://github.com/BabylonJS/Babylon.js/issues/11967"
21)- "[XR] Materials should use stereo eye position for reflections in multiview"
"https://github.com/BabylonJS/Babylon.js/issues/11949"
22)- "Implement IAnimatable on GUI controls"
"https://github.com/BabylonJS/Babylon.js/issues/11920"

23)- "AssetContainer addAllToScene and removeAllFromScene should also handle particle systems"

"https://github.com/BabylonJS/Babylon.js/issues/11897"

24)- "SPS should set the active mesh's bounding info to be the size of the SPS itself"

"https://github.com/BabylonJS/Babylon.js/issues/11892"

25)- "[XR] Implement an AR Depth Feature"

"https://github.com/BabylonJS/Babylon.js/issues/11876"