

# aframe

1)- "Raycast + Instancing in A-Frame?"

"<https://github.com/aframevr/aframe/issues/5035>"

2)- "hand-tracking-controls 1.5 y offset required?"

"<https://github.com/aframevr/aframe/issues/5034>"

3)- "Asset loading hangs forever when errors hit loading an asset."

"<https://github.com/aframevr/aframe/issues/5032>"

4)- "Refused to evaluate a string as JavaScript because 'unsafe-eval' is not an allowed source of script"

"<https://github.com/aframevr/aframe/issues/5028>"

5)- "Broken Hyperlink on Aframe website - videosphere section"

"<https://github.com/aframevr/aframe/issues/5021>"

6)- "The version 1.3.0 a-frame does not work in WebView on Android when switching to VR mode"

"<https://github.com/aframevr/aframe/issues/5020>"

7)- "VR mode not working on iOS devices"

"<https://github.com/aframevr/aframe/issues/5019>"

8)- "1.3.0 Hellow WebVR screenshot looks washed out"

"<https://github.com/aframevr/aframe/issues/5014>"

9)- "a-text custom font broken"

"<https://github.com/aframevr/aframe/issues/5009>"

10)- "Dropped frames after mousedown on Chrome/Bing on scenes with large number of nested entities"

"<https://github.com/aframevr/aframe/issues/5004>"

11)- "White bar at the bottom when in landscape"

orientation - iOS - iPhone"

"<https://github.com/aframevr/aframe/issues/5003>"

12)- "npm run dist error"

"<https://github.com/aframevr/aframe/issues/5002>"

13)- "Canvas does not update when in VR mode in Oculus Browser..."

"<https://github.com/aframevr/aframe/issues/4984>"

14)- "spherical-env-map not working from A-Frame 1.1.0+"

"<https://github.com/aframevr/aframe/issues/4977>"

15)- "Silent failure where components not initialized if they are modified immediately after object creation."

"<https://github.com/aframevr/aframe/issues/4973>"

16)- "Not up-to-date documentation"

"<https://github.com/aframevr/aframe/issues/4971>"

17)- "raycasting with mouse not on the object position when \"embedded\""

"<https://github.com/aframevr/aframe/issues/4970>"

18)- "Plane or Sky not visible on iOS Chrome and Firefox"

"<https://github.com/aframevr/aframe/issues/4969>"

19)- "Raycasting to objects that are not the closest"

"<https://github.com/aframevr/aframe/issues/4965>"

20)- "Look controls only working horizontally on touchscreen"

"<https://github.com/aframevr/aframe/issues/4957>"

21)- "360 video - Android Firefox"

"<https://github.com/aframevr/aframe/issues/4950>"

22)- "random WebGL: CONTEXT\_LOST\_WEBGL:"

loseContext: context lost on a relatively simple page."

"<https://github.com/aframevr/aframe/issues/4945>"

23)- "Rendering to a 2d canvas while XR mode enabled"

"<https://github.com/aframevr/aframe/issues/4937>"

24)- "Add support for targetFrameRate and supportedFrameRates"

"<https://github.com/aframevr/aframe/issues/4934>"

25)- "VR appears broken for iOS devices. Tested on iPad/iPhone. Confirmed on example at [aframe.io](http://aframe.io)"

"<https://github.com/aframevr/aframe/issues/4929>"