

## VRSpace.org - Bug #104

### classroom: hole in the ground

02/05/2022 05:34 PM - Josip Almasi

<b>Status:</b>	Closed	<b>Start date:</b>	02/05/2022
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	Josip Almasi	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
Izzy fell through 4 times			

#### History

##### #1 - 03/01/2022 07:17 PM - Josip Almasi

- Status changed from New to In Progress
- Assignee set to Josip Almasi
- Priority changed from Normal to High

Collisions are disabled for instances. So when world consists of more than one object, world.collisions(state) is called properly, but world.sceneMeshes is null.  
Fix async load(callback)

##### #2 - 03/01/2022 07:41 PM - Josip Almasi

- Status changed from In Progress to Closed