

## VRSspace.org - Bug #130

### XR stopped working on latest Babylon.js 5.x update

06/11/2022 04:50 PM - Vander Dias

<b>Status:</b>	Closed	<b>Start date:</b>	06/11/2022
<b>Priority:</b>	Urgent	<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>			
Today 11/06 for some reason -- probably a Babylon.js update -- it has flashy rendering (no background clearing?) rendering the experience unusable.			
Other apps and playgrounds still working, though.			

#### History

##### #1 - 06/11/2022 04:51 PM - Vander Dias

- Priority changed from Normal to Urgent

##### #2 - 06/15/2022 03:15 PM - Josip Almasi

- Status changed from New to Resolved

- Assignee set to Josip Almasi

Luckily there's 4.2.1 branch available in the git, so I added all libraries locally.  
Works for me, please confirm.

##### #3 - 06/16/2022 05:35 PM - Vander Dias

Worked like a charm here, both arms and legs. Nice!

##### #4 - 06/16/2022 09:24 PM - Josip Almasi

- Status changed from Resolved to Closed

##### #5 - 06/18/2022 04:08 PM - Josip Almasi

Babylon.js v5.11.0 - WebGL2

it fixed itself :)