

## VRSpace.org - Bug #138

### Flashing on Babylon 5.x

06/22/2022 12:41 PM - Vander Dias

<b>Status:</b>	Closed	<b>Start date:</b>	06/22/2022
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Vander Dias	<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>			
Debugging progress on the issue, found out that when world.showPortals() is called the flashing starts.			

#### History

##### #1 - 06/22/2022 12:52 PM - Vander Dias

The problem starts inside Portal.loadAt(), on the NoiseTexture initialization.

Temporarily disabled NoiseTexture on portals, so we can test on Oculus Quest again.

==> Branch "task125"

##### #2 - 06/22/2022 02:08 PM - Vander Dias

- Assignee set to Vander Dias

##### #3 - 06/23/2022 12:48 AM - Vander Dias

Bug report on Babylon.js forum:

<https://forum.babylonjs.com/t/noisetexture-bjs5-breaking-xr-on-quest/31609>

Well, at this point, I'm sorry for doubting your initialization code. =)

##### #4 - 06/23/2022 12:42 PM - Vander Dias

- Status changed from New to Closed