VRSpace.org - Bug #36

avatar selection on oculus

10/18/2020 01:07 PM - Josip Almasi

Status:	Closed		**Start date:**	10/18/2020
Priority:	Normal		**Due date:**	
Assignee:	Josip Almasi		**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:			**Spent time:**	0.00 hour

Description

choosing some avatars just breaks oculus browser
seems that latest update introduced additional constraints on memory or something

History

#1 - 11/05/2020 11:15 AM - Josip Almasi

- Project changed from VRSpace:research to VRSpace.org

#2 - 04/07/2021 05:30 PM - Josip Almasi

- Status changed from New to Resolved

- Assignee set to Josip Almasi

it fixed itself

#3 - 04/27/2021 02:02 PM - Josip Almasi

- Status changed from Resolved to Closed