

VRSpace.org - Bug #39

Cannot read property 'frame' of undefined

02/05/2021 04:35 PM - Josip Almasi

Status:	Closed	Start date:	02/05/2021
Priority:	Immediate	Due date:	
Assignee:	Josip Almasi	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
Avatar animation fails with			
babylon.js:16 Uncaught TypeError: Cannot read property 'frame' of undefined			
at e._interpolate (babylon.js:16)			
at e.animate (babylon.js:16)			
at e._animate (babylon.js:16)			
at t.Q.a._animate (babylon.js:16)			
at t.animate (babylon.js:16)			
at t.render (babylon.js:16)			
at loop (vrspace-ui.js:1476)			
at t._renderFrame (babylon.js:16)			
at t._renderLoop (babylon.js:16)			
So basic multi user functionality is broken.			

History

#1 - 02/05/2021 05:00 PM - Josip Almasi

Related babylon issue: <https://github.com/BabylonJS/Babylon.js/issues/8009>

#2 - 02/05/2021 06:17 PM - Josip Almasi

- Status changed from New to Resolved

it was refactoring

#3 - 02/05/2021 06:17 PM - Josip Almasi

- Status changed from Resolved to Closed