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