

3d-game-shaders-for-beginners

(1). How to configure builds for Windows users

<https://github.com/lettier/3d-game-shaders-for-beginners/issues/37>

(2). How to run on Windows visual studio 2019 since panda3d isnt supported on mingw g++

<https://github.com/lettier/3d-game-shaders-for-beginners/issues/35>

(3). Windows10 - Run Demo with 100% GPU usage?

<https://github.com/lettier/3d-game-shaders-for-beginners/issues/33>

(4). osx compile error

<https://github.com/lettier/3d-game-shaders-for-beginners/issues/32>

(5). Demo crash on M1 macbook

<https://github.com/lettier/3d-game-shaders-for-beginners/issues/28>

(6). Can't open the final package

<https://github.com/lettier/3d-game-shaders-for-beginners/issues/27>

(7). Windows can't load shaders

<https://github.com/lettier/3d-game-shaders-for-beginners/issues/23>

(8). :display:gsg:glgsg(warning): Project runs but shaders do not load correctly

<https://github.com/lettier/3d-game-shaders-for-beginners/issues/22>

(9). sRGB Formula incorrect

<https://github.com/lettier/3d-game-shaders-for-beginners/issues/21>

(10). Could I get the project file of the model? Like a blender project.

<https://github.com/lettier/3d-game-shaders-for-beginners/issues/15>