

Demo run crash, Intel iris, Ubuntu 20.04
How to configure builds for Windows users
How to run on Windows visual studio 2019 since panda3d isnt supported on mingw g++
Windows10 - Run Demo with 100% GPU usage?
osx compile error
Demo crash on M1 macbook
Can't open the final package
Windows - can't load shaders
:display:gsg:glgsg(warning): Project runs but shaders do not load correctly
sRGB Formula incorrect
Could I get the project file of the model? Like a blender project.
Using it in Three.js
focal length -> focal distance
Be more beginners friendly !
About the materials format.
Runtime SIGBUS:
Support binding on IPv6 address
Relative staticDir behavior changed
Add never expiring cache for static files
Jester with HttpBeast is slow if used with ThreadPool
Memory usage increases per page load
publish docs and link to it in README (doc build failing in nimble directory)
Incorrect static file encoding
Static files don't work with dynamic routes
Missing documentation
Cookies and multiple response headers aren't playing well together
Request.params do not allow duplicate parameters
cannot get request.param if request.body lacks =
patterns in Jester are very slow
Writing a plugin for generating ROBOTS.TXT / sitemap.xml files
can't serve static files more than 10 MB using jester
try expressions doesn't work inside routes
Extended routes that return json doesn't compile
Add option to set amount of threads to use
Adding support for "plugins" to Jester
Unable to set multiple cookies in a single web request
Can't compile with threads enabled using nim-htpauth
Repository and/or organization for Jester promotional site?
Before filters in child routers leak into the parent
Confusion in settings block after routers
Fatal memory overwrite bug with acyclic pragmas
Nim Compiler Cannot Resolve Generic Types in Some Cases
{.closure.} iterator can only be used once
Proc returning closure iterator causing call depth limit exceeded in
nimDestroyAndDispose with ARC/ORC
Please add documentation on the .goto. pragma to Nim manual

Error: unhandled exception: field 'sym' is not accessible for type 'TNode'
gcc error compiling generated code using for with iterator
nimsuggest produces false error on generic function
Bad cpp codegen for packed object field
Returning type defined via generic ref'd parameter fails to compile
Footnotes in documentation generation seem to be broken by default
Docs options list is parsed incorrectly by markdown
Segfault when mixing seqs, orc, variants and futures
cannot detect static range in case statement
Nimpretty breaks with multi-line lambda procedures
Exceptions silently swallowed, destructors don't always run when raising in destructor, finally
calling `system.card[T](x: set[T])` with T of int8 or uint8 uses mismatched C array sizes
[ARC] Destructor falsely injected in code with generics & a type alias
Missing bounds check in array slicing
pragma alias silently ignores extra arguments
exportc procedures in other procedures can get deleted
Invalid and UB codegen for old-style case object transitions in refc
nimPreviewSlimSystem deprecation messages are weird
refc GC mark and sweep depends on undefined behavior of misaligned address loading
Invalid type in ast for injected nkHiddenAddr when indexing sequence
Incompatible with modern C++?
Back Surfaces Culling Mistake
texture homework
output TGA files are not 100% valid
Here is a bug which should be `if(i<=0)` instead of `if(x<=0)`
Lesson 2 first triangle function is incorrect and image in wiki doesn't match actual output
will you consider providing technologies similar to unreal nanite virtualized geometry in this series of tutorials
Help jumping from 2D to 3D in Lesson 1
Perspective division before Viewport transformation
Lesson 5 suggestion
Missing file
Lesson 4 what is rz in matrix in "Time to work in full 3D"
./tinyrenderer ../obj/diablo3_pose/diablo3_pose.obj ../obj/floor.obj
Some questions in lesson 6
Add SECURITY.md
Linear sampling and texture wrapping
[Lesson 4] Small bug in provided geometry.h header file.
Cloning Wiki on Windows
Specular map usage incorrect?
Is the eye's obj file of boggie correct?
'max' is not a member of "std" in tgaimage.h
NDC transform skipped when building projection
backface culling does not work like that
questing about shadowbuffer in lesson 7

blank output.tga
shadowMultiplier stopped working in v1.28.1
Applying rotation to projection matrix changes spotlight
SurfaceOrientation doesn't duplicate vertices when generating flat normals
Compiler command about "MATC_OPT_FLAGS" makes renderer texture low quality
gltf animation has wrong orientation if rotation is non zero and no rotation sampler is used
The attachSkin model is disappeared sometimes
Docs: mistake in "Importance sampling for the IBL" section
Shadows disappearing on view angle and distance
Skybox flickers, Android
Get the full version API
GLError when using RenderTarget to render at an external GL texture
MetalDriver: Assert in debug mode due to recent SamplerGroups changes
Picking API latency
SSAO creates random black squares on screen in GLTF Viewer
gltf_viewer segfault on Linux w/ Intel and Vulkan.
Imported GL_TEXTURE_EXTERNAL_OES remains black on Mali
Spot light shows no shadow on invisible plane.
Have IBL as a light type rather than being bound per scene
VulkanSwapChain::create sizing
Scissor not correct with dynamic resolution
Memory leak in readPixels using vulkan backend
README doesn't explain how to run tests or how to validate the build
filament conflicts with other packages. please allow to use external dependencies
Avoid dirtying a SamplerGroup when updating with identical Texture
0 Android0 crash on joint transform in gltf model
Re: Japanese input bug? #3330
cursor location seems incorrect following zero-width-joined emoji
Variable font axis setting support
mouse-draggable window margin/padding
Native window decorations for GNOME Wayland
Support for colorMoved in kitty diff
OpenGL ES 3: Fail to start on aarch64: [glfw error 65543]
Support for docked windows in the various layouts at each edge
Tab bar to the side
Pointed (Biblical) Hebrew Does not Display Properly
Is --color not working on freebsd?
BiDirectional text support
Issue with custom XKB keymap
Extra spacing after emoji variants
Mac OS: kitty doesn't restore
Cannot use ctrl + / in alacritty on Windows
Mission Control lag
CTRL + X not being passed correctly
Opening a new window by CLRL + left click on the icon causes the terminal frame to

fall out of bounds [GNOME]
Support 'decorations_theme_variant' option on macOS?
External display re-drawing issue
Memory usage doesn't fully drop after killing alacritty
Built-in box drawing: diagonal glyphs do not align properly
Window clipping when maximized and decorations set to none on Windows
Switch to fullscreen intermittently fails to render.
cannot load the font "font FontDesc not found"
Alacritty ignores the minus-charset option
Better optimization with "codegen-units=1" at the cost of some compilation speed
Crash / panic when selecting text in zellij
Draw only into safe area
copy / paste doesn't work on nano
MacOS Lag generated when "~" typed in spanish keyboard
window.opacity doesn't seem to work
startup_mode: Maximized now open windows of only half the height of the screen
'New OS Window' Dock Menu Option
wrong lines/geometry after resume in i3 - SIGWINCH ignored?
Add support for the kitty keyboard protocol
Make Control+Insert a default keybinding for Copy
If nvidia drivers are installed, Alacritty wakes up the dGPU despite not using it
Fedora cant launch alacritty
Fix code scanning alert - Log entries created from user input
Migrate Ingress Gateway to k8s Gateway and Routes
NOTE: Unfortunately I no longer be able to maintain Xamarin(mobile) part
Bazel support
Add Dev Container support for local development in VSCode
Add Istio JWT Authorization
Migrate Catalog Database from RDMS into NoSQL
Update Readme
POC for microservices messaging
Microservices: Configure Apache Kafka and Zookeeper for messaging
Microservices: Elastic Search cluster for services (Menu.API, Order.API, Basket.API)
Dashboard App: Change (html+css) elements to Angular Material elements
Frontend: Create Web App using React+TypeScript=&e
Update Readme.md, create best documentation
Logo/Proposal
Slim System in user nim.cfg breaks nimble
Update the token
Standard command for automated doc generation
[Feature Request] Dependabot Support for Nim Package Ecosystem
Nimble build linker and localdeps flags conflict
Submodules can cause installation to fail
[question] Better way to add bin to path during development?
setCommand in nimble task does not correctly parse --define:MyFlag="blablab" flag,
adds linefeed as prefix

nimble refresh -> SIGILL: Illegal operation
Make nimble 1
Can't download package list, need support proxy option
starting nimble on Windows does not produce any output
Add the ability to run nimble test for any backend
[Feature] Allow Dynamic Library Target
[Feature] manage nim using nimble
[Feature] dependency tree
--noNimblePath should unconditionally be set for projects with lock files
dependency not included to lockfile when not used
provide binaries of nimble, add info about locking to docs
TUI doesn't restore the cursor if interrupted at interactive "choices" step.
nimble develop doesn't work for deps specified with ==
nimble init is causing error
C/C++ and JS hybrid project results in invalid file extension for js output
nimble install fails if the package name is version
Print name(s) of packages that failed to install
How to access all the nodes
AddEndpointDropPanel shows also if the connection is not compatible
Is there any way to create an auto-expanding array of ports?
Is it possible to check the mouse click event?
Facing an odd Issue in the hello world example.
Validation Infinite Loop when cascading values through nodes
Node clusters
ForceDirectedLayouter issues
Modification to physics based layouter
Saving and Loading
element-redom
Todo List example is not found
Jest env not working in Jest 27
SSR example not working?
SSR throws error when first childNode is a web component
Check if object is a Skate Element and Get Properties
@skatejs/element should export ES6 class rather than compiled one
Homepage is broken
@skatejs/element-react "Invalid component name" error on WebComponent
disconnectedCallback
Module build coming out CJS.
Could we get docs on package/element in particular around SSR?
[bug] Every skate element gains property getters/setters of all other skate element.
mixins
Styling with styled-jsx and React renderer
Blog post about how Skate works
Overhaul consumption model
Issue with SSR example
Misc documentation suggestions

Call `super.observedAttributes`
How would you recommend implementing "enum" props?
Better docs on props
Vue renderer
Add example on how to use css frameworks
Add section to docs for testing web components
BMP Block Diagram 404 Not Found
Question: How remove zero values from the array?
Can't compare `BitsType1(BigBitEndian)` and `Int1Type(true)`
howto: switch based on the value of another field
Question: Repeating a part with a specific field without knowing the length
Parsing a list of variable-size sections without explicit section-size value
Support of offload certain specs to native implementations
Reference the current structure in its instance
Proposal: Parse-time arbitrary value storage
Error messages formatting
It is very hard to debug `ValidationNotEqualError` without offsets
`to_s` should be available for all the struct types with `to-string` implemented
Implement `to_s` for enums
Question: How can I do this?
`_io.pos` not working?
Improve the detection on invalid cases of switch-on
Compiler unit tests seem to fail
Construct: parametrized types
Way to validate a file?
Java generated from `File(String)` method leaks file handles
Graphviz generator crashes on `sizeof<>` expressions
Best way to represent inheritance?
Java: "incompatible types" error on constructor `_root` parameter when importing type from other KSY file
Java: incompatible types compile error when type that is reused is used in a type that is unreachable
C++: loading out-of-range values to enums without fixed underlying type is undefined behavior
Source Generator and Reactive Attribute, as alternative to `ReactiveWindow` and `ReactiveUserControl`
[Bug]: `DataContext` inside Avalonia `TabControl` not binding correctly
[Bug]: `ReactiveUI.Fody` prevents hot reload on net7
[Bug]: Issue with VSTO addins compiling
Change POCO type binding warning level to debug
[Bug]: Blazor component base classes do not trigger `WhenActivated()`
[Bug]: Routing to old pages get blank content
[Bug]: `View&ViewModel`'s `WhenActivated` run error order in MAUI implement
Allow null `TSender` for `WhenAnyObservable`
[Bug]: `BindCommand()` Click button error focus to the next control
[Bug]: CA1416: Validate platform compatibility for `RaisePropertyChanged` being

reported in .Net Maui project
[Bug]: Method not found: 'Void ReactiveUI.WaitForDispatcherScheduler..ctor(System.Func`1)'.
[Bug]: When observing child property in a two-way fashion from ViewModel to Model, when the parent updates, the "old" parent gets updated with the new parent value
[Bug]: Router State is No Longer Saved To Disk
[Feature] ObservableAsPropertyAttribute weaver handling initial value
[Feature]: ReactiveUI.Fody [ReactiveCollection] attribute for adding change notifications from collections
[Bug]: DefaultContent in ViewModelControlHost (Winforms) is Disposed
[Bug]: ReactiveUI.Blazor - Using ReactiveInjectableComponentBase<T> renders the view twice
[Bug]: Build fails when using ReactiveWindow with System.Text.Json source generation
[Bug][WinUI]: ViewModelViewHost not working on WinUI projects.
[BUG] Setting custom ViewContractObservable on RoutedViewHost is not working
Json serialization problem on System.Text.Json
Improve .net core 6 WinForms support
[BUG] WhenAny[Value] does not fire on DependencyProperty if INotifyPropertyChanged is implemented
Expose Binding Conversion Failures
Feature Request: Allow shaderc to specify output type
Feature Request: Allow shader code to override version
Compiling shader with greater GLSL version causes texture samplers to not bind properly
VK_ERROR_FRAGMENTED_POOL on Android oppo find X5 with Vulkan backend
BGFX_RESET_HDR10 not implemented for Metal
Feature Request: Source-level debugging of SPIR-V
clang on Windows defines _MSC_VER, renderer_d3d12.cpp fails to compile
Uniform num broken on Mac OS 12.6 arm64/Vulkan by #2883/#2885
d3d11 memleak. RGBA4 / BGRA4 conversion code is not functional in D3D11::update
Memory Leak: Vulkan backend on windows
Feature Request: Ability to Copy (Sub) Buffers
D3D9 has some pixel format inconsistencies with the rest of the backends
Potential memory leak with Metal backend
TextureD3D11::resolve tries to call ResolveSubresource on depth buffers
Render large scene crashed with Vulkan
getShaderUniforms always return 0 on OpenGL render backend with compute shader
Windows OpenGL - Example01 Crash
render by points error on M1 Mac Metal
<macOS> 08-update crash in copyFromTexture
Shaderc crash compiling gl_PrimitiveID shader to Metal
Shaderc create two same texture uniform in compile to HLSL
m_dxgi.resizeBuffers fails with D3D11 backend and RenderDoc loaded
The startVertex of set_transient_vertex_buffer_with_layout() ?
updateTexture2D fail on D3D12 when using Texture Arrays
V-Sync disables when window not visible, causing GPU to go to 100% [Metal]

Settings and Low Contrast text issues in dark mode
Upload files?
Sdd
Teste.md
Stuck on a Task 2
Code hub
Side panel sorting?
Is this repo dead?
I am not seeing my organizations.
Expanding images takes them out of sight
Organizations Not Showing
They should push automatically when you commit. That's how it works for me at least.
Not clear how to push to github
Confirmation dialog BEFORE merging
Selecting Javascript in Trending will blackout the whole app and make it unusable
Too Dark and not enough contrast in iOS DarkNode
Dark Mode
Dark mode
Trending Links
Dark mode
Text is not readable when in DarkMode
Can't read text in dark mode
Text not visible with iOS darkness
SSH
Cannot change to different branches
Keep getting invalid option 'MX_GLOBAL'
WORKING_DIRECTORY does not contain Python module glad
GLAD_DIRECTORY vs. GLAD_DIR
EGL multi-context support, and other ideas
More control over output file placement
EGL platform no longer supports exporting symbols via
GLAD_GLAPI_EXPORT_BUILD
glad2: allow custom symbol prefix (instead of glad/Glad/GLAD)
enums from extensions should be in a const section. (Nim)
glad_set_pre_callback/glad_set_post_callback in "release"
Can other dock elements auto-resize when another dock has been collapsed?
Strange behavior with bottom alignment
Change ToolDock Proportion to correct size
Tab disappear after moving Document on another
Namespace conflict with Avalonia.Controls.Dock class
Can you add instructions for binding data from MyViewModel?
Unable to drag floating window to another window
Floating window can't get dragged back into main window on linux
Add support for global dock target
Compatibility issue with ReactiveUI (>=14.2.1)
Documentation

When unpin a Tool, the pin and close button are overlapped

Unable to drag and drop a tool from one dock to another with deserialized layout

The pin icon deletes content and on drag and drop crash