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
Windowsÿ   can't load shadersÿ
: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-httpauth
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 silenty 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?ÿ #3330ÿ
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
ls --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
Misson 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="blablub" 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