

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  
GL\_Error 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