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