

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