Page Number	Status	Original Text	Correction	Notes	Reported by
33	No fix. If you had a 386 yes but not on a 286.	The text incorrectly states the 1992 CPU, running in real mode, can only use the 16 bit General Purpose ters. That is not correct. Source: http://wiki.osdev.org/Real_Mode			
36	Fixed in 2.2	"= 0000 0000 0010 0000 Offet 16 bits"	"Offset" instead of "Offet"		Bryan Stillwell
36	Fixed in 2.2	section 2.2.4.4, the Trivia section starts with "As of 2016..."	"As of 2017..."		plnterk
38	Fixed in 2.2	footnote "in demand," "kid."	"in demand" "kid"		plnterk
39	Fixed in 2.2	"is a fascinating topic explained in detail in Annexe B on page 295."	"Appendix B" instead of "Annexe B"		Bryan Stillwell
46	Fixed in 2.2	in figure 2.23, the text "CTR Cntl" is in a font different from all the others			plnterk
51	Fixed in 2.2	under figure 2.28, you map 0x00, 0x01, 0x10 and 0x11 to banks 0, 1, 2 and 3 respectively	"00, 01, 10 and 11"	i think 0x10 would be 16 and 0x11 would be 17, if the 0x prefix means hexadecimal	plnterk
51	No fix. Do it by hand and you will see that 0xABF	the example 0xABF13	0xBF13A	The example you give with 0xABF13, you say 0xA would be used to select bank 3, and the bits would	plnterk
51	Fixed in 2.2	Figure 2.26, 1110 -> 0xD	1110 -> 0xE		Bryan Stillwell
82	Fixed in 2.2	2D Menu items shipping with the game in VGADATA, VGAHEAD and, VGADICT. Same typo in Figure 3.10	"everybody worked a little bit on the maps, they were mostly the creations of"	Contradicts first line of p. 98 and game sources at ID_CA.C:90 giflename[10]='GREXT'GRAPH.".	Elisey Shemyakin
95	Fixed in 2.2	Footnote "Bulletin Board Systems where server allows users to connect via a console and upload/download programs."	should probably be "servers allowing" instead of "server allows"		ghostie
114	Fixed in 2.2	Trashing can happen if too many different resources are visible on the screen. In order to help designers balance their creativity with the ne	Thrashing can happen if too many different resources are visible on the screen. In order to help designers balance their creativity with the need for a decent framerate, the engine detects thrashing and flashes the screen border red when running in dev-mode.	It says "trashing" instead of "thrashing"	
123	Fixed in 2.2	"Annexe B on page 295"	"Appendix B" instead of "Annexe B", also missing period		Bryan Stillwell
125	Fixed in 2.2	the first 16K of each banks when setting up mode 13h.	the first 16K of each bank when setting up mode 13h.		Igor Nikolaev
125	Fixed in 2.2	just 200	Just 320 slow	x goes from 0 to 320 (0 to 200 in the outer loop was in prev examp)	elleb
161	Fixed in 2.2	at the footer of the page "A Visual reminder of how the unit circle works can be found in page 166"	"... can be found in page 167"		Amro
161	No fix. Maps contain 64x64 blocks but the block	Note that ystep and xstep are simple lookups into the tan array since xstep = tan(O) and ystep = tan(90 - O)		I think it should be xstep = tan(90 - O) * 64 and ystep = tan (O) * 64, the (64 is the width of a single ca	Amro
163	Fixed in 2.2	... vertical intersections: D = (Xa...) should be H = (Xa...), also ystep=tan(teta), xstep = tan(90-teta)			
168	Fixed in 2.2	(view.,view.y) ... (xintercept,yintercept)	(viewx, viewy) .... (xintercept, yintercept)	No error just add a space after "," to make it easier for reading	Amro
194	Fixed in 2.2	At runtime, upon finding ray-wall intersection, if the ray hits a vertical wall (back at the map from above)	= (back at the map below)	honstly Im not sure what above is pointing to, mostly you ment look figure below (figure 4.55)	Amro
201	Fixed in 2.2	asm movc x,2048	asm mov cx,2048		
203	Fixed in 2.2	of a sprite, it means the wall is in front	"... is in front"		
217	Fixed in 2.2	"Because IRQ 0 was hijacked", should be IRQ 8			
220	Fixed in 2.2	The footnote number (26) don't appear in the text ?			
226	Fixed in 2.2	The audio system has little to do and call allow itself to run in "slow" mode at 140Hz.	The audio system has little to do and can allow itself to run in "slow" mode at 140Hz.		Igor Nikolaev
228	Fixed in 2.2	"Notice how 0b (10110110)..."	The byte is b6, ax written in the assembly code.		
243	Fixed in 2.2	Via a technique is called Linear Feedback Shift Register	Via a technique called Linear Feedback Shift Register		
???	Fixed in 2.2 (but not always space for numbers	Numbering of figures is off. eg: p70 3.2, p71 missing 3.3, p72 missing 3.4, p73 labeled 3.3			
???	Fixed in 2.2	Robert Prince is sometimes mentioned as Bobby and Robert. Might be confusing (p92, p94)			
261	Fixed in 2.2	Example code has incorrect array sizes in Chapter 5 with "BackDoorStr [5][16]" and "GoodBoyStrs [10][40]"	Actual strings should be "BackDoorStr [6][16]" and "BackDoorStr [12][40]"	This is due to original code has #ifdef DEBUG to choose which of the last 2 entries should be used.	Tom Green