

On The CD-ROM

SDL – <http://www.libsdl.org> – Simple DirectMedia Layer - The main SDL libraries, including SDL, SDL_Image, SDL_Mixer and SDL_Net of this popular open source cross-platform game creation toolkit.

CEGUI – <http://www.cegui.org.uk> – Crazy Eddie's GUI System – The popular open source cross-platform GUI framework.

Lua – <http://www.lua.org> – The Lua Interpreter – The popular open source scripting library.

OpenAL – <http://www.openal.org> – The Open Audio Library – The popular cross platform high performance audio library.

ReplicaNet – <http://www.replicanet.com> – ReplicaNet – The popular object oriented networking middleware solution.

Tokamak – <http://www.tokamakphysics.com> – The Tokamak Physics Library – Use this powerful physics library to handle almost any physics calculations in your game world.

Audacity – <http://audacity.sourceforge.net> – The popular Audacity sound utility which is used to edit and work with various audio file formats.

BitmapFontBuilder – <http://www.lmnop.com/bitmapfontbuilder/> - This handy utility is used to create bitmap images of your favorite system fonts.

CVSNT – <http://www.march-hare.com/cvspro/> - This tool provides a Windows flavor for the popular CVS code repository system.

Doxygen - <http://www.stack.nl/~dimitri/doxygen/> - This popular utility is used to generate navigation friendly HTML documentation of your code.

InnoSetup - <http://www.jrsoftware.org/isinfo.php> - This Windows favorite is used to create and package installation scripts for your software.

Demos

Graphic Remedy - <http://www.gremedy.com/> - The popular gDEBugger ® tool which is used to hunt down and isolate problems with your OpenGL commands.

MoleBox - <http://www.molebox.com/> - The popular MoleBox Pro ® utility which is used to package together the assets of your game into a compressed binary format.

System Requirements:

To compile the accompanying source code provided on this CD-ROM you will need a PC capable of compiling C++ modules. The sample projects included are compatible with either Visual Studio 6.0 SP6 or Visual Studio .NET 2003 (other compilers are an option but are untested at this time). To run the sample game, you will need any version of Windows (newer than NT4.0) with at least 1 GHz CPU and a minimum of 256MB of RAM. You will need a 3D accelerated video card with at least 32MB of onboard VRAM and the latest drivers from your vendor.