About the CD-ROM

The companion CD-ROM to Programming an RTS Game with Direct3D contains all examples referred to in the book. You can use any of the code and/or art found on this CD-ROM in your own projects.

Folder Content

Examples: This folder contains all examples referred to in the text. You will find the examples ordered by chapter and example number. In each example folder you will find the source code and VC++ project file. There is also a Debug folder where you can find the executables and example resources. It's recommended that you copy the examples to your hard drive before viewing or editing them.

Images: In the Images folder on the CD-ROM you will find all the images from the book ordered according to the chapter.

Plugins: In this folder you will find the Panda DirectX exporter plugin for 3D Studio max. Copy the plugin file to your 3D Studio Max "plugins" folder. Then start (or restart) 3D Studio Max for the plugin to be loaded.

Using the Examples

Visual Studio: Copy the entire example you want to run to your hard drive (including the Debug folder containing the example resources). Open the VC++ project file (.vcproj) in Visual Studio.

3D Studio Max: Some examples contain 3D Studio Max models (.max files). Use 3D Studio Max 6.0 (or greater) to open, view and edit these files.

System Requirements
- Windows XP
- DirectX 9.0c
- Graphic card supporting Vertex and Pixelshader version 2.0
- 1200 MHz Processor
- 512 MB Ram