**Practical no 2**

**AIM:** Setup DirectX 11, Window Framework and Initialize Direct3D Device

**Steps:-**

1. Create a new project and select a windows form application(.Net Framework 2.0-3.5).
2. Right click on the properties → click on open → click build → select platform target → x86 or add new
3. Click on view code on form 1(design) or press F7.
4. Go to the solution explorer → right click on project name → select add reference .
5. Click on browse and add the required dll files.
6. Code the required files.
7. Add the paint method for changing the appearance .
8. Change the window name and icon if possible.
9. Disable the Exception Settings option such as LoaderLock.
10. Run the app.

**Code:-**

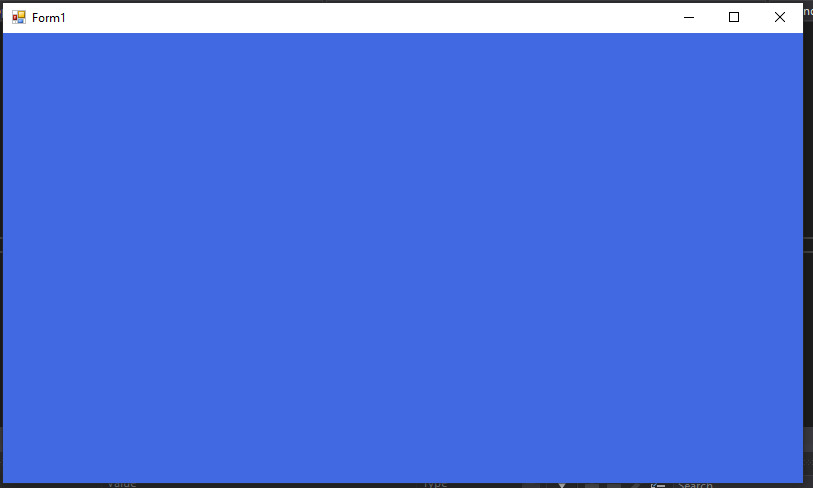
**Program.cs file**

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Windows.Forms;  namespace WindowsFormsApp5  {  static class Program  {  /// <summary>  /// The main entry point for the application.  /// </summary>  [STAThread]  static void Main()  {  Application.EnableVisualStyles();  Application.SetCompatibleTextRenderingDefault(false);  Application.Run(new Form1());  }  }  } |

**Form1.cs file**

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.ComponentModel;  using System.Data;  using System.Drawing;  using System.Linq;  using System.Text;  using System.Windows.Forms;  using Microsoft.DirectX.Direct3D;  namespace WindowsFormsApp5  {  public partial class Form1 : Form  {  Microsoft.DirectX.Direct3D.Device device;  public Form1()  {  InitializeComponent();  InitDevice();  }  private void InitDevice()  {  PresentParameters pp = new PresentParameters();  pp.Windowed = true;  pp.SwapEffect = SwapEffect.Discard;  device = new Device(0, DeviceType.Hardware, this, CreateFlags.HardwareVertexProcessing, pp);  }  public void Render()  {  device.Clear(ClearFlags.Target, Color.RoyalBlue, 0, 1);  device.Present();  }  private void Form1\_Paint(object sender, PaintEventArgs e)  {  Render();  }  }  } |

**Output**

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