DXR Tutorial 02

Initialize DXR

# Overview

In this tutorial we will create all the API objects required to clear and present the back-buffer. We will need to create a device, swap-chain, command-queue, command-list, command-allocator, descriptor-heap and a fence. Remember – it is assumed that the user is familiar with DirectX12 programming, so we will not actually cover most of those objects. We will go over the code briefly, going into length only in places where DXR differs from DirectX12.

# Enabling DXR

This one is pretty straightforward – DXR is an experimental feature and we enable it by calling **D3D12EnableExperimentalFeatures()** and passing in the **D3D12RaytracingPrototype** GUID. See *02-initDXR.cpp*, line 82.

We need to call **D3D12EnableExperimentalFeatures()** before calling **D3D12CreateDevice()**.

That’s pretty much the difference in the initialization. The rest of the code is normal D3D12 boilerplate application code – creating command-list, command-queue, command-allocator, fence object, swap-chain, render target view, etc.