

GP

DirectX and Visual Studio 2019 download

Pract1,2,3,4,5

1. C drive -> windows -> microsoft.NET -> DirectX (to check if the file is downloaded)
2. Open Visual studio 2019
3. New project-> C# Windows Desktop -> Windows forms app
4. Right click on references in solution explorer -> add reference -> browse -> C drive -> windows -> microsoft.NET -> directX -> first option -> select 3 dll files (Direct3DX, Direct3D and last option)
5. Build -> Config manager -> active solution platform -> new -> x86
6. Debug -> Windows -> exception settings -> managed debugging assistants -> uncheck loader lock
7. Go to form.cs.design -> double click on

"form" to load form -> Properties -> ⚡ ->

Double click on paint

8. Right click -> View Code -> type code

9. Start

Pract 3, 5

Extra steps

1. copy jpg image from files and then open solution explorer

2. Right click on WindowsFormApp14(in bold) and paste

3. Right click on name.jpg and copy full path

4. Pract 3 - paste the path in last line of private void InitDevice()

5. Pract 5 - Paste the path in first line of private void LoadTexture()

