Special Features

Flying Panther Games

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Some of the special features of our game engine include:

* Creating a terrain by loading a height map from a BMP file as well as a RAW. The LoadHeightfield function in the Terrain class will read the data from either file format and save the data as an unsigned int to be used later the construct the terrain.

bool Terrain::LoadHeightfield(Texture\* file)

{

if(m\_terrainData)

delete[] m\_terrainData;

if(file->GetHeight() != file->GetWidth())

return false;

m\_size = file->GetWidth();

int verticeCount = m\_size \* m\_size;

unsigned char \*d = new unsigned char[verticeCount];

int count = 0;

for (int i = 0; i < verticeCount \* 3; i+=3 )

{

d[count] = file->GetData()[i];

count++;

}

m\_terrainData = d;

return true;

}