

RenderWare Graphics

RenderWare Graphics 3.7

PC Readme

December 2003

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Introduction

Welcome to the RenderWare Graphics 3.7 SDK for the PC platform, the world-leading, high performance, open and extensible, truly multi-platform 2D/3D graphics module of RenderWare Platform. This readme contains RenderWare Graphics 3.7 SDK configuration information for PC.

The focus of RenderWare Graphics 3.7 has been to ensure that we are compatible with recent updates to our partner products and to align all of the components of RenderWare Platform to ensure that our customers have all the necessary functionality they need to make AAA titles throughout 2004.

Our underlying development in 3.7 also has an eye on the future, making sure that best-practices are being used on the current hardware platforms, that can then powerfully and effectively translate onto the next generation of games machines.

If you're new to RenderWare Graphics we recommend that you read and take a look at:

- the User Guide
- the API Reference
- the knowledge base on the Fully Managed Support Service (FMSS) using your customer account at <https://support.renderware.com/>. The FMSS also gives instant access to our world-wide Developer Relations Team.
- the Examples

Known issues and release notes

Installer Crash under Windows XP

IKernel.exe - Application Error The instruction at "0xffffffff" referenced memory at "0xffffffff". The memory could not be "read"

You might experience an abnormal program termination at the end of the RenderWare Installers. We have identified this as an interaction with our version of InstallShield and the Windows XP operating system. After prolonged testing, we have found that this interaction has **no** effect on the contents or progress of the install. We will fix this problem in an active build of RenderWare 3.7 in January 2004.

Other known issues

For a full list of the known issues for this release can be accessed at: https://support.renderware.com/products_main.asp

Release notes

Release notes, containing information on what's new in this version of RenderWare Graphics, can be found in the API Reference.

Directory Structure

The directory structure has been modified slightly for 3.7. The default RenderWare root is `rw` and the layout within is:

- `rw\graphics` for Graphics specific files

<code>bin</code>	This contains the RenderWare Graphics asset processing tools.
<code>docs</code>	Documentation which includes the API Reference, Artist Guides, User Guide and White Papers.
<code>examples</code>	Examples including new examples for the new plugins.
<code>rwsdk</code>	Root location of the SDK.
<code>shared</code>	Shared files for examples, viewers and tools.
<code>tool</code>	Tools provided for use with the elements of the RenderWare Graphics SDK.
<code>viewers</code>	Location of the viewers for use with RenderWare, including the Visualizer.

`rw\graphics\rwsdk:`

<code>bin</code>	This contains the RenderWare Graphics build and support tools.
<code>include</code>	RenderWare Graphics header files.
<code>lib</code>	RenderWare Graphics library files.

- `rw\shared` for shared files across more than one RenderWare product

<code>OpenExport</code>	Common exporter binaries and SDK which includes library files and examples.
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PC Configuration

This release of the RenderWare Graphics SDK 3.7 for the PC platform requires 3D hardware acceleration in order to function. Either a DirectX 8.x (or preferably 9.0) supported accelerator and/or an OpenGL supported accelerator is required.

The binary RenderWare Graphics SDK is built using the Microsoft Visual C++ 6.0 (service pack 5 with the processor pack) and the DirectX 9.0b SDK.

To build our SDK examples on your own machine, we recommend using either:

- Microsoft Visual C++ 6.0, using the supplied .dsp project files or using the makefile from the command line
- Microsoft Visual Studio .NET, using the supplied .vcproj files or using the makefile from the command line
- CodeWarrior 8.3 for PC, using the supplied .mcp project files. (Not fully compatible with RenderWare Graphics D3D9 currently – see known issues list.)

It is recommended to have the DirectX 9.0b SDK installed to ensure full compatibility with the RenderWare Graphics libraries.

As usual, please install the latest video card drivers for best performance and compatibility.

This SDK has been tested on Windows 98, Windows 2000 and Windows XP.

Further Information

Criterion Software Ltd.

For general information about RenderWare Graphics email info@csl.com.

Developer Relations

For information regarding Support please email devrels@csl.com.

For support or advice or to sign up to the fully managed support system. Go to:
<https://support.renderware.com/>.

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