**Tringe Task Report**

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| **Version** | **Date** | **Writer** | **Modification** |
| V1.0 | 14.Feb.2010 | KIM, HAKHYUN | Created |
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# Design Issues

## DirectX VS OpenGL

I am accustomed with DirectX. So I choose DirectX 9.0.

## DXUT?

I’ve usually been using commercial engines. So I’m not so familiar with DXUT.

But it’s the only one accepted utility otherwise I need to do from scratch.

It’s only 2 days. So I would like to use DXUT. It help me some camera, frame and box stuffs

## Coding Convention

I usually follow existing coding rules. So in this case I followed DXUT style. And I also had using DXUT style macro functions

(V,V\_RETURN,,,etc)

## Instancing Design

First time I had tried to use hardware instancing. But I have to support Shader 2.0. Then because of time limit I had better support only one type. So I stared with Shader Instancing Method.

## Random Texture & Alpha

It looks need to sort by alpha and texture type. So I randomly change vertex position. It makes keep the box sorted by alpha and texture.

# Class Design

## Making Simple Framework from DXUT

TringeTaskAPP - Manage other class instances.

BoxRenderer - The simple renderer is for box.

InstanceProperty - I’ve try to make some common data property class.

Get data from string value. (It usually needs fast string, but in this time use just std:string class )

TringeTaskGUI – The common user interface class.

It takes one day, to make new simple framework from DXUT.

## Add instancing stuffs( + shader)

## Add spot light stuffs ( + shader )

I’m not so good at Shader stuffs. In t his case I just adjust simple light.

## Use simple singleton.

It’s for simple, and convenience.

And it has explicit initialize time.

# After

Recently I just use commercial engine like Gamebryo, When I saw the task, I’m a little embarrassed.

Because it’s been a long time using raw DirectX or DXUT.

But it’s enjoyable to write code from basic. It’s a good experience.

Thanks.