Vježba L05

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Sadržaj

1. Prazan VanityXS projekt
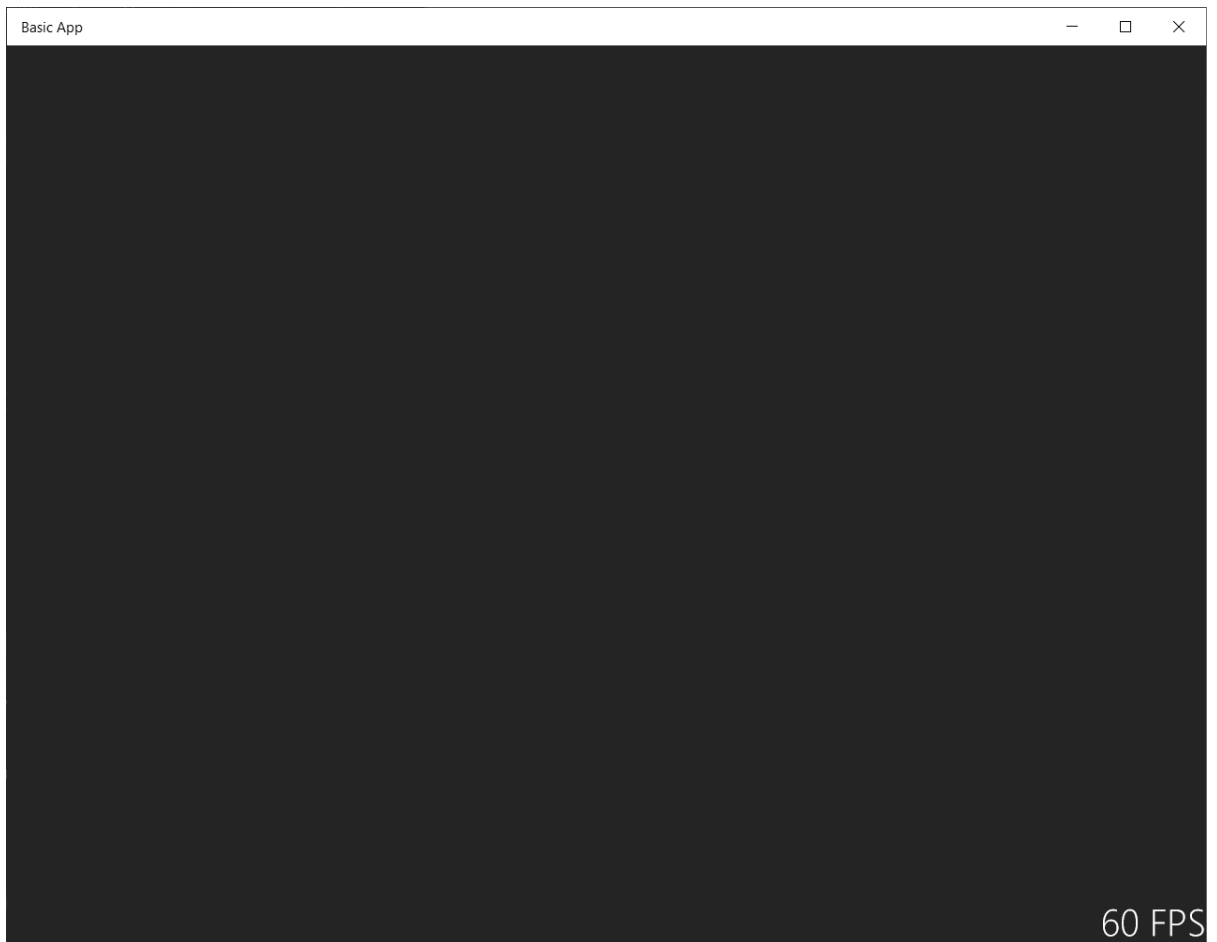
```
Output                                                                    ▼ □ ✕

Show output from:  Debug                              ▼    ⬇  ⬆  ⬇  ✕≡  ab↻

        RendererBase3D::Ctor...
Renderer() ApplicationFactory::Ctor ...
ApplicationFactory::CreateView() ...
App::Initialize ...
        VanityCore::Ctor ...
        VanityCore::CreateDeviceIndependentResources() ...
        VanityCore::CreateDeviceResources() ...
            Driver Type: D3D_DRIVER_TYPE_HARDWARE
            Feature Level: D3D_FEATURE_LEVEL_11_1
App::SetWindow ...
        VanityCore::SetWindow() ...
        VanityCore::CreateWindowSizeDependentResources() ...
            Creating a new swap chain ...
        ResourceFactory::CreateRenderTargetView() ...
        ResourceFactory::CreateDepthStencilView() ...
        ResourceFactory::CreateTargetBitmap() ...
App::Load ...
    MainLoop::Ctor...
    RendererBase3D::Initialize()...
Creating Device ResourcesCreating Device ResourcesLoading completeCreate Window ResourcesCount 1280.000000960.000000App::OnActivated ...
App::Run ...
MainLoop::Update() ...
MainLoop::Render() ...
    VanityCore::Present()...
App::OnVisibilityChanged() ...
App::OnVisibilityChanged() ...
App::OnSuspending ...
```