EmptyProject11

<https://github.com/walbourn/directx-sdk-samples>

This is the DirectX SDK's Direct3D 11 sample updated to use Visual Studio 2012 and the Windows SDK 8.0 without any dependencies on legacy DirectX SDK content. This sample is a Win32 desktop DirectX 11.0 application for Windows 10, Windows 8.1, Windows 8, Windows 7, and Windows Vista Service Pack 2 with the DirectX 11.0 runtime.

**This is based on the legacy DirectX SDK (June 2010) Win32 desktop sample. This is not intended for use with Windows Store apps, Windows RT, or universal Windows apps.**

# Description



This sample is a bare-bones DXUT application provided as a convenient starting point for your own Win32 desktop Direct3D 11 application. This is the minimum needed to get a DXUT-based application running, but it does nothing but clear the screen to a background color.

# Dependencies

DXUT-based samples typically make use of runtime HLSL compilation. Build-time compilation is recommended for all production Direct3D applications, but for experimentation and samples development runtime HLSL compilation is preferred. Therefore, the D3DCompile\*.DLL must be available in the search path when these programs are executed.

* When using the Windows 8.x SDK and targeting Windows Vista or later, you can include the D3DCompile\_46 or D3DCompile\_47 DLL side-by-side with your application copying the file from the REDIST folder.

%ProgramFiles(x86)%\Windows kits\8.0\Redist\D3D\arm, x86 or x64

%ProgramFiles(x86)%\Windows kits\8.1\Redist\D3D\arm, x86 or x64

# More Information

[Where is the DirectX SDK?](http://blogs.msdn.com/b/chuckw/archive/2012/03/22/where-is-the-directx-sdk.aspx)

[Where is the DirectX SDK (2013 Edition)?](http://blogs.msdn.com/b/chuckw/archive/2013/07/01/where-is-the-directx-sdk-2013-edition.aspx)

[DXUT for Win32 Desktop Update](http://blogs.msdn.com/b/chuckw/archive/2013/09/14/dxut-for-win32-desktop-update.aspx)

[Games for Windows and DirectX SDK blog](http://blogs.msdn.com/b/chuckw/)