READ ME

Getting Started

Before you try to use the contents on this CD, please read chapter 1 and do the first exercise on this disk: "/exercises/ch1_001.pdf".

Please Install Me

You must install this CD on your hard drive to use the kit and. You cannot it directly from the CD.

Windows and OSX Executables in /Kit/

The "/Kit/" directory contains the following TGE 1.5.2 executables:

- Torque Demo Debug OSX - OS X Debug build

- Torque Demo OSX - OS X Release build

- torqueDemo_DEBUG.exe - Windows Debug build

- torqueDemo.exe - Windows Release build

(Thse builds contains all of the C++ code changes you will make in chapters 10 and 11, as well as those you will do as part of the exercises)

Offensive Wording Alert!

The standard TGE starter kits use a default character name of "Fresh Meat". I realized late in the production process that some readers may find this offensive, so I changed it to "New Guy" in the kit and tried to clean as many illustrations as possible. Unfortunately, a few still slipped by. So, if you do find this offensive, please accept my apologies, but it was difficult to remove the phrase entirely at this late stage.

Torsion TorqueScript IDE

The [latest version of the] trial version of the Torsion TorqeScript IDE tool can be found on the CD in the directory "/Torsion/".

Remember To Copy Builds

Remember, when you modify engine code and recompile, you will need to copy the new executable into the "/Kit/" directory to test your changes!