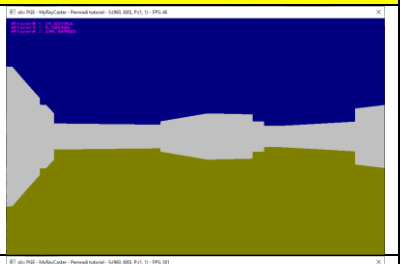
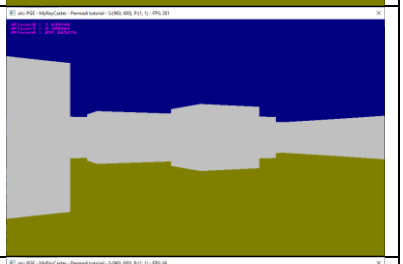
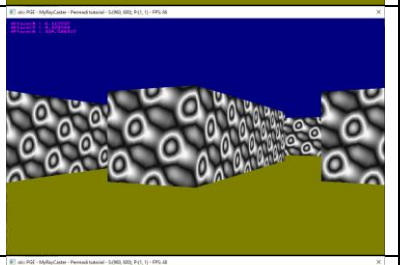
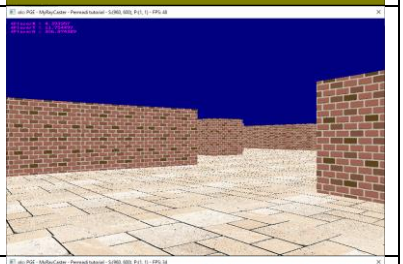
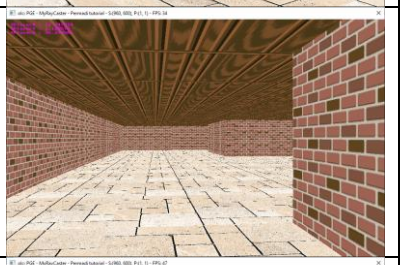
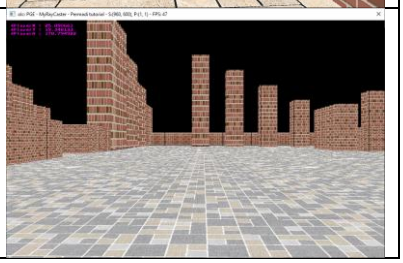
# Raycasting implementations – Permadi tutorial

*Joseph21, February 1, 2023*

All source files on: [https://github.com/Joseph21-6147/Raycasting-tutorial-series---Permadi-inspired](https://github.com/Joseph21-6147/Raycasting-tutorial-series---Permadi-inspired)

| Nr | Permadi tutorial | Source file name | Subject | Preview |
|---|---|---|---|---|
| 1 | Parts 03-09 (&15) | `main - part 09a (plain rendering, hor. motion, naive distance finding algo).cpp` | Non-textured rendering, horizontal motion, naïve distance finding |  |
| 2 | Parts 03-09 (&15) | `main - part 09b (plain rendering, hor. motion, DDA algo).cpp` | DDA implementation (instead of naïve distance finding) |  |
| 3 | Part 10 | `main - part 10 (textured walls).cpp` | Added: Wall texturing |  |
| 4 | Parts 11-12 | `main - part 12 (textured floor).cpp` | Added: Floor texturing |  |
| 5 | Part 13 | `main - part 13 (textured ceiling).cpp` | Added: Ceiling texturing |  |
| 6 | Part 14a | `main - part 14a (variable height walls).cpp` | Added: Variable height walls |  |

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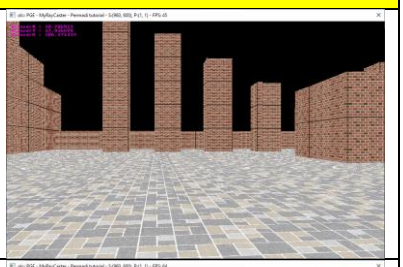
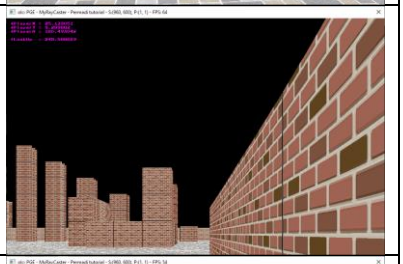
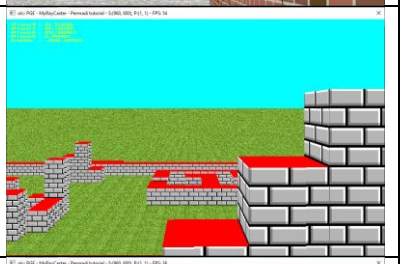
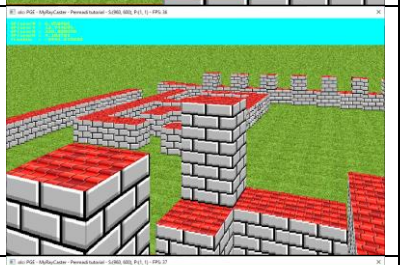
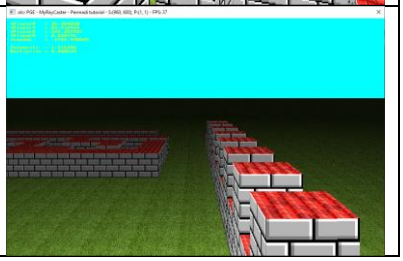
| 7 | Part 14b | `main - part 14b (variable height walls - improved texturing).cpp` | Added: Improved wall texturing for variable height walls |  |
| 8 | Part 16 | `main - part 16 (vertical motion - looking up and down).cpp` | Added: Effect to simulate looking up or down |  |
| 9 | Part 17a | `main - part 17a (flying and crouching).cpp` | Added: Code for flying and crouching of player, in combination with variable height walls. |  |
| 10 | Part 17b | `main - part 17b (textured roofs, optional mouse control).cpp` | Added: Roof texturing and optional mouse control |  |
| 11 | Part 19 | `main - part 19 (shading - night effect).cpp` | Added: Simple form of distance shading |  |