## Raycasting implementations – Permadi tutorial

Joseph21, April 4, 2022

All source files on: <a href="https://github.com/Joseph21-6147/Raycasting-tutorial-series.git">https://github.com/Joseph21-6147/Raycasting-tutorial-series.git</a>

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	El se PM - SPANGOR - Francis Salari - 1000, SIG PA (1) 1976 All El STANIS - 1000 All PA (1) 1976 All El STANIS - 1000 All PA (1) 1976 All PA (
2	Parts 03-09 (&15)	main - part 09b (plain rendering, hor. motion, DDA algo).cpp	DDA implementation (instead of naïve distance finding)	ETITE   EATER.
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	El se del entralesse francis la constitución (III) (El 10 et al. 20 et al. 2
5	Part 13	main - part 13 (textured ceiling).cpp	Added: Ceiling texturing	If an Mill Million as recombinate (Mill Mill Mill S) (Mill Mill Mill Mill Mill Mill Mill Mil
6	Part 14a	main - part 14a (variable height walls).cpp	Added: Variable height walls	The series of th

Nr	Permadi	Source file name	Subject	Preview
7	tutorial 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	Entered information from the first of the contract of the cont
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	Explicit Valuation Proceedings (SE III III III III III III III III III I