GAMES PROGRAMMING 3

LAB 2: DeltaTime

In this lab you will examine the process of updating your application using DeltaTime. The goal of the lab is to calculate DeltaTime then use the value/values to provide consistency to the application across various platforms. Use the provided information and utilise any online materials of your choosing.

**Starting - SDL**

The required SDL functions are as follows:

SDL\_GetPerformanceCounter()

SDL\_GetPerformanceFrequency()

**ToDo**:

* Calculate DeltaTime (Consider where this calculation should take place)
* Save the value for DeltaTime (This can take various forms)

**Camera and Model Movement**

All the code needed to update the camera & models is already in the application, consider which aspects of the application you want to apply DeltaTime to and when.

**ToDo:**

* Update movement using DeltaTime (Consider how you want to pass DeltaTime around your application, i.e., variable, function, class)
* Change the format of DeltaTime (DeltaTime can be stored in various formats, i.e., milliseconds vs seconds, create functionality to allow you to change the format)

**Extension Material for Coursework:**

* Abstract the rendering code into a single system