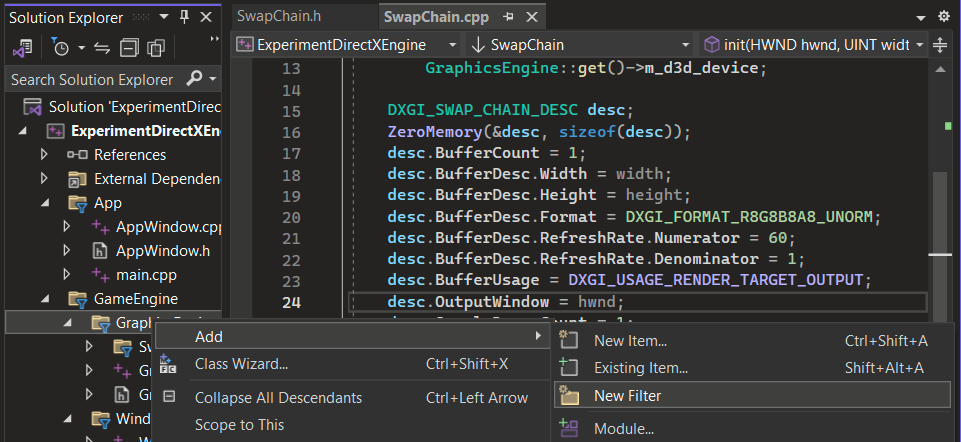
Readme: This project is licensed under the terms of the MIT license.

Video: [C++ 3D Game Tutorial 4: Creating 3D Engine - Device Context](https://www.youtube.com/watch?v=GfvygBuuKUc&list=PLv8DnRaQOs5-ST_VDqgbbMRtzMtpK36Hy&index=4)

Author: Parcode

**4. Creating the DeviceContext**

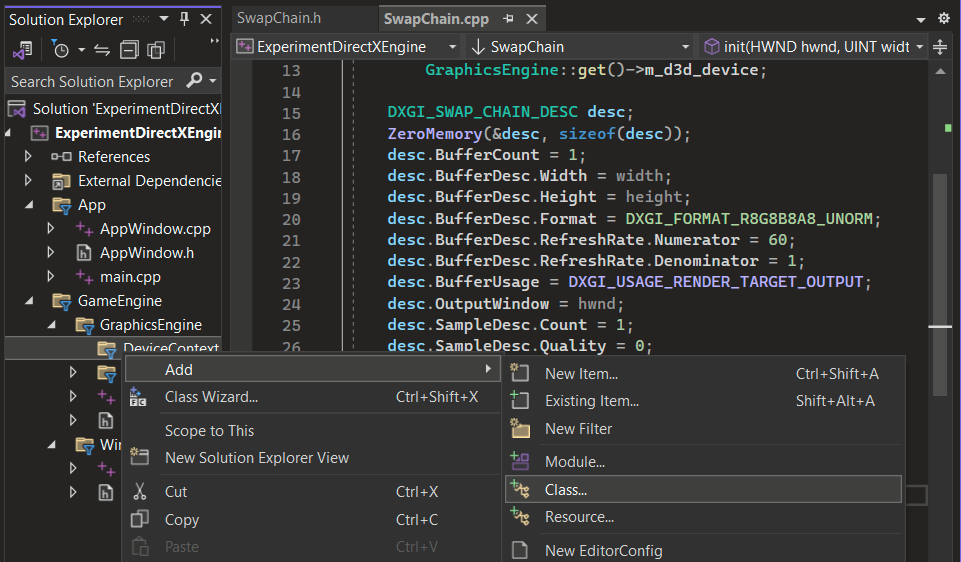
1)

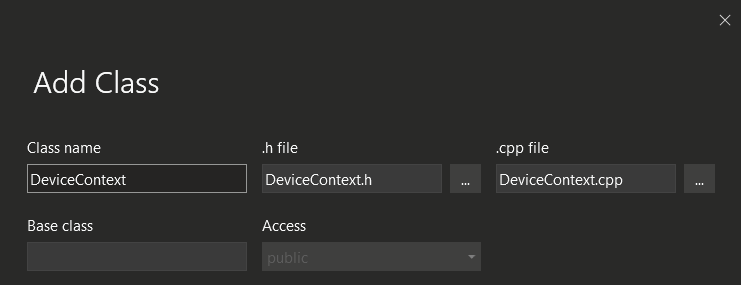


Create a folder in **GraphicsEngine**:

1. DeviceContext

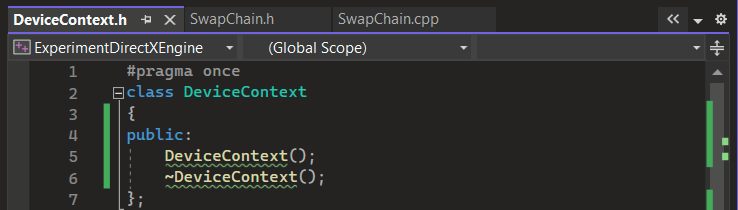
2)



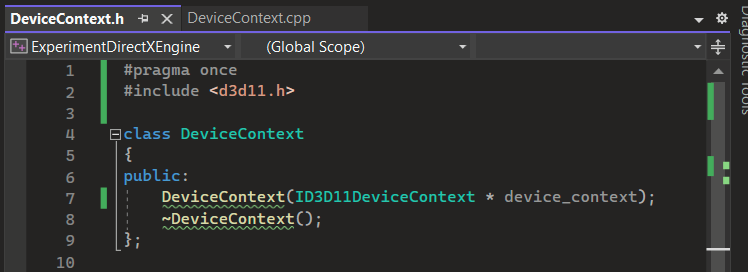


1. Create and move files to **DeviceContext**:
   1. DeviceContext.cpp
   2. DeviceContext.h

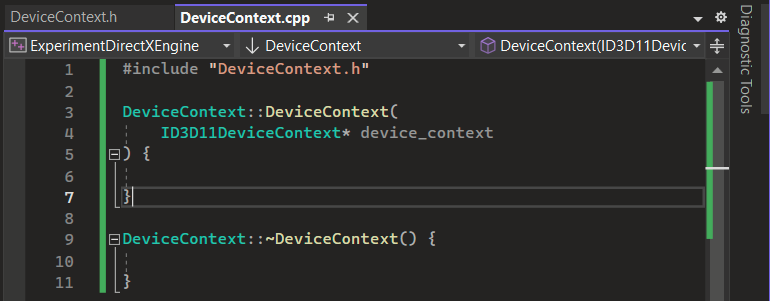
3)



5)



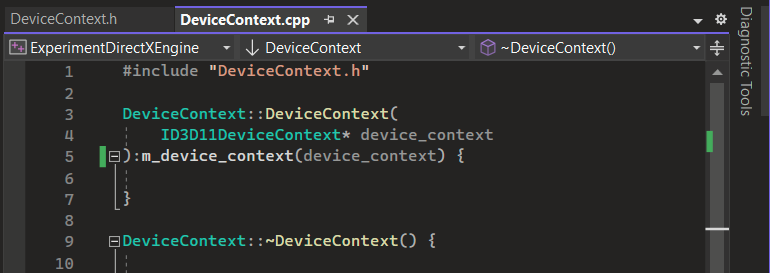
6)



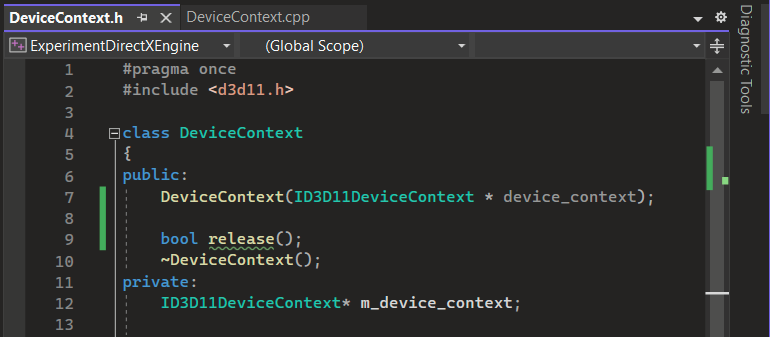
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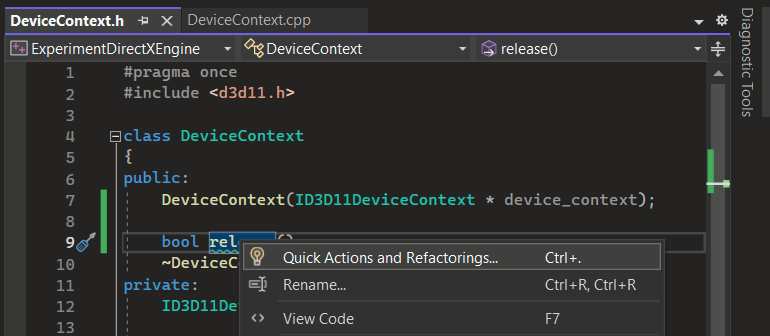


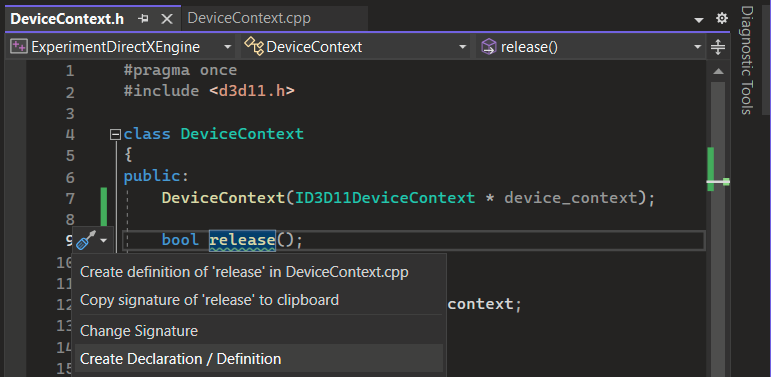
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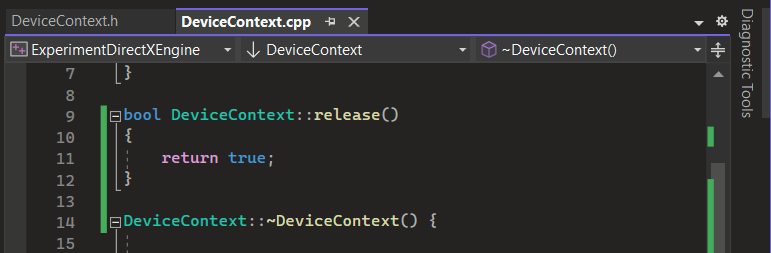


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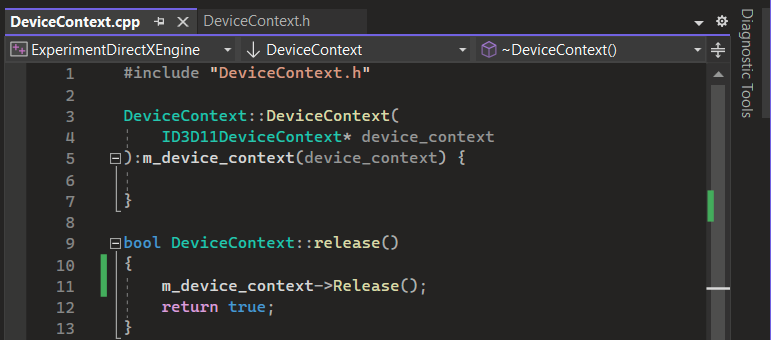




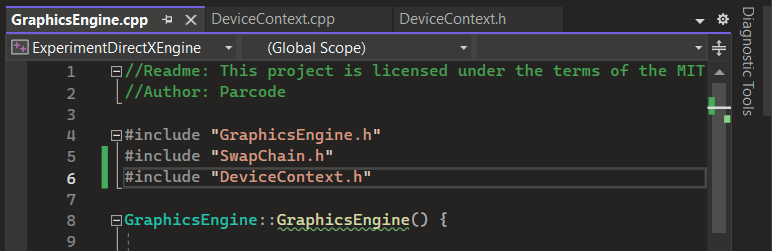




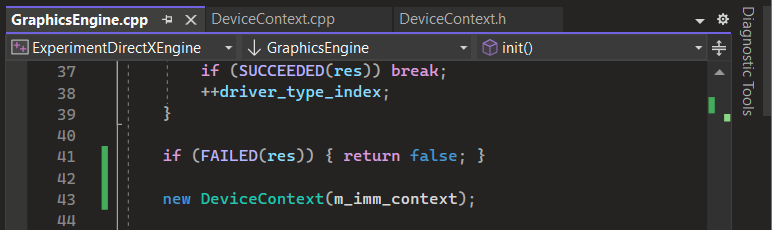
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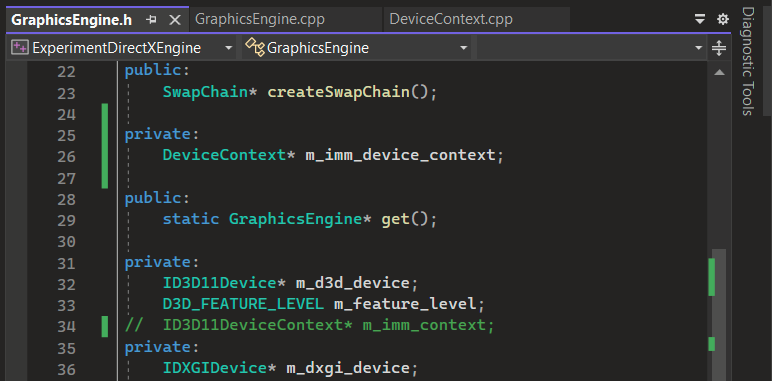
11)



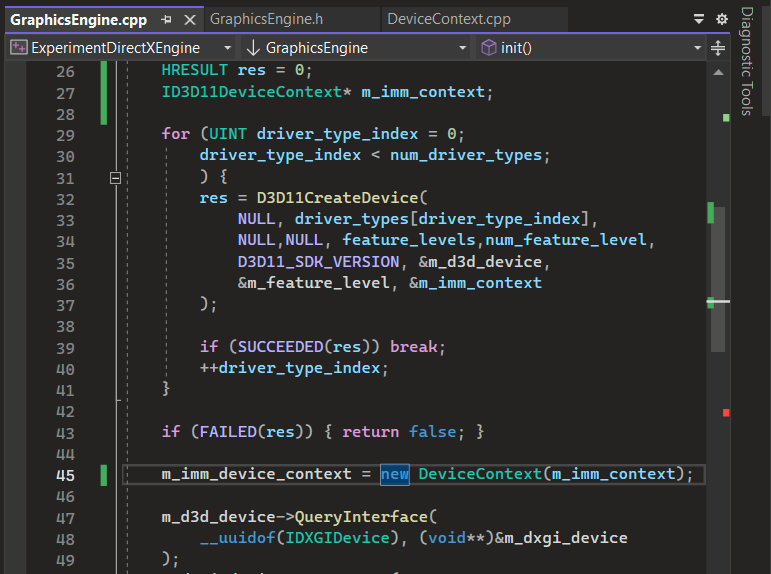
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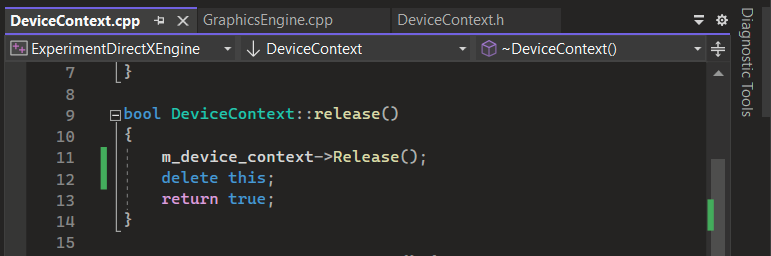
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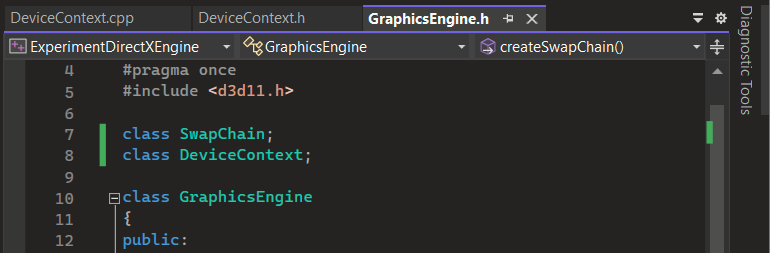
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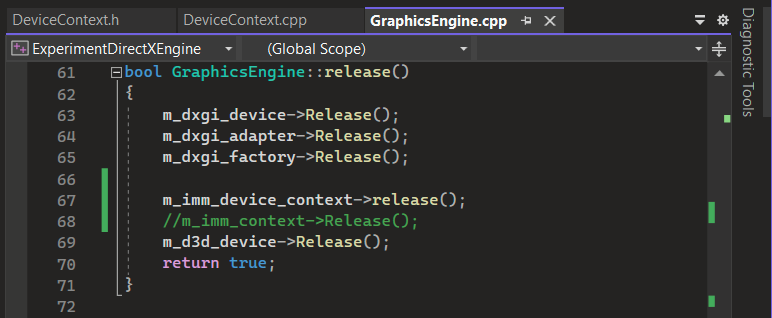


15)

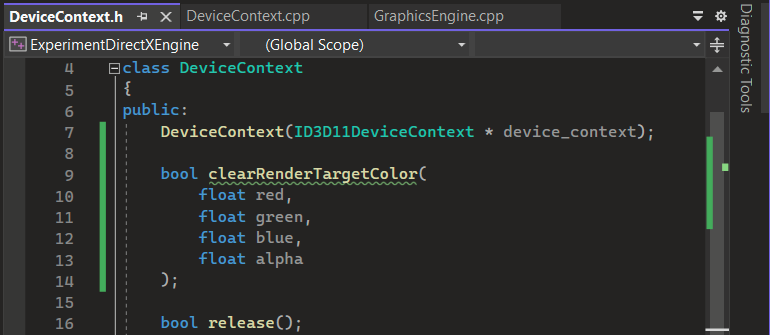


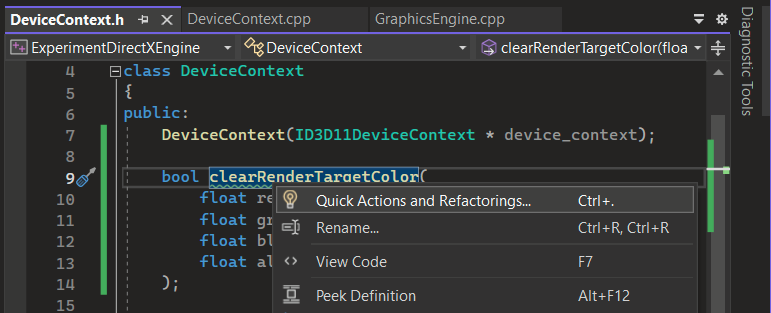
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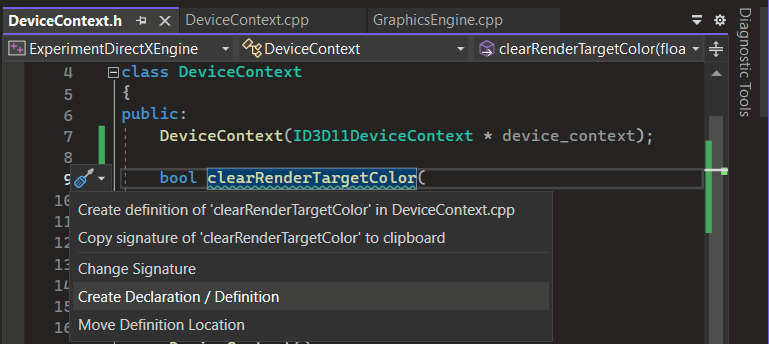


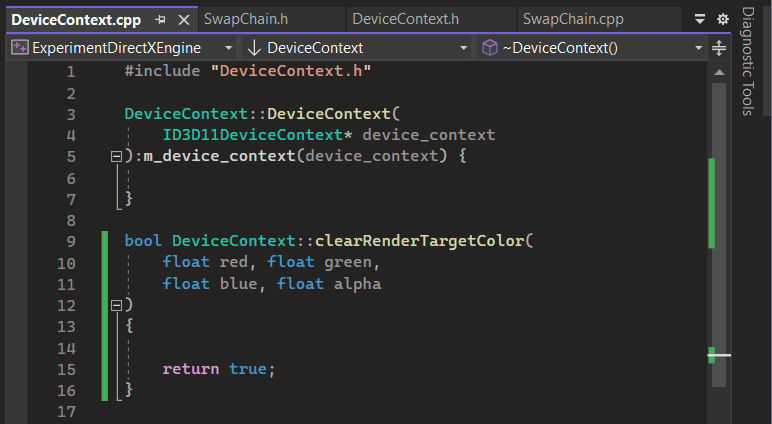


17)

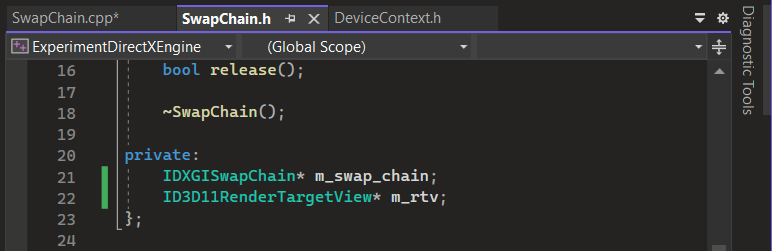


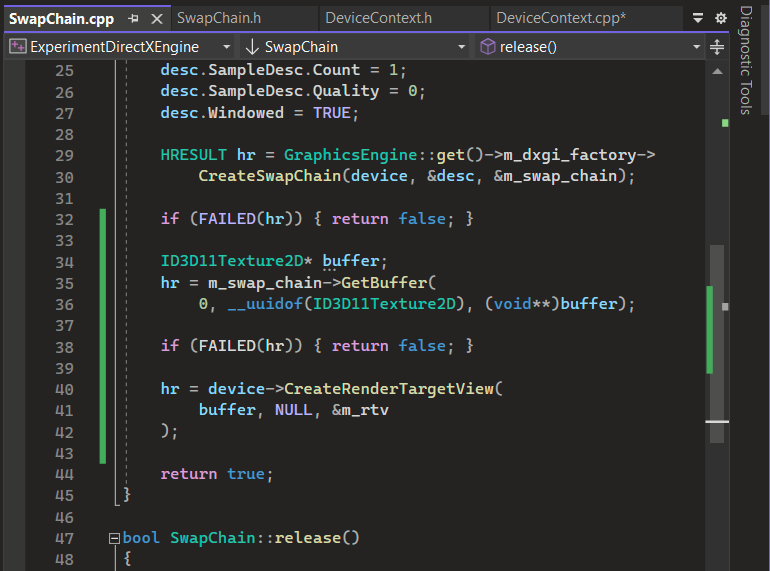




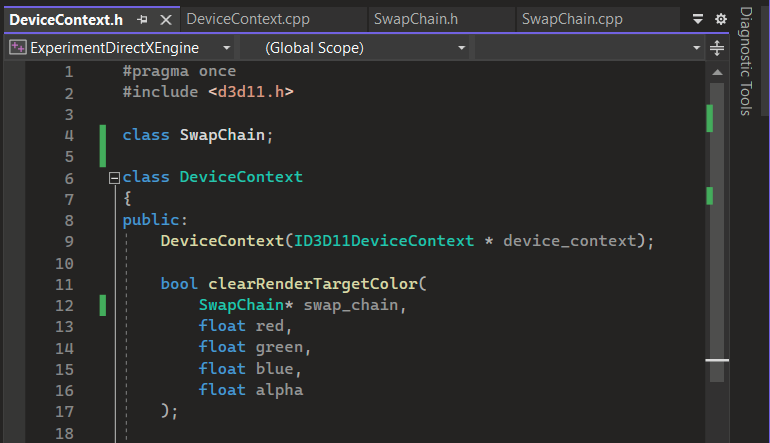


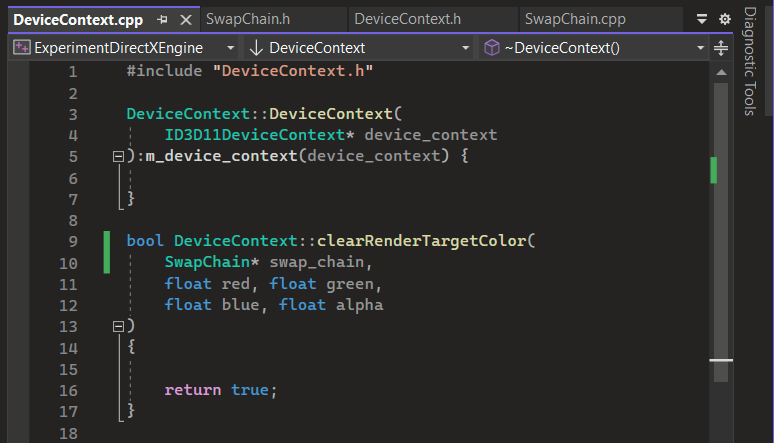
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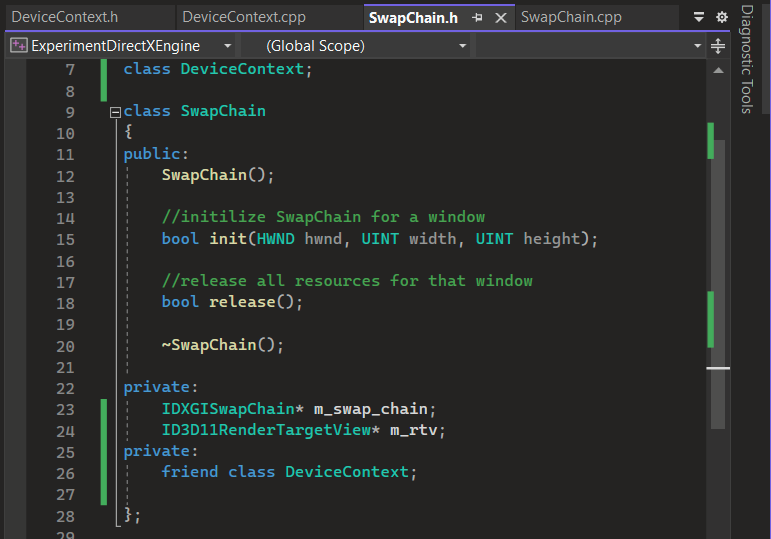


19)

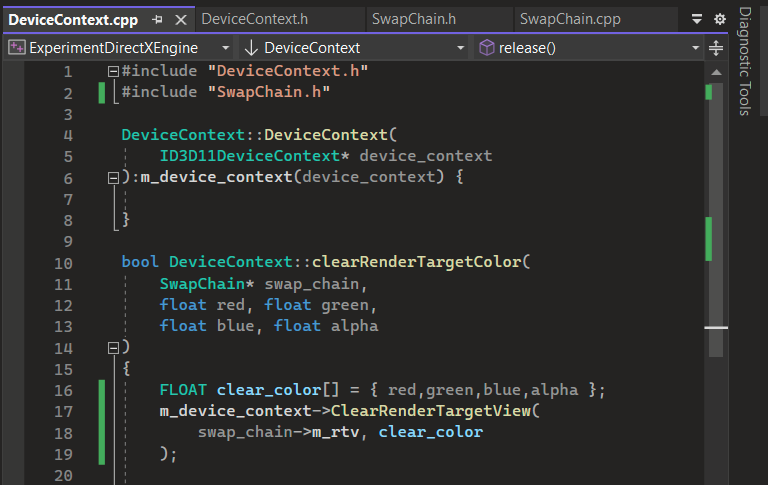




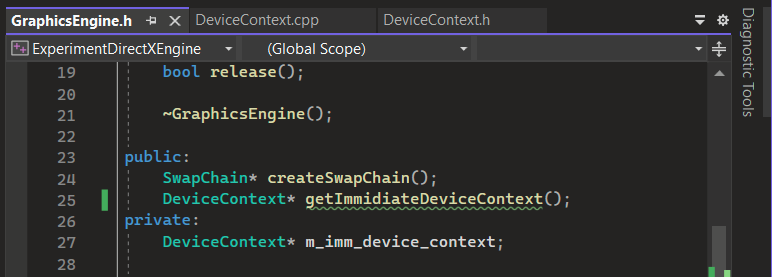
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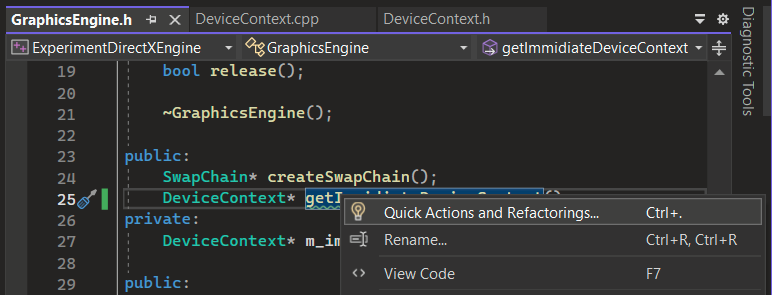


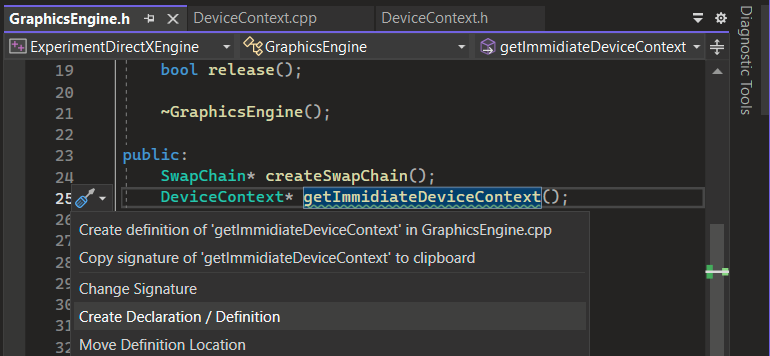
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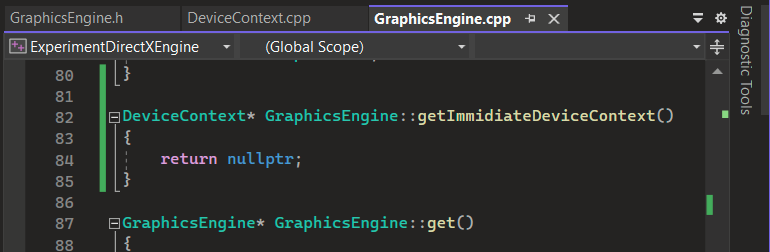


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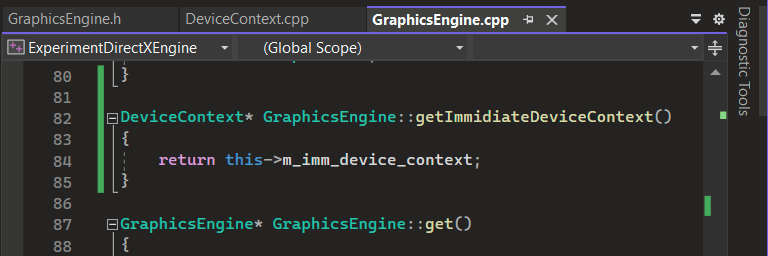




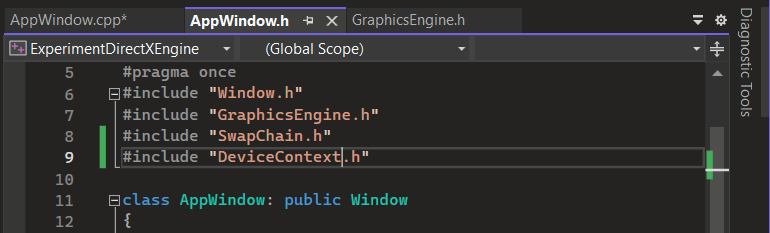




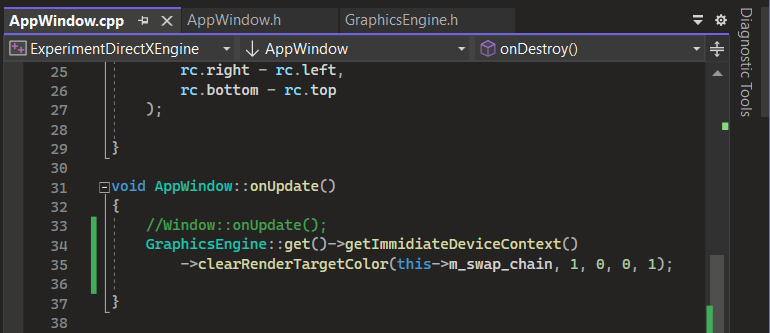
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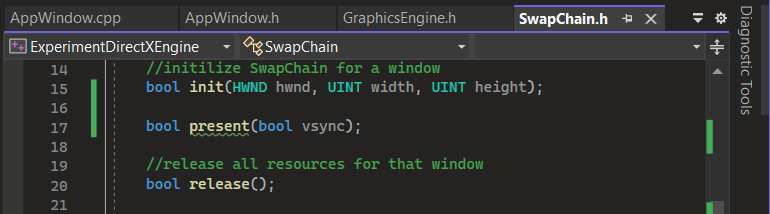
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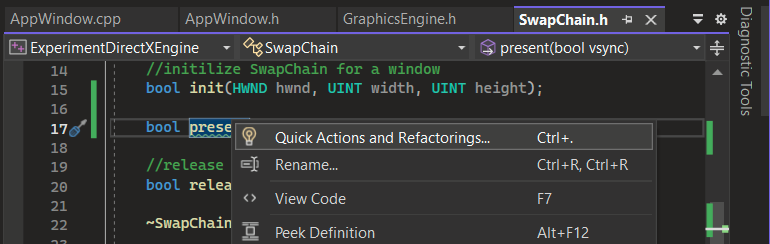


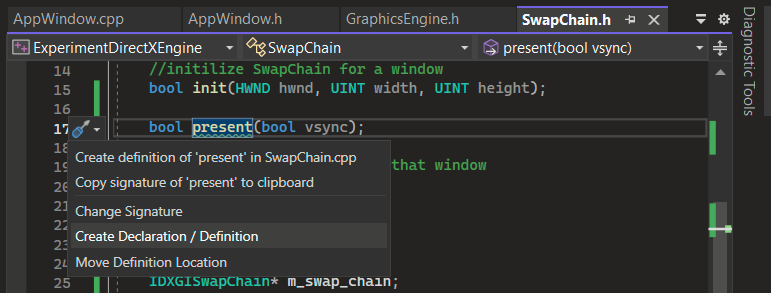
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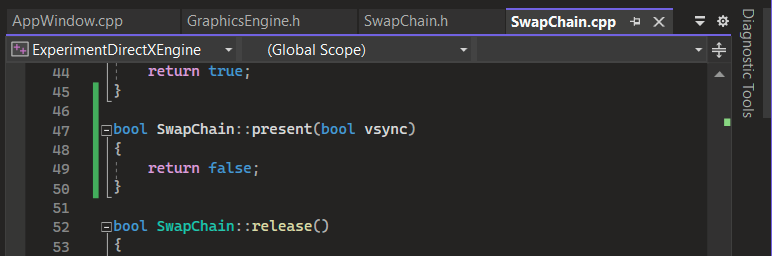


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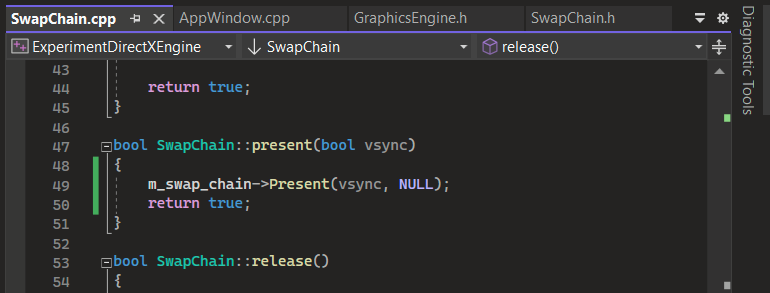




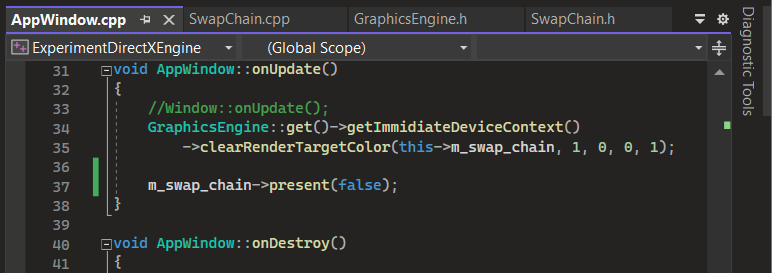




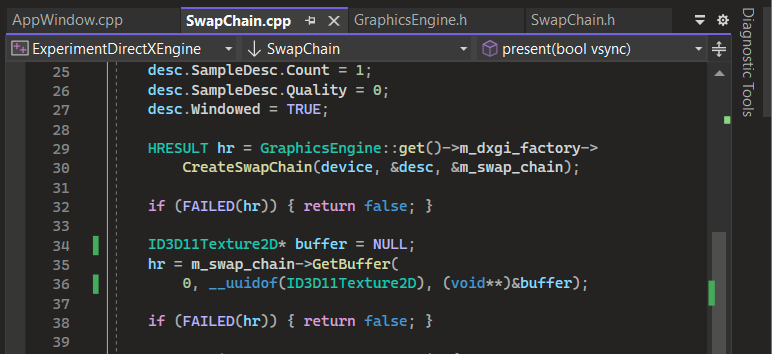
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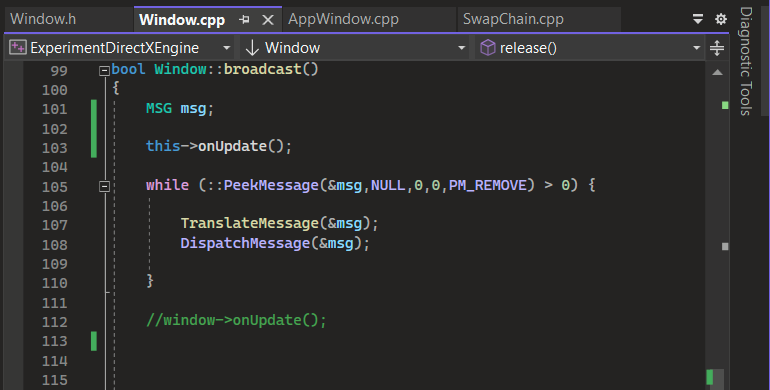
30)



31)



32)



33)

