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INSTALLING AND COMPILING THE SOURCE CODE

The Wild Magic engine is portable and runs on PCs with Microsoft Windows 2000/XP operating systems or Linux operating systems. The engine also runs on Apple computers with the Macintosh OS X operating system (version 10.2.3 or higher). OpenGL renderers are provided for all the platforms. Project files are provided for Microsoft Visual Studio .NET 2003 on Microsoft Windows. Make files are provided for Linux. Xcode project files are provided for the Macintosh.

For convenience of copying, the platforms are stored in separate directories on the root of the CD-ROM. The root of the CD-ROM contains three directories and one PDF file:

```
Windows
Linux
Macintosh
ReleaseNotes3p0.pdf
```

Copy the files from the directory of your choice. The directions for installing and compiling are found in the PDF file. *Please read the release notes carefully before attempting to compile.* Various modifications must be made to your development environment and some tools must be installed in order to have full access to all the features of Wild Magic.

UPDATES AND BUG FIXES

The Web site for version 3 of the Wild Magic engine is *www.wild-magic.com*. Updates and bug fixes will be posted, and a history of changes is maintained at the site.