**Hungarian Notation**

Common conventions used in the games industry.

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| **Notation** | **Meaning** | **Example** |
| m\_ | Member variable | Player m\_player; |
|  |  |  |
| n | integer type | int nValue; |
| u | unsigned integer type | unsigned int uValue; |
| b | bool type | bool bAlive; |
| f | float type | float fTimer; |
| c | char type | char cLetter; |
|  |  |  |
| v3 | Vector3 | Vector3 v3Position; |
| m4 | Matrix4 | Matrix4 m4Transform; |
|  |  |  |
| p | pointer | Player\* pPlayer; |
| a | array | Player aPlayer[10]; |
| sz | null-terminted string. Used when the variable’s purpose is to hold text instead of pointer or array. | char\* szText;  char szBuffer[256]; |

Combining notation examples:

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| Example | Meaning |
| int m\_nValue; | Member variable of type integer. |
| float m\_afOffsets[10]; | Member variable that is an array of floats. |
| char\* m\_szText; | Member variable that is a null terminated string. |
| Player\* m\_apPlayers[10]; | Member variable that is an array of player pointers. |
| Player\*\* m\_ppPlayers; | Member variable that is a pointer to a pointer to a player. |