<https://code.google.com/p/protobuf-net/<>

<https://code.google.com/p/protobuf-csharp-port/>

Ogre3d Example Vectors:

<http://www.ogre3d.org/forums/viewtopic.php?f=16&t=47408>

# Generate .net C# Files from Flatbuffer Files (\*fbs >\*.cs)

<http://google.github.io/flatbuffers/md__compiler.html>

Command:

flatc.exe –n –o ./CSharp FBType.fbs

# Generate cpp Files from Flatbuffer Files (\*fbs >\*.h \*.cpp)

flatc.exe –c –o ./Cpp FBType.fbs

# Generate .net C# Files from protobuffer Files ( \*.protob > \*.cs )

Prog protogen.exe

Command:

Protogen.exe –i:File.proto –o:Fileout.cs

# Generate C++ Files from protobuffer Files ( \*.protob > \*.c and \*.h)

Prog:

Protoc.exe

Command Exmaple:

Protoc –proto\_path=./ *--cpp\_out=./ ./ PhysicsObject.proto*

*Protoc --proto\_path=./ --cpp\_out=./ ./ dotscene.proto*

# Proto types:

<https://developers.google.com/protocol-buffers/docs/proto?hl=de>

# Proto prerequisites:

<https://code.google.com/p/protobuf-csharp-port/wiki/GettingStarted>