### SimpleSample Sample

#### See Also

□ Collapse All

Starting point for new Direct3D samples.



#### **Path**

Source	$SDK\ root \ \ Samples \ \ \ C++\ \ Direct \ \ 3D \ \ Simple \ \ Sample$
Executable	SDK root\Samples\C++\Direct3D\Bin\x86 or x64\SimpleSample.exe

# **Sample Overview**

This sample can be used as a basic starting point for creating a Direct3D sample.

# **How the Sample Works**

This sample uses DXUT to demonstrate common tasks such as device initialization, device reset, and the render loop. It provides the basis for other Direct3D samples.

### See Also

**EmptyProject Sample** 

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