

Pick10 Sample

 Collapse All



Path

Source	SDK root\Samples\C++\Direct3D10\Pick10
Executable	SDK root\Samples\C++\Direct3D10\Bin\x86 or x64\Pick10.exe

Sample Overview

This sample demonstrates how to determine which polygons are picked by mouse clicks in Direct3D 10.

How the Sample Works

This sample uses the DirectX Utility Library (DXUT) to perform ray intersections with a mesh to determine which polygons are picked by a mouse click.

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