

SimpleSample11 Sample

 [Collapse All](#)



Path

Source	SDK root\Samples\C++\Direct3D11\SimpleSample11
Executable	SDK root\Samples\C++\Direct3D11\Bin\x86 or x64\SimpleSample11.exe

Sample Overview

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

How the Sample Works

This sample follows the typical use of DXUT such as device initialization, resetting devices, the render loop, and so on. Use this sample as a starting point for your samples.

© 2010 Microsoft Corporation. All rights reserved.
Send feedback to DxSdkDoc@microsoft.com.
Version: 1962.00