

SimpleSample10 Sample

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Path

Source	<i>SDK root\Samples\C++\Direct3D10\SimpleSample10</i>
Executable	<i>SDK root\Samples\C++\Direct3D10\Bin\x86 or x64\SimpleSample10.exe</i>

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 etc. Use this sample as a starting point for your samples.

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