SimpleSample Sample

See Also

⊟ Collapse All

Starting point for new Direct3D samples.

Path

Source	*SDK root*\Samples\C++\Direct3D\SimpleSample
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