CppPrimitiveRenderer has a similar layout to AIE’s Bootstrap library.

In the CppPrimitiveRenderer folder you will find the CppPrimitiveRenderer Solution which contains the base library source code, as well as a demo application project which utilizes it and shows it being used in a real time application.

The folder “Pre-Compiled Example Executable” Contains the demo app compiled in release mode for x86 (I did not have time to create compatibility with all other modes which would require all different libraries). This should run by extracting and double clicking.

Otherwise to read, compile and launch the project and use the library, open the solution file with visual studio.

Brief.docx is the word document created before production of this project outlining my designs and expectations.

Challenges, changes and requirements.docx is the word document created after the production of the project outlining:

* Issues encountered while integrating this complex system
* Performance of the system
* Any required changes for the system to function as intended