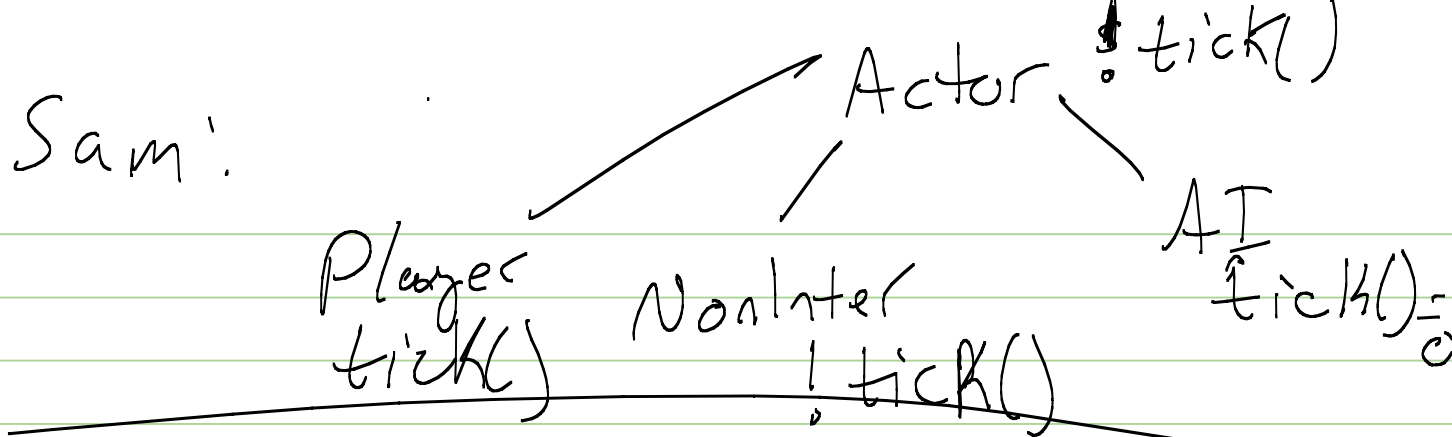


`sizeof(int);`

`type x;` OR

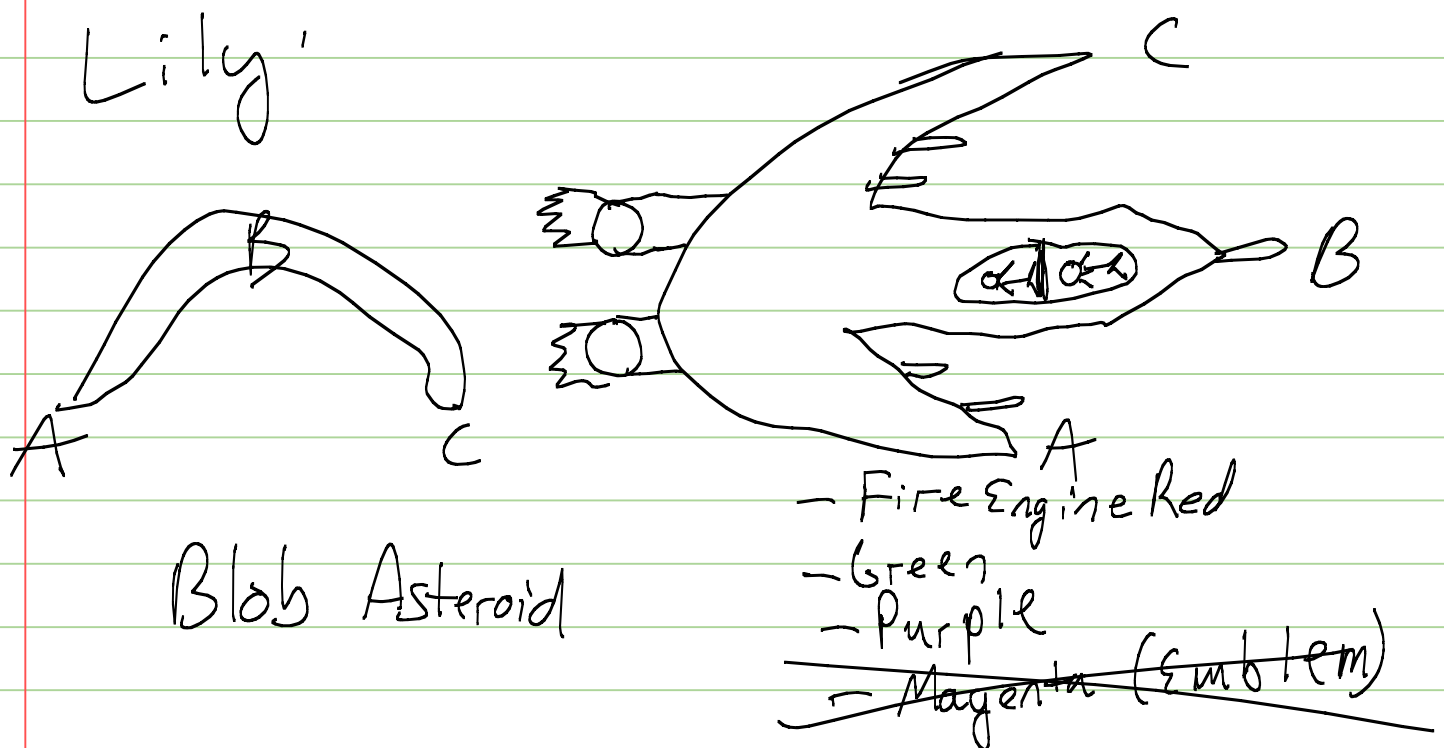
`x = x | ~x;` Not

x	1	0	0	1	1	0	0	1
<hr/>								
~x	0	1	1	0	0	1	1	0
<hr/>								
	1	1	1	1	1	1	1	1



Kevin: - Console \rightarrow Non-Inter Actor
getInput()

Gary: - Reflection (investigation)
- Behavior



Benette: 3, 4, 5, 6

Logging

Mike: - Bounding Sphere

T-Bone: - Set up
- Tutorials

Kernator: - Set up
- Tutorials

Bry: - Tutorials
- Audio.

- Play the sound overlapping
↳ Mult. instances of sound

- Audio Groups

HeF: - Tutorials
- Obj. Importer

Hutch: - Textures

Sean:

AUDIO

// depot /sandbox / <Name> / ...

// depot /development / ..