

APPENDIX **A**

About the CD-ROM

The CD-ROM contains all the source, executables, sample programs, stock art, software programs, sound FX, and bonus technical articles that make up the book. Here's the directory structure:

CD-DRIVE:\

T3DIICD\

SOURCE\

T3DIICHAP01\

T3DIICHAP02\

.

.

TOOLS\

MEDIA\

BITMAPS\

3DMODELS\

SOUNDS\

DIRECTX\

GAMES\

ARTICLES\

Each main directory contains specific data that you'll need. Here's a more detailed breakdown:

T3DIICD—The root directory that contains all other directories. Be sure to read the **README.TXT** within it for any last minute changes.

SOURCE—Contains all the source directories for the book in chapter order. Simply drag the entire **SOURCE** directory to your hard drive and work from there.

TOOLS—Contains demo programs that various companies have so graciously allowed me to place on the CD-ROM.

MEDIA—Contains stock artwork, sounds, and models that you may use royalty-free in your games.

DIRECTX—Contains the latest version of the DirectX SDK.

GAMES—Contains 3D shareware games that show off software rasterization.

ARTICLES—Contains articles written by various gurus in the field of 3D game programming for your edification.

There isn't a general installation program for the CD-ROM because there are so many different types of programs and data. I leave the installation to you. However, in most cases, you'll simply copy the **SOURCE** directory to your hard drive and work within it. As for the other programs and data, you'll probably install them as you need them by dragging them to your hard drive or running various setup or installation programs within each directory.

CAUTION

When you copy files from a CD-ROM, many times the **ARCHIVE** attribute is set, as well as the **READ-ONLY** attribute. Make sure to select all files that you copy to your hard drive and reset these attributes. You can do this in Windows by selecting the directory(s), then pressing **Ctrl+A** to select them all. Right-click and select **Properties**. Reset the attributes and click **Apply**.
