*CODE STYLE*

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

//FILE

//

//What this file includes.

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

#ifndef CLASS\_H

#define CLASS\_H

//Standard Library Related Stuff

#include <string>

#include <ctdargs>

//OGL Related Stuff

#include<OpenGL.h>

#include <Glew.h>

//Engine Related Stuff

#include “engine.h”

#include “utilities.h”

#define SOME\_METHOD(x) { Log << x; }

#define SAFE\_RELEASE(p) { if(p) { p->Release(); delete p; p = nullptr; } }

static const float PI = 3.145;

static const int MAX\_SIZE = 10;

bool g\_SomeFlag;

enum ESomeEnum {

};

struct SSomeStruct

{

};

class CSomeClass

{

};

#endif // CLASS\_H