

This framework is used for Gameloft Extreme Contest, 3D training days 30-31/3/2013.

Note: You should use VS2008 to run this demo.

I. Memory Leaks

In order to identify the memory leaks, please add to your Engine application the memDbg.h attached:

- You will include memDbg.h in all your .cpp (if you use STL, please write #include "memDbg.h" AFTER all other include);

- You will begin your main() function by this:

```
int main ( int argc, char *argv[] )
```

```
{
```

```
_CrtSetDbgFlag ( _CRTDBG_ALLOC_MEM_DF | _CRTDBG_LEAK_CHECK_DF );
```

```
....
```

```
}
```

- After the normal closing of the application (X button of the window), you will see your leaks in Output window.

II. Using of void Update (ESContext *esContext, float deltaTime);

The deltaTime parameter specifies the amount of time elapsed between consecutive update calls and it is automatically computed by the framework.

Please use Update() function in order to update the scene (e.g. camera, animations etc) by taking into account the time passed (i.e. deltaTime parameter).

In this way, your application will run smoothly and the variation of FPS will have less impact on the visual outcome.

III. Outputting debug messages

Please use esLogMessage() to print debug messages. This function will display the messages in both the console and output windows.

IV. Warning messages

Please treat all warning messages.

V. Visual Studio Configurations

Project -> Properties -> Configuration Properties -> Debugging -> Working Directory set as \$(TargetDir)