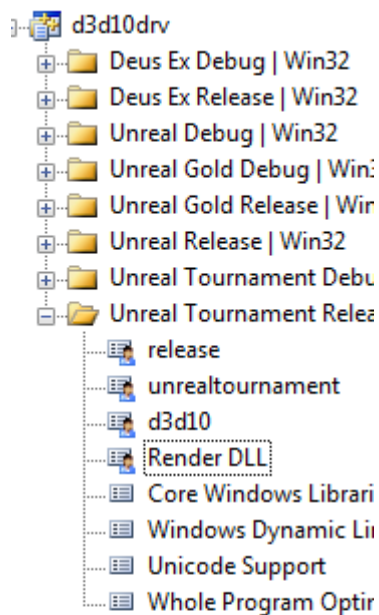


First of all, the main documentation is in `doxygen/index.html`. This also describes the project settings to use for any Unreal renderer; using those settings with a standard Visual Studio DLL project is enough to compile and run.

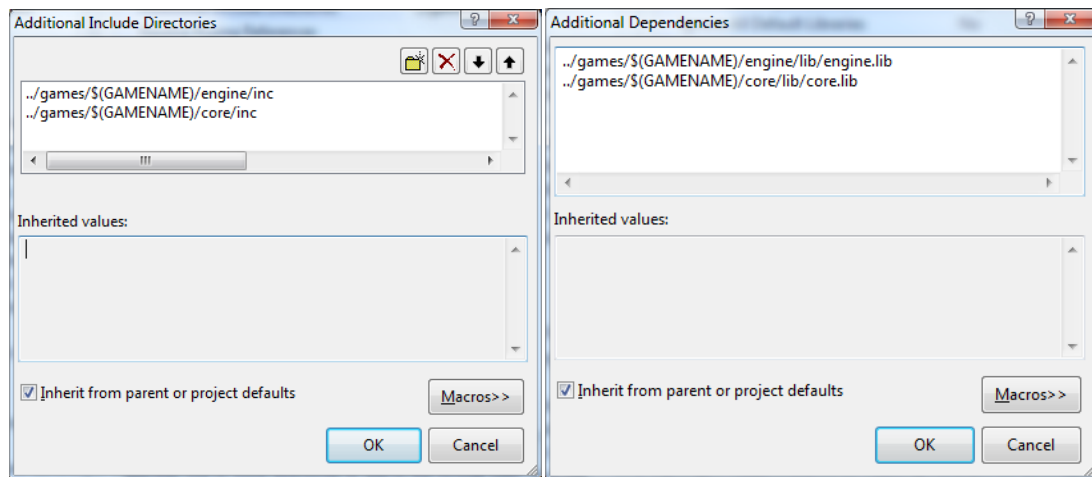
Secondly, renderers link against their game's libraries and headers. These are in the project's 'games' directory. The various subdirectories include the necessary files, slightly updated to compile with Visual Studio 2008. The original (and way more elaborate) code for the games is in the '\_origSource' directory.

The Direct3D 10 renderer project is set up in a rather complicated fashion due to all of the targets supported.



The Visual Studio Properties Manager shows what's up: each configuration is made of a stack of properties.

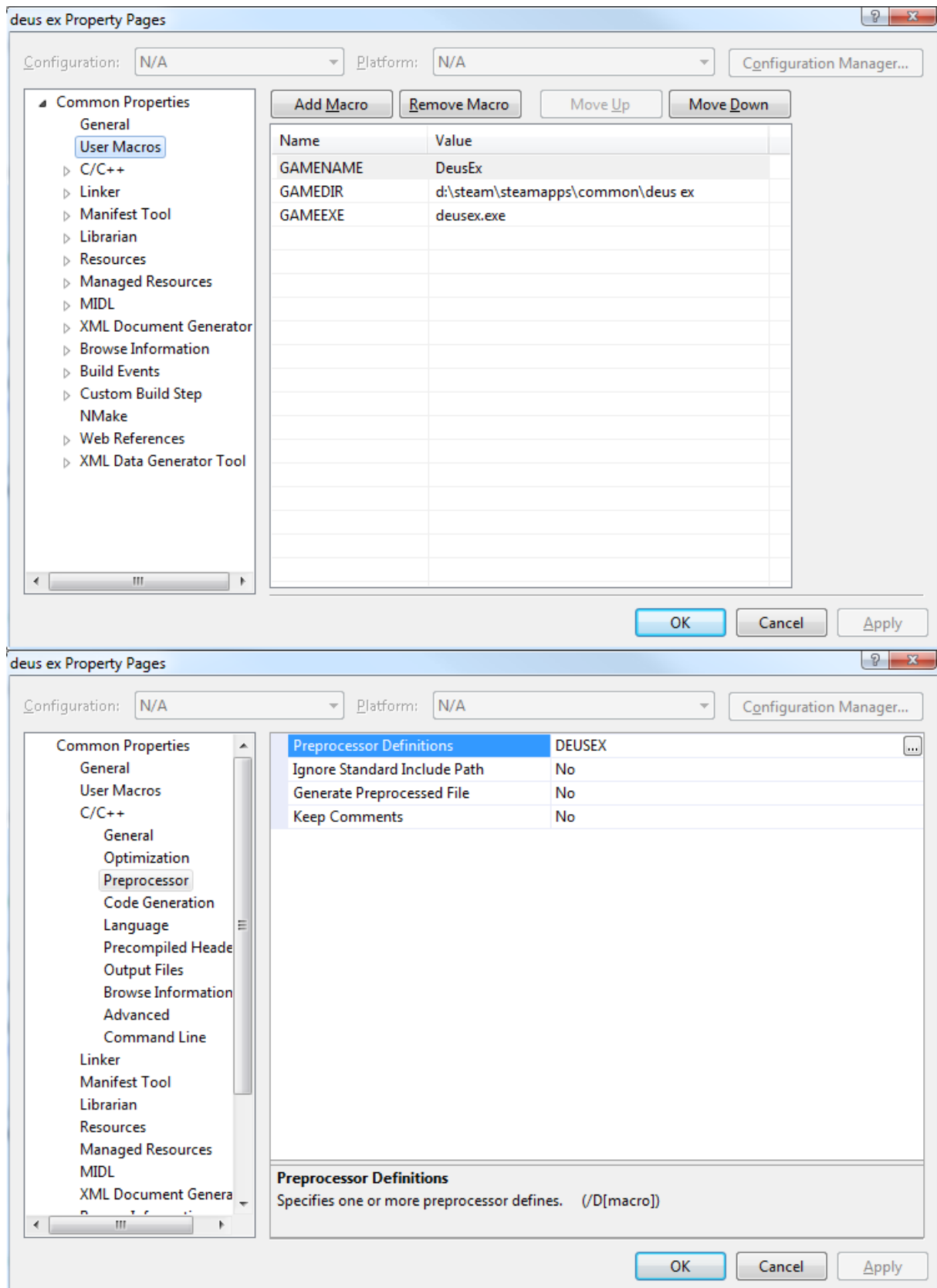
**Render DLL** sets the project properties needed for any renderer, it has a postbuild step (see `postbuild.txt`) that copies the built files to the game's directory and a 'd3d10drv\[game]' directory for easy packaging, and it sets the compiler and linker to look for headers/libs in the selected game's source code directory.



Render DLL property settings.

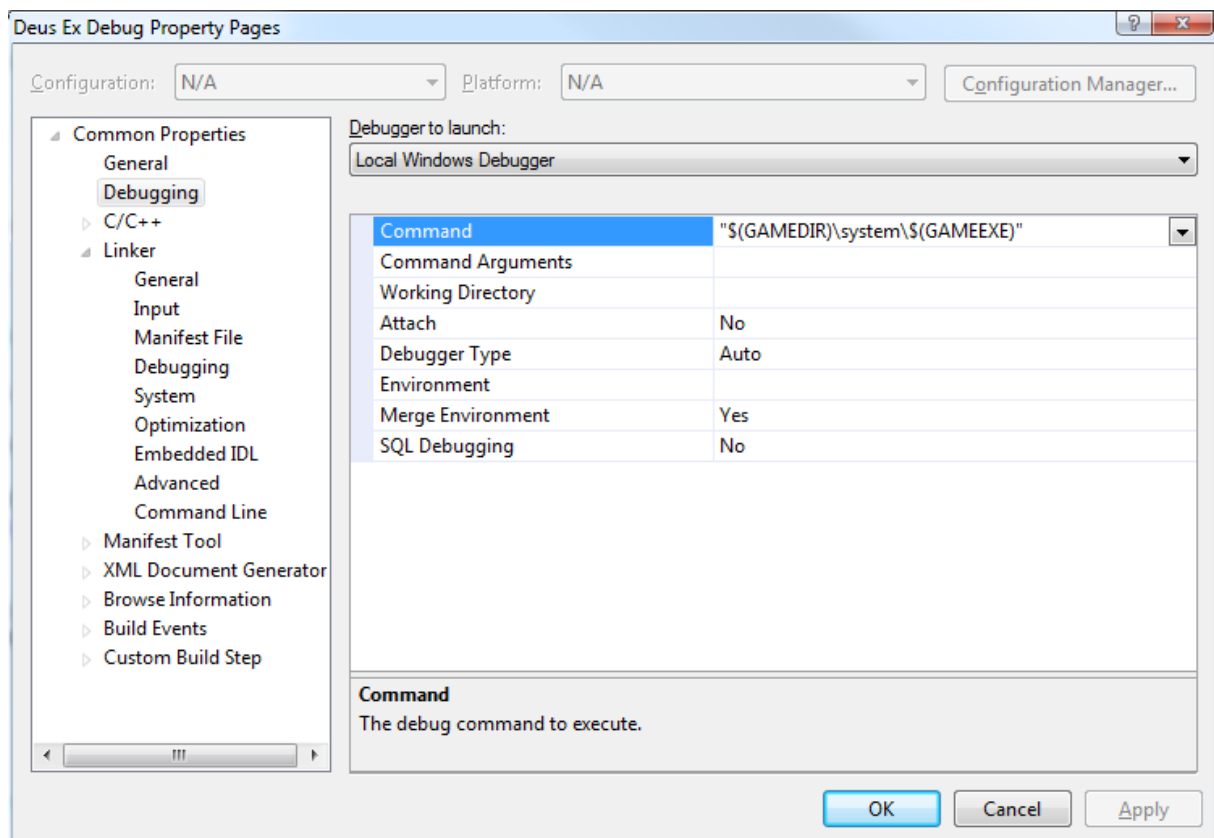
**d3d10** links with the Direct3D 10 libraries.

**unrealtournament/deusex/etc.** define the macros such as `$(GAMENAME)` and they define a preprocessor macro with which code can be selectively compiled.



**debug/release** are straightforward and turn on debugging or optimization settings.

Unfortunately, each target still has its own, top-level, settings too: most notably that it's a DLL project and the executable to debug: "\$\$(GAMEDIR)\system\\$(GAMEEXE)".



-Marijn