

# Geometric Tools Engine Update History

Last modified: February 19, 2018

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The version release dates are listed here. Versions released before the current version may be obtained by email request.

- Version 3.12 posted February 19, 2018.
- Version 3.11 posted February 8, 2018.
- Version 3.10 posted September 16, 2017.
- Version 3.9 posted June 18, 2017.
- Version 3.8 posted April 2, 2017.
- Version 3.7 posted February 6, 2017.
- Version 3.6 posted January 28, 2017.
- Version 3.5 posted November 28, 2016.
- Version 3.4 posted November 14, 2016.
- Version 3.3 posted September 24, 2016.
- Version 3.2 posted July 6, 2016.
- Version 3.1 posted June 28, 2016.
- Version 3.0 posted June 19, 2016.
- Version 2.5 posted May 26, 2016.
- Version 2.4 posted April 2, 2016.
- Version 2.3 posted March 10, 2016.
- Version 2.2 posted January 30, 2016.
- Version 2.1 posted January 25, 2016.
- Version 2.0 posted September 23, 2015.
- Version 1.14 posted June 7, 2015.
- Version 1.13 posted May 31, 2015.
- Version 1.12 posted April 20, 2015.
- Version 1.11 posted April 5, 2015.
- Version 1.10 posted March 10, 2015.
- Version 1.9 posted February 1, 2015.
- Version 1.8 posted January 5, 2015.
- Version 1.7 posted December 12, 2014.

- Version 1.6 posted November 25, 2014.
- Version 1.5 posted October 25, 2014.
- Version 1.4 posted September 25, 2014.
- Version 1.3 posted September 13, 2014.
- Version 1.2 posted August 29, 2014.
- Version 1.1 posted August 19, 2014.
- Version 1.0 posted August 11, 2014.

The updated files and related notes are provided for the versions in each of the ensuing sections. Each section has a list of changes that occurred to the version number mentioned in that section. Those changes were rolled up into the zip file that was posted for the next version. Files in the **Include** or **Source** folder are abbreviated (file prefix **Gte** removed) for ease of reading. Modified files are colored **gold**, new files are colored **green**, and deleted files are colored **red**. Source code is colored **Violet**.

## 1 Updates to Version 3.11

This update is based solely on resolving warnings that occur with GCC 8.0.1 when compiling in the Fedora 28 (rawhide) environment.

Added **-Wall** to the make files that build the engine and samples.

**GTengine/makeengine.gte**  
**GTengine/Samples/makesample.gte**

GCC 8.0.1 triggered a warning for **Vector<N,Real>::Vector(std::initializer\_lists<Real>)**, claiming potential undefined behavior. The warning is enabled using **-Waggressive-loop-optimizations**. The code is provably correct. The unit tests generate correct results no matter how many elements are in the initializer list. I believe the warning is incorrect, but decided to modify the code to use **std::copy** and **std::fill** instead.

**Vector.h**

Fixed a typecast from **int** to **unsigned int** in order that a comparison occurs between two unsigned integers.

**DrawTarget.cpp**

Commented out several lines of computation where the results are not used later in the algorithm. The lines were left intact for instructive purposes.

**Camera.cpp**

The **name** member initialization was moved to its proper location in the constructor initializer list to reflect its order of declaration in the header file.

#### Spatial.cpp

Replaced a `memset` call for an array of `Vertex` by a loop over the array, setting the individual members of `Vertex` to the zero 2-tuple. The locally defined struct `Vertex` is plain-old-data (POD), but GCC 8.0.1 complains that cannot be initialized via `memset`. The compiler warning is incorrect.

#### Font.cpp

The `GL_INVALID_INDEX` in `glcorearb.h` is declared as an `unsigned int` constant and the examples for GLSL reflection make comparisons between this constant and `int` members of an array. Typecast the members in the comparison to avoid a GCC 8.0.1 signed-unsigned comparison warning.

#### GL4Engine.cpp GLSLReflection.cpp

Removed two unused variables and added a typecast to avoid a signed-unsigned comparison.

#### Applications/GLX/GteWindow.cpp

Initialized `pmin` and `pmax` to zero in `DrawTriangulation` for passing to `ComputeExtremes` in order to avoid a GCC 8.0.1 maybe-uninitialized warning when using the vectors later.

#### Samples/Geometrics/TriangulationCDTWindow.cpp

Reordered the initialization of the members of `TriangulateEC::Vertex` to the correct order as determined by the declarations in that nested class.

#### TriangulateEC.h

Removed computation of a direction vector because the result was not used in the function.

#### Samples/Graphics/CameraAndLightNodes/CameraAndLightNodesWindow.cpp

Reordered the initialization of the members in the constructor to the correct order as determined by the declarations in the class. Removed the local variable `currDistance` that existed for debugging but is not used in the code otherwise.

#### GenerateMeshUV.h

Replaced `memset` calls for `std::vector` members in order to zero the memory, avoiding a warning from GCC 8.0.1. The compiler complains that `Vector<N,Real>` is a nontrivial type, but in fact it is plain-old-data (POD). The compiler warning is incorrect.

#### BSplineCurve.h BSplineSurface.h BSplineVolume.h NURBSCurve.h

Modified the code to use `union` of a `float` and `unsigned int` to avoid breaking the strict aliasing rules of C++.

`Samples/Mathematics/RootFinding/RootFinding.cpp`

Modified `main` to return a value dependent on `iters` to avoid GCC 8.0.1 warning about unused variable. The `iters` variable was included for debugging/inspection just to see how many iterations the eigensolver uses.

`Samples/Mathematics/SymmetricEigensolver3x3/SymmetricEigensolver3x3.cpp`

Reordered the initialization of the members in the constructor to the correct order as determined by the declarations in the class.

`Samples/Physics/FreeFormDeformationWindow.cpp`

Initialized `key` and `dt` to avoid a GCC 8.0.1 compiler warning about potential use of uninitialized variables.

`NaturalSplineCurve.h`

## 2 Updates to Version 3.10

**February 8, 2018** Implemented the virtual function `SetTitle` of X-Windows and GLX.

`Include/Applications/GLX/GteWindow.h`  
`Source/Applications/GLX/GteWindow.cpp`

The projects needed to include the template files for v15.

`Tools/GenerateProject/GenerateProject.v12.vcxproj`  
`Tools/GenerateProject/GenerateProject.v12.vcxproj.filters`

**February 6, 2018** The `Picker` class queried for the total number of primitives to examine and assumed that all primitives are to be searched; that is, the picker used `GetNumPrimitives` and the search loop started at 0. Instead, only the number of active number of primitives need to be searched and the first primitive is not necessarily at index 0. That is, the picker needed to use `GetNumActivePrimitives` and `GetFirstPrimitive`.

`Picker.cpp`

**February 5, 2018** Added support for mouse wheel events.

`Source/Applications/GLX/GteWindow.cpp`

**November 26, 2017** Fixed the spelling of the function name to access the denominator of the rational number. It is now correctly called `GetDenominator`.

[BSRational.h](#)

**November 6, 2017** The convenience header file was missing include statements for [GteFunctionsBSNumber.h](#), [GteFunctionsBSRational.h](#) and [GteFunctionsIEEEBinary16.h](#).

[Mathematics.h](#)

**October 22, 2017** The functions [GetTrailingBit](#) for 64-bit inputs had a bug where an input of zero returned 32 when it should have been zero.

[BitHacks.cpp](#)

### 3 Updates to Version 3.9

**September 16, 2017** Discontinued support for the Macintosh with OS X. Please read the installation and release notes for comments about this decision. The Xcode projects have been removed from the GTEngine distribution.

[GTEngine.xcodeproj/project.pbxproj](#)

MSVS 2013 does not support initializing static const members in the class declaration. Removed the static member, using instead its constant value in the small number of locations at which it occurred.

[OBBTreeOfPoints.h](#)

The [OnCharPress](#) override was calling the incorrect base-class function.

[Samples/Graphics/CubeMaps/CubeMapsWindow.cpp](#)

**September 5, 2017** Broke the code during the upgrade of the [Matrix](#) class that adds support for initializer lists. Diagonal matrices that used to be constructed correctly now were initialized incorrectly. The ellipse-ellipse code had already been modified correctly.

[IntrEllipsoid3Ellipsoide.h](#)

Added an equality sign for consistency (older compilers might not support the code without it).

[HLSLResource.cpp](#)

**September 1, 2017** Removed the include of [<initializer.list>](#) from the file because it is not needed by [GVector](#).

[GVector.h](#)

Added the missing header file [GteOBBTreeOfPoints.h](#) to the projects.

[GTEngine.{v12,v14,v15}.vcxproj](#)

Added a filter subfolder named [MSW](#) to the [Logger](#) filter and moved the MSWindows-specific files to it.

[GTEngine.{v12,v14,v15}.vcxproj.filters](#)

**August 10, 2017** The attempt to use an initializer list for [Vector3](#) in the constructor initializer statement does not compile using Microsoft Visual Studio 2013. Moved the initialization to the constructor body.

[ApprCylinder3.h](#)

**August 3, 2017** The eigenvectors returned by the non-iterative solver were supposed to form a right-handed set. A branch statement was causing the set to be left handed. Modified the code to return always a right-handed set. The [ComputeEigenvector0](#) and [ComputeEigenvector1](#) functions were passing the known eigenvalues by non-const reference. These are now passed by value. The [Subtract](#) function has a hard-coded [float](#) instead of [Real](#).

[SymmetricEigensolver3x3.h](#)

**July 26, 2017** Added code for computing a bounding-volume tree of oriented bounding boxes of a set of points in 3D. This is a port of Wild Magic 5 code but for points instead of triangles. The code for computing an OBB tree for triangles will be posted soon.

[OBBTreeForPoints.h](#)  
[GTMathematics.h](#)

The [MaxNeighbors](#) template parameter is used only by the [FindNeighbors](#) member function. This parameter was removed from the class and the [FindNeighbors](#) function now is a template member function whose parameter is [MaxNeighbors](#). Removed the helper class [SortFuncion](#), using instead a simple lambda function in the place where the comparison is needed.

[NearestNeighborQuery.h](#)

**July 25, 2017** Added [const](#) modifiers to the cone arguments.

[IntrAlignedBox3Cone.h](#)  
[IntrOrientedBox3Cone.h](#)

**July 6, 2017** The code was added to generate MSVS 2017 projects and solutions but the main function did not call the new code.

[Tools/GenerateProject/GenerateProject.cpp](#)



**July 4, 2017** Removed the `GTE.*` bit-hack macros. Some of them produce incorrect results because of sign extension issues with integer types.

```
BitHacks.{h,cpp}  
BSNumber.h  
UIntegerALU32.h  
UIntegerFP32.h  
UIntegerAP32.cpp
```

**July 2, 2017** The partitioning of the angle samples for multithreading was incorrect. Added two more constructors. One constructor allows you to choose the cylinder axis to be any of the eigenvectors of the covariance matrix. The other constructor allows you to choose any cylinder axis. Using these constructors, the least-squares fit uses the specified axis and minimizes the error over centers and radii.

```
ApprCylinder3.h
```

The vertex shaders compute  $z/w$  for perspective depth. This quantity needs to be linearly interpolated, not perspectively interpolated, so the parameter need to be modified with `noperspective`. The comments were improved in the pixel shaders. The application created depth textures with 24-bit depth and 8-bit stencil, but the OpenGL version was failing on a call to `glGenBuffers` when creating the staging buffer for the depth texture. The depth texture is now created using 32-bit depth and no stencil bits and the overlay pixel shaders were modified to handle the floating-point depth values.

```
Samples/Graphics/MultipleRenderTargets/MultipleRenderTargetsWindow.cpp  
Samples/Graphics/MultipleRenderTargets/Shader/MultipleRenderTargets.hlsl  
Samples/Graphics/MultipleRenderTargets/Shader/MultipleRenderTargetsVertex.glsl  
Samples/Graphics/MultipleRenderTargets/Shader/MultipleRenderTargetsPixel.glsl
```

**June 29, 2017** Added the ability to specify whether the graphics engine uses a 24-bit depth and 8-bit stencil buffer or a 32-bit depth buffer. Previously, only the 24-8 format was supported. These changes are for GLX and for the applications that create non-graphics `WGLEngine` or `GLXEngine` objects.

```
GTEngine/Include/Graphics/GL4/GLX/GLXEngine.h  
GTEngine/Source/Graphics/GL4/GLX/GLXEngine.cpp  
GTEngine/Include/Applications/GLX/WindowSystem.h  
GTEngine/Source/Applications/GLX/WindowSystem.cpp  
Samples/Basics/AppendConsumeBuffers/AppendConsumeBuffers.cpp  
Samples/Basics/IEEEFloatingPoint/IEEEFloatingPoint.cpp  
Samples/Basics/ShaderReflection/ShaderReflection.cpp  
Samples/Basics/DistanceSegments3/DistanceSegments3.cpp  
Samples/Basics/PartialSums/PartialSums.cpp  
Samples/Basics/RootFinding/RootFinding.cpp
```

Added the ability to reset a `VertexFormat` object to the state produced by the default constructor. This allows reusing the object within a scope.

```
VertexFormat.{h,cpp}
```

**June 23, 2017** Fixed the comment in the shader about the depth equation. The code had said the equation is for OpenGL, but in fact the equation is for Direct3D.

Samples/Graphics/MultipleRenderTargets/Shaders/MultipleRenderTargets.hlsl

Added the ability to specify whether the graphics engine uses a 24-bit depth and 8-bit stencil buffer or a 32-bit depth buffer. Previously, only the 24-8 format was supported. The `GL4DrawTarget::Enable` call now needs to select whether the framebuffer attachment is depth-stencil or depth-only.

GTEngine/Include/Applications/WindowBase.h  
GTEngine/Include/Applications/MSW/WGL/Window.h  
GTEngine/Include/Graphics/DX11/DX11Engine.h  
GTEngine/Include/Graphics/GL4/GL4Engine.h  
GTEngine/Include/Graphics/GL4/WGL/WGLEngine.h  
GTEngine/Source/Applications/WindowBase.cpp  
GTEngine/Source/Applications/MSW/DX11/WindowSystem.cpp  
GTEngine/Source/Applications/MSW/WGL/WindowSystem.cpp  
GTEngine/Source/Graphics/DX11/DX11Engine.cpp  
GTEngine/Source/Graphics/GL4/GL4Engine.cpp  
GTEngine/Source/Graphics/GL4/WGL/WGLEngine.cpp  
GTEngine/Source/Graphics/GL4/GL4DrawTarget.cpp

Added a new channel type, `DF_UINT_24_8` to represent 24-bit depth and 8-bit stencil buffer values.

GTEngine/Include/Graphics/DataFormat.{h,cpp}  
GTEngine/Source/Graphics/GL4/GL4Texture.cpp

## 4 Updates to Version 3.8

**June 18, 2017** Removed the `Arithmetic` class that used the tag-dispatch pattern. The class forces applications to include the classes `BSNumber`, `BSRational` and `IEEEBinary16` even though these classes are not used by the applications. Applications that have a need for functions using `BSNumber`, `BSRational` or `IEEEBinary16` will include the new specific header files.

Arithmetic.h  
GTMathematics.h  
Functions.h  
FunctionsBSNumber.h  
FunctionsBSRational.h  
FunctionsIEEEBinary16.h  
GTEngine.v12.{vcxproj,vcxproj.filters}  
GTEngine.v14.{vcxproj,vcxproj.filters}  
GTEngine.v15.{vcxproj,vcxproj.filters}

Added explicit typecasts to avoid double-to-float conversion warnings on Ubuntu 16.04. The `cmath` file is exposed to the source file, so the compiler warnings are in error.

Samples/HelixTubeSurface/HelixTubeSurfaceWindow.cpp

Removed the [ContourEdges](#) graphics sample from source control. This does not yet have a GLSL implementation, so the makefile fails the build on a Linux box.

**May 23, 2017** The segments are transformed to box coordinates and the intersection points (if any) are computed in box coordinates. They needed to be transformed back to the original coordinate space.

IntrSegment3AlignedBox3.h  
IntrSegment3OrientedBox3.h

**April 18, 2017** Replace the template typecasts in a couple of functions with the correct types.

Functions.h

**April 17, 2017** Removed unnecessary include statements.

IntrEllipse2Ellipse2.h

## 5 Updates to Version 3.7

**April 1, 2017** Added an [Environment](#) object to access the shader files so that the application can run from any folder. Added a console-window output when running FitCylinder in a Debug build using the mesh points; the program is very slow due to range and iterator checking for [std::array](#) and [std::vector](#).

DistanceSegments3.cpp  
MinimalCycleBasisWindow{h,cpp}  
VideoStreamsWindow.cpp  
FitCylinderWindow.cpp

**March 19, 2017** Added projects and solution files for Microsoft Visual Studio 2017. Updated the [GenerateProject](#) tool to generate the skeleton files for MSVS 2017. Replaced the [TargetPlatformVersion](#) XML element with [WindowsTargetPlatformVersion](#); the former prevented the correct retargeting of projects in a solution.

GenerateProject.v15.{vcxproj, vcxproj.filters}  
ProjectTemplate.v15.{h,cpp}  
GenerateProject.v14.{vcxproj, vcxproj.filters}  
ProjectTemplate.v14.cpp

**February 23, 2017** The arc-arc intersection code did not handle the case when the two arcs are the same. The code was fixed and the unit tests were updated to include a test for the equal-arcs case.

IntrArc2Arc2.h

## 6 Updates to Version 3.6

**February 6, 2017** These files generated compiler errors with GCC-7.0.1 in Fedora Rawhide. They needed an include of `<functional>`.

`ImageUtility{2,3}.h`

Removed pragma to avoid warning with GCC-7.0.1 in Fedora Rawhide. Modified the code to eliminate the need to negate an unsigned integer (for a bit hack).

`BitHacks.cpp`

Removed the file because the implementation is not yet complete.

`DualQuaternion.h`

Removed the project because the port from Wild Magic 5 is not yet working.

`WaterDropFormation.{v12,v14}.{sln,vcxproj,vcxproj.filters}`  
`WaterDropFormation.{h,cpp}`

## 7 Updates to Version 3.5

**January 22, 2017** The conversion from 32-bit float to 16-bit float was incorrect because of an unnecessary shift of the trailing significand.

`IEEEBinary16.cpp`

**January 2, 2017** The `ETManifoldMesh::Insert` function inserts the triangle into the triangle map `mTMap` early in the function, but if a nonmanifold condition is encountered, the function exits early and the (bad) triangle is in the map. Moved the map insertion to the end of the function. Also, the `AssertOnNonmanifoldInsertion` function now returns the previous value of the internal state `mAssertOnNonmanifoldInsertion`.

`ETManifoldMesh.{h,cpp}`

**December 9, 2016** Added support for the topology types involving adjacent primitives: line-list-adjacent, line-strip-adjacent, triangle-list-adjacent, and triangle-strip-adjacent.

`IndexFormat.h`  
`IndexBuffer.{h,cpp}`

**November 28, 2016** Added another constructor to [VertexBuffer](#) to allow vertex-id for the vertex shaders but without a vertex buffer or structured buffer. The typical scenario is when the vertex shader itself uses the vertex-ids to generate the positions (a screen-space quad, for example).

```
Resource.cpp
VertexBuffer.{h,cpp}
DX11Engine.cpp
GL4Engine.cpp
```

## 8 Updates to Version 3.4

**November 27, 2016** Added a new distance query for oriented boxes. Added a new sample application to test the query.

```
DistOrientedBox3OrientedBox3.h
Samples/Geometrics/DistanceOrientedBoxes/DistanceOrientedBoxes.{v12,v14}.{sln, vcxproj, vcxproj.filters}
Samples/Geometrics/DistanceOrientedBoxes/DistanceOrientedBoxes.{h,cpp}
```

**November 26, 2016** Added a new distance query for aligned box and oriented boxes. Added a new sample application to test the query.

```
DistAlignedBox3OrientedBox3.h
Samples/Geometrics/DistanceAlignedBox3OrientedBox3/DistanceAlignedBox3OrientedBox3.{v12,v14}.{sln, vcxproj, vcxproj.filters}
Samples/Geometrics/DistanceAlignedBox3OrientedBox3/DistanceAlignedBox3OrientedBox3Window.{h,cpp}
```

Added a new distance query for aligned boxes. Added a new sample application to test the query.

```
DistAlignedBoxAlignedBox.h
Samples/Geometrics/DistanceAlignedBoxes/DistanceAlignedBoxes.{v12,v14}.{sln, vcxproj, vcxproj.filters}
Samples/Geometrics/DistanceAlignedBoxes/DistanceAlignedBoxesWindow.{h,cpp}
```

**November 25, 2016** Added a new distance query for point and convex polyhedron. Added a new sample application to test the query.

```
DistPoint3ConvexPolyhedron3.h
Samples/Geometrics/DistancePointConvexPolyhedron/DistancePointConvexPolyhedron.{v12,v14}.{sln, vcxproj, vcxproj.filters}
Samples/Geometrics/DistancePointConvexPolyhedron/DistancePointConvexPolyhedronWindow.{h,cpp}
```

Fixed a typographical error in the signature of a constructor.

[ContPointInPolyhedron3.h](#)

**November 24, 2016** Modified the LCP solver to be templated and support dimensions known at compile time or at run time.

[LCPSolver.h](#)

**November 23, 2016** Added new distance queries for rectangles and boxes. Added a new sample application to test the query.

[DistRectangle3AlignedBox3.h](#)  
[DistRectangle3OrientedBox3.h](#)  
[Samples/Geometrics/DistanceRectangleBox/DistanceRectangleBox.{v12,v14}.{sln, vcxproj, vcxproj.filters}](#)  
[Samples/Geometrics/DistanceRectangleBox/DistanceRectangleBoxWindow.{h,cpp}](#)

Modified the mesh loading code to eliminate redundancy in the data sets. Many of the meshes can be reduced to much smaller vertex and index buffers.

[Samples/Graphics/Castle/CastleWindow.h](#)  
[Samples/Graphics/Castle/LoadData.cpp](#)

**November 20, 2016** Added new distance queries for triangles and boxes. The LCP solver had a hard-coded maximum number of iterations:  $n + 1$  where  $n$  is the integer template parameter. This turns out to be insufficient; the maximum number depends on the query type and is effectively unknown. Added the ability to specify the maximum number of iterations; the default is currently  $n^2$ . Added a new sample application to test the query.

[LCPSolver.h](#)  
[DistTriangle3AlignedBox3.h](#)  
[DistTriangle3OrientedBox3.h](#)  
[Samples/Geometrics/DistanceTriangleBox/DistanceTriangleBox.{v12,v14}.{sln, vcxproj, vcxproj.filters}](#)  
[Samples/Geometrics/DistanceTriangleBox/DistanceTriangleBoxWindow.{h,cpp}](#)

Added a header dependency (when building without precompiled headers).

[ApprCylinder3.h](#)

**November 17, 2016** The last occurrence of `result.segmentParameter` needed to be assigned `-segExtent`.

`DistSegment3AlignedBox3.h`

## 9 Updates to Version 3.3

**November 13, 2016** Added a new implementation for the linear complementarity problem (LCP), which is a much simpler implementation than that of Wild Magic 5. It is templated and allows for exact rational arithmetic as well as floating-point types.

`LCPSolver.h`

Added new code for test-intersection query between boxes and cylinders. This uses the new implementation of the LCP solver. The test application verifies that the code works correctly.

`IntrAlignedBox3Cylinder3.h`

`IntrOrientedBox3Cylinder3.h`

`Samples/Geometrics/IntersectBoxCylinder/IntersectBoxCylinder.{v12,v14}.{sln, vcxproj, vcxproj.filters}`

`Samples/Geometrics/IntersectBoxCylinder/IntersectBoxCylinderWindow.{h,cpp}`

Refactored the box-sphere intersection testing to obtain separate implementations for axis-aligned bounding boxes and oriented bounding boxes. The test application verifies that the code works correctly.

`IntrAlignedBox3Sphere3.h`

`IntrOrientedBox3Sphere3.h`

`Samples/Geometrics/IntersectBoxSphere/IntersectBoxSphere.{v12,v14}.{sln, vcxproj, vcxproj.filters}`

`Samples/Geometrics/IntersectBoxSphere/IntersectBoxSphereWindow.{h,cpp}`

Added a bind call whose inputs are DirectX 11 interfaces. This allows for binding DDS textures. The engine needs a DDS loader, but for now you can use code that is available with the DirectX distribution.

`DX11Engine.{h,cpp}`

`DX11Texture2.{h,cpp}`

Modified the depth-texture code to correctly create resources and shader resource views that allow depth-textures to be used as inputs to shader programs.

`TextureDS.{h,cpp}`

`DX11TextureDS.{h,cpp}`

Modified the camera rig to process all active motions, which was the semantics of camera control in Wild Magic 5.

CameraRig.cpp

Added member accessors to set PVW matrices. This was needed in a Direct3D 12 sample where two sets of PVW matrices was needed per effect, one set for a draw call and the other set for an additional draw call. The matrix management was better handled by the application than internally in the effect classes.

ConstantColorEffect.{h,cpp}  
LightingEffect.{h,cpp}  
Texture2Effect.{h,cpp}  
Texture3Effect.{h,cpp}  
VertexColorEffect.{h,cpp}

Added a header file include statement to satisfy a dependency on maps.

MSWWindowSystem.h

Removed unused code.

Samples/Graphics/WireMesh/Shaders/WireMesh.hlsl

**October 31, 2016** The `Get` template function that takes a handle as input needed to apply a static pointer cast to the returned value.

Shader.h

**October 12, 2016** The `OnClose` callback was added to the window classes, but the call to the callback in the `WNDPROC` was missing.

MSWWindowSystem.cpp

Modified the device creation code when using the `DX11Engine` constructors that use null pointers for the adapters are called. The code now attempts to fall back to a version of Direct3D that the graphics card supports, and in the last try attempts to create a WARP (software) renderer. The default version strings of `HLSLProgramFactory` are also set accordingly, so the application writer does not need to hard-code attempts to select different versions of Direct3D until one is found that works.

DX11Engine.{h,cpp}



## 10 Updates to Version 3.2

**September 24, 2016** Fixed some errors in the comments.

[Resource.h](#)

**September 12, 2016** Starting support for Direct3D 12. The engine is not yet ready to support all the sample applications. It will be developed as time permits.

Files that have been modified to support DX12. Wrapped the code in `GTE_USE_DX12` preprocessor blocks. Hiding the dependencies on DX11/DX12 by using macros.

```
Include/GTEngine.h
Include/GTWindows.h
Include/Graphics/DX11/GteHLSLBaseBuffer.h
Include/Graphics/DX11/GteHLSLByteAddressBuffer.h
Include/Graphics/DX11/GteHLSLConstantBuffer.h
Include/Graphics/DX11/GteHLSLParameter.h
Include/Graphics/DX11/GteHLSLResource.h
Include/Graphics/DX11/GteHLSLResourceBindInfo.h
Include/Graphics/DX11/GteHLSLSamplerState.h
Include/Graphics/DX11/GteHLSLShader.h
Include/Graphics/DX11/GteHLSLShaderFactory.h
Include/Graphics/DX11/GteHLSLShaderType.h
Include/Graphics/DX11/GteHLSLShaderVariable.h
Include/Graphics/DX11/GteHLSLStructuredBuffer.h
Include/Graphics/DX11/GteHLSLTexture.h
Include/Graphics/DX11/GteHLSLTextureArray.h
Include/Graphics/DX11/GteHLSLTextureBuffer.h
Source/Graphics/DX11/GteHLSLBaseBuffer.cpp
Source/Graphics/DX11/GteHLSLByteAddressBuffer.cpp
Source/Graphics/DX11/GteHLSLConstantBuffer.cpp
Source/Graphics/DX11/GteHLSLParameter.cpp
Source/Graphics/DX11/GteHLSLResource.cpp
Source/Graphics/DX11/GteHLSLResourceBindInfo.cpp
Source/Graphics/DX11/GteHLSLSamplerState.cpp
Source/Graphics/DX11/GteHLSLShader.cpp
Source/Graphics/DX11/GteHLSLShaderFactory.cpp
Source/Graphics/DX11/GteHLSLShaderType.cpp
Source/Graphics/DX11/GteHLSLShaderVariable.cpp
Source/Graphics/DX11/GteHLSLStructuredBuffer.cpp
Source/Graphics/DX11/GteHLSLTexture.cpp
Source/Graphics/DX11/GteHLSLTextureArray.cpp
Source/Graphics/DX11/GteHLSLTextureBuffer.cpp
```

New files in GeometricTools/GTEngine folder.

GTEngineDX12.v14.sln  
 GTEngineDX12.v14.vcxproj  
 GTEngineDX12.v14.vcxproj.filters  
 Include/GTGraphicsDX12.h  
 Include/Applications/MSW/DX12/GteWindow.h  
 Include/Applications/MSW/DX12/GteWindowSystem.h  
 Source/Applications/MSW/DX12/GteWindow.cpp  
 Source/Applications/MSW/DX12/GteWindowSystem.cpp  
 Include/Graphics/DX12/d3dx12.h  
 Include/Graphics/DX12/GteDX12Buffer.h  
 Include/Graphics/DX12/GteDX12CompileShader.h  
 Include/Graphics/DX12/GteDX12ConstantBuffer.h  
 Include/Graphics/DX12/GteDX12DescriptorHeap.h  
 Include/Graphics/DX12/GteDX12Engine.h  
 Include/Graphics/DX12/GteDX12Exception.h  
 Include/Graphics/DX12/GteDX12GraphicsObject.h  
 Include/Graphics/DX12/GteDX12Include.h  
 Include/Graphics/DX12/GteDX12IndexBuffer.h  
 Include/Graphics/DX12/GteDX12InputLayout.h  
 Include/Graphics/DX12/GteDX12InputLayoutManager.h  
 Include/Graphics/DX12/GteDX12PipelineState.h  
 Include/Graphics/DX12/GteDX12Resource.h  
 Include/Graphics/DX12/GteDX12SamplerState.h  
 Include/Graphics/DX12/GteDX12Texture2.h  
 Include/Graphics/DX12/GteDX12VertexBuffer.h  
 Source/Graphics/DX12/GteDX12CompileShader.cpp  
 Source/Graphics/DX12/GteDX12ConstantBuffer.cpp  
 Source/Graphics/DX12/GteDX12DescriptorHeap.cpp  
 Source/Graphics/DX12/GteDX12Engine.cpp  
 Source/Graphics/DX12/GteDX12Exception.cpp  
 Source/Graphics/DX12/GteDX12GraphicsObject.cpp  
 Source/Graphics/DX12/GteDX12IndexBuffer.cpp  
 Source/Graphics/DX12/GteDX12InputLayout.cpp  
 Source/Graphics/DX12/GteDX12InputLayoutManager.cpp  
 Source/Graphics/DX12/GteDX12PipelineState.cpp  
 Source/Graphics/DX12/GteDX12Resource.cpp  
 Source/Graphics/DX12/GteDX12SamplerState.cpp  
 Source/Graphics/DX12/GteDX12Texture2.cpp  
 Source/Graphics/DX12/GteDX12VertexBuffer.cpp  
 Samples/DX12/Texturing/Texturing.sln  
 Samples/DX12/Texturing/Texturing.vcxproj  
 Samples/DX12/Texturing/Texturing.vcxproj.filters  
 Samples/DX12/Texturing/Texturing.cpp  
 Samples/DX12/Texturing/Texturing.h  
 Samples/DX12/VertexColoring/VertexColoring.sln  
 Samples/DX12/VertexColoring/VertexColoring.vcxproj  
 Samples/DX12/VertexColoring/VertexColoring.vcxproj.filters  
 Samples/DX12/VertexColoring/VertexColoring.cpp

Samples/DX12/VertexColoring/VertexColoring.h

**September 10, 2016** Ported the NURBS 2D curve sample from Wild Magic 5 to GTEngine.

GTBuildAll.{v12,v14}.sln  
Samples/Mathematics/NURBSCurveExample/NURBSCurveExample.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Mathematics/NURBSCurveExample/NURBSCurveExample.{h,cpp}

Latest development on mesh refactoring. Added an input to [Mesh](#) that allows the derived classes to specify which topologies are valid in the [MeshDescription](#) constructor input. Added to [ParametricCurve](#) the ability to set a subinterval of  $t$  for the domain of the curve.

Mesh.h  
ParametricCurve.h  
RectangleMesh.h  
RectanglePatchMesh.h  
RevolutionMesh.h  
TubeMesh.h

**August 29, 2016** Added member function [SetLayout](#). The [Shader](#) class is no longer a friend and can call the new member function directly. This also allows for development and testing of a Direct3D 12 engine. In D3D12, the constant buffer must be a multiple of 256 bytes, so [ConstantBuffer](#) has conditional compilation to enforce this constraint.

ConstantBuffer.{h,cpp}  
TextureBuffer.h  
Shader.h

**August 26, 2016** Added convenience constructor for uniform nonperiodic splines.

BasisFunction.h  
Samples/Physics/Cloth/ClothWindow.cpp  
Samples/Physics/FlowingSkirt/FlowingSkirtWindow.cpp  
Samples/Physics/FreeFormDeformation/FreeFormDeformationWindow.cpp  
Samples/Physics/GelatinCube/GelatinCubeWindow.cpp  
Samples/Physics/MassPulleySpringSystem/MassPulleySpringSystemWindow.cpp  
Samples/Physics/Rope/RopeWindow.cpp

More refactoring to provide meshing outside the graphics subsystem.

GTMathematics.h  
RevolutionMesh.h

TubeMesh.h

**August 20, 2016** Fixed some logic errors in the clamping of the line-cone intersection to the plane that truncates the cone. Modified the unit tests for full code coverage and validation of results.

IntrLine3Cone3.h

**August 17, 2016** Started the refactoring of code to build meshes from curves and surfaces. The idea is to have code independent of the graphics subsystem but that can be used by graphics applications.

Mesh.h  
RectanglePatchMesh.h  
VertexAttribute.h  
TubeMesh.h  
RectangleMesh.h  
MeshFactory.{h,cpp}  
Samples/Physics/Cloth/ClothWindow.{h,cpp}  
Samples/Physics/GelatinCube/GelatinCubeWindow.{h,cpp}  
Samples/Physics/HelixTubeSurface/HelixTubeSurfaceWindow.cpp  
Samples/Physics/MassPulleySpringSystem/MassPulleySpringSystemWindow.cpp  
Samples/Physics/Rope/RopeWindow.cpp

Added a least-squares estimator for fitting a cylinder to points.

GTBuildAll.{v12,v14}.sln  
GTEngine.{v12,v14}.{vcxproj,vcxproj.filters}  
GteMathematics.h  
ApprCylinder3.h  
Samples/Mathematics/FitCylinder/FitCylinder.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Mathematics/FitCylinder/FitCylinder.{h,cpp}  
Samples/Mathematics/FitCylinder/mesh.txt

**August 7, 2016** The **Matrix** and **GMatrix** constructors now guarantee that the matrices are initialized to zero in the cases where previously the matrices were uninitialized by the constructor.

Matrix.h  
GMatrix.h

Added a Boolean input named **robust** that defaults to **false** to any functions involving **Length** or **Normalize**. The default uses the standard algorithm for normalizing a vector. The robust algorithms avoid floating-point overflow in the computation of length.

Vector.h  
Vector{2,3,4}.h

**July 28, 2016** The last [Hyperplane](#) constructor listed in the header file had an off-by-one indexing error that led to incorrect construction of the plane.

[Hyperplane.h](#)

**July 25, 2016** The [UpdateSupport](#) function needed to wrap the `j0` index from `-1` to `numVertices-1`, but the test for negativity was incorrectly applied to `j1`.

[MinimumAreaBox2.h](#)

**July 23, 2016** Added a new document to describe robust computation of the eigenvalues and eigenvectors of a  $2 \times 2$  symmetric matrix.

[RobustEigenSymmetric2x2.pdf](#) (*A Robust Eigensolver for  $2 \times 2$  Symmetric Matrices*)

**July 16, 2016** Ported the simple pendulum with friction sample application from Wild Magic 5 to GTEngine.

[GTBuildAll.{v12,v14}.sln](#)  
[Samples/Physics/SimplePendulumFriction/SimplePendulumFriction.{v12,v14}.{sln,vcxproj,vcxproj.filters}](#)  
[Samples/Physics/SimplePendulumFriction/SimplePendulumFriction.{h,cpp}](#)  
[Samples/Physics/SimplePendulumFriction/PhysicsModule.{h,cpp}](#)

Added [ExitFullscreen](#) member function that does not require a [DXGIOutput](#) class object. If a user decides to go fullscreen in a GTEngine application by pressing `ALT+ENTER` but then terminates the application before returning to windowed mode, the application triggers an assertion about not all DX11 resources being freed. Adding a call to [ExitFullscreen](#) in the [Window](#) destructor fixes the problem.

[DX11Engine.{h,cpp}](#)  
[Source/Applications/MSW/DX11/Window.cpp](#)

Removed the copyright notices from the automatically generated h and cpp files.

[Tools/GenerateProject/ProjectTemplate.{v12,v14}.cpp](#)

**July 14, 2016** Ported the simple pendulum sample application from Wild Magic 5 to GTEngine.

GTBuildAll.{v12,v14}.sln  
Samples/Physics/SimplePendulum/SimplePendulum.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Physics/SimplePendulum/SimplePendulum.cpp

**July 13, 2016** Ported the mass-pulley-spring sample application from Wild Magic 5 to GTEngine.

GTBuildAll.{v12,v14}.sln  
Samples/Physics/MassPulleySpringSystem/MassPulleySpringSystem.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Physics/MassPulleySpringSystem/MassPulleySpringSystemWindow.{h,cpp}  
Samples/Physics/MassPulleySpringSystem/PhysicsModule.{h,cpp}  
Metal.png

**July 12, 2016** Factored out common code in [RectangleSurface](#), [BoxSurface](#), and [TubeSurface](#) and moved it to base class [MeshSurface](#). Ported the helix tube surface sample application from Wild Magic 5 to GTEngine.

GTBuildAll.{v12,v14}.sln  
GTEngine.{v12,v14}.{vcxproj,vcxproj.filters}  
GTMathematics.h  
MeshSurface.h  
RectangleSurface.h  
BoxSurface.h  
TubeSurface.h  
Samples/Physics/Cloth/ClothWindow.{h,cpp}  
Samples/Physics/Rope/RopeWindow.{h,cpp}  
Samples/Physics/HelixTubeSurface/HelixTubeSurface.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Physics/HelixTubeSurface/HelixTubeSurfaceWindow.{h,cpp}

**July 10, 2016** Ported the gelatin cube sample application from Wild Magic 5 to GTEngine. This includes porting the [BoxSurface](#) class, which has been redesigned similar to [RectangleSurface](#) which is independent of the graphics system. Renamed the [Tessellate](#) member to [GetVertices](#), because the triangulation is fixed once parameter domain is specified (the user cannot retessellate without creating a new object). Updated the gelatin blob sample to use depth-stencil and culling state that the original sample used.

GTBuildAll.{v12,v14}.sln  
GTEngine.{v12,v14}.{vcxproj,vcxproj.filters}  
GTMathematics.h  
RectangleSurface.h  
BoxSurface.h  
Samples/Physics/GelatinCube/GelatinCube.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Physics/GelatinCube/GelatinCubeWindow.{h,cpp}  
Samples/Physics/GelatinCube/PhysicsModule.{h,cpp}  
Samples/Physics/GelatinBlob/GelatinBlobWindow.{h,cpp}

## 11 Updates to Version 3.1

**July 6, 2016** Added Linux-specific includes to be consistent with what is done on the Microsoft Windows platform.

GTEngine.h  
GTGraphicsGL4.h

Added the extension headers copied from the OpenGL Registry into our local directory structure and modified the includes of the extension headers to point to these.

Graphics/GL4/GL/glext.h  
Graphics/GL4/GL/glxext.h  
Graphics/GL4/GL/wglext.h  
Graphics/GL4/GLX/GteGLXExtensions.cpp  
Graphics/GL4/WGL/GteWGLEExtensions.cpp

Fixed bugs introduced with the previous modifications.

NURBSSurface.h  
NURBSVolume.h

**July 3, 2016** Removed the properties from the reflection queries that are from OpenGL 4.4 or 4.5. GTEngine is designed to run with minimum version 4.3. Added several missing **ENUM** members from the map; these are associated with cube map arrays.

GLSLReflection.cpp

**July 2, 2016** Replaced the call to the OpenGL 4.1 function **glProgramUniform1i** by a call to the OpenGL 2.0 function **glUniform1i**. We already have an active program, so the correct location's value is set. Cleaned up the **Enable** and **Disable** calls for textures and texture arrays.

GL4Engine.cpp

Removed unnecessary include. Commented out function that is not used.

GLXExtensions.cpp

**July 1, 2016.** Removed **LogError** messages that duplicate ones reported in child function calls.

MSW/MSWWindowSystem.h  
GLX/WindowSystem.h

**June 30, 2016.** Modified the OpenGL subsystem to test for a required minimum version and to gracefully exit when that minimum is not met. Currently, the minimum version is OpenGL 4.3 to support compute shaders. The subsystem needs redesigning (and shaders rewritten) before we can allow the applications to specify the required minimum version. Also, Linux distributions might not ship the file [glcorearb.h](#). We have provided this in a subfolder within the GTEngine distribution to guarantee that the code will compile. If your Linux distribution has [glcorearb.h](#), read the release notes about how you can regenerate [GteOpenGL.cpp](#) for this file.

Graphics/GL4/GL/glcorearb.h  
GL4Engine.{h,cpp}  
GLX/GLXEngine.{h,cpp}  
GLX/WindowSystem.cpp  
WGL/WGLEngine.{h,cpp}  
WGL/WindowSystem.cpp  
Tools/GenerateOpenGLWrapper/GenerateOpenGLWrapper.cpp  
Tools/GenerateOpenGLWrapper/GteOpenGL.{h,cpp}  
Tools/GenerateOpenGLWrapper/Initialize.txt  
Tools/GenerateOpenGLWrapper/Version.txt

Modified the make file for a sample to work around an apparent bug in Ubuntu 14.04 regarding the [pthread](#) library. Removed the link of libraries [GLU](#) because GTEngine does not use this.

Samples/makesample.gte

Changed the [DarbouxFrame](#) and [FrenetFrame](#) constructors to accept shared pointers rather than raw pointers to be consistent with the GTEngine design. Redesigning [RectangleSurface](#) to use an interface that will be ported to other surface-type objects that will be ported from Wild Magic 5 to GTEngine.

DarbouxFrame.h  
FrenetFrame.h  
RectangleSurface.h  
TubeSurface.h  
Samples/Physics/Cloth/ClothWindow.cpp

## 12 Updates to Version 3.0

**June 28, 2016.** Ported the free-top-fixed-tip sample application from Wild Magic 5 to GTEngine.



GTBuildAll.{v12,v14}.sln  
Samples/Physics/FreeTopFixedTip/FreeTopFixedTip.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Physics/FreeTopFixedTip/FreeTopFixedTipWindow.{h,cpp}  
Samples/Physics/FreeTopFixedTip/PhysicsModule.{h,cpp}  
Samples/Data/TopTexture.png

Ported the gelatin blob sample application from Wild Magic 5 to GTEngine.

GTBuildAll.{v12,v14}.sln  
Samples/Physics/GelatinBlob/GelatinBlob.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Physics/GelatinBlob/GelatinBlobWindow.{h,cpp}  
Samples/Physics/GelatinBlob/PhysicsModule.{h,cpp}  
Samples/Data/Water.png

These files were tested on a Linux machine, but some changes to them were not carried over to the SVN repository on a PC. Fixed the out-of-sync code.

Source/Applications/GLX/GteWICFileIO.cpp  
Source/Applications/GLX/GteWindow.cpp

**June 26, 2016.** Fixed compiler errors on Fedora 24 with gcc-6.1.1.

Font.cpp  
MeshFactory.cpp

Converted the raw pointer member of [PickRecord](#) to a shared pointer to be consistent with other subsystems in GTEngine. The [Picker](#) internal member functions now pass shared pointers.

Picker.{h,cpp}  
PickRecord.{h,cpp}

The constructors required a nonnull pointer to data that is then copied into internal class members. Invariably applications have to allocate arrays, fill them, and then pass them to the constructors to be copied. The design is modified to avoid having to pass in data, but the internal members are still allocated. The application can then set the data after construction, thereby avoiding the double allocation.

BSplineCurve.h  
BSplineSurface.h  
BSplineVolume.h  
NURBSCurve.h  
NURBSSurface.h  
NURBSVolume.h

Ported the free-form deformation sample application from Wild Magic 5 to GTEngine.

```
GTBuildAll.{v12,v14}.sln
Samples/Physics/FreeFormDeformation/FreeFormDeformation.{v12,v14}.{sln,vcxproj,vcxproj.filters}
Samples/Physics/FreeFormDeformation/FreeFormDeformationWindow.{h,cpp}
```

**June 25, 2016.** The DX11-specific samples were moved to a new folder [Samples/DX11](#). Modified the subfolder, project, solution, and file names to eliminate the redundant [D3D11](#) in those names.

```
Samples/DX11/LowLevel/*
Samples/DX11/LowLevelStream/*
Samples/DX11/RawBuffers/*
Samples/DX11/SharedTextures/*
Samples/DX11/RawBuffers/RawBuffers.cpp
```

Modified the file preamble in the templates for generating the default application source files.

```
Tools/GenerateProjects/ProjectTemplate.{v12,v14}.cpp
```

The ODE function was using [mState](#) rather than [input](#). The former quantity is updated in the ODE solver itself.

```
Samples/Physics/BallHill/PhysicsModule.cpp
```

Ported the Foucault pendulum sample application from Wild Magic 5 to GTEngine.

```
GTBuildAll.{v12,v14}.sln
Samples/Physics/FoucaultPendulum/FoucaultPendulum.{v12,v14}.{sln,vcxproj,vcxproj.filters}
Samples/Physics/FoucaultPendulum/FoucaultPendulumWindow.{h,cpp}
Samples/Physics/FoucaultPendulum/PhysicsModule.{h,cpp}
Samples/Data/Wood.png
```

**June 20, 2016.** The query needed to use [line.direction](#) in the dot product.

```
DistLine3OrientedBox3.h
```

## 13 Updates to Version 2.5

**June 19, 2016.** The port of Wild Magic 5 OpenGL graphics for Linux and GLX to GTEngine is complete.

**June 15, 2016.** The toggle between windowed and fullscreen mode used the `IDXGIOutput` value queried from the `IDXGIAdapter` objects. If an output goes fullscreen, an entry was added to a `std::map` with the output address as the key. However, these addresses change from query to query, so the toggle did not work. The code was modified to use the output display name as the key, which does uniquely identify which window to toggle between windowed and fullscreen mode.

`DX11Engine.{h,cpp}`

**June 13, 2016.** Modifications due to Cygwin g++ compiling inline functions whether or not they are used, as compared to Microsoft Visual Studio where they do not. The Cygwin environment found several problems with no-PCH. MSVS also appears to allow several standard C library functions to be used without having to include their header files.

`GTEngine.h`  
`GenerateMeshUV.h`  
`ConstantBuffer.{h,cpp}`  
`TextureBuffer.{h,cpp}`  
`Font.cpp`  
`Visual.cpp`  
`MeshFactory.cpp`  
`GL4InputLayout.cpp`  
`ImageUtility2.cpp`  
`Wrapper.cpp`  
`TetrahedronKey.cpp`

Added a `std::flush` so that messages are printed before a segmentation fault and core dump when using Cygwin.

`LogToStdout.cpp`

**June 12, 2016.** The explicit specializations of `Set` were declared inside the class scope but C++ requires them to occur outside the class scope.

`Shader.h`

The source file accesses members of the `StructuredBuffer`, so the header file for that class must be included.

`VertexBuffer.cpp`

Replaced `UINT` by `GLuint`.

## GL4Buffer.cpp

As of 12 June 2016, Cygwin's [glcorearb.h](#) is revision

```
** Khronos $Revision : 27684 $ on $Date : 2014 - 08 - 11 01:21 : 35  
- 0700 (Mon, 11 Aug 2014) $
```

but the [glcorearb.h](#) we use on Microsoft Windows is revision

```
** Khronos $Revision : 28299 $ on $Date : 2014 - 09 - 25 04:11 : 58  
- 0700 (Thu, 25 Sep 2014) $
```

The Cygwin file does not have declarations for the four functions

```
static PFNGLGETQUERYBUFFEROBJECTI64VPROC sglGetQueryBufferObjecti64v = nullptr;  
static PFNGLGETQUERYBUFFEROBJECTIVPROC sglGetQueryBufferObjectiv = nullptr;  
static PFNGLGETQUERYBUFFEROBJECTUI64VPROC sglGetQueryBufferObjectui64v = nullptr;  
static PFNGLGETQUERYBUFFEROBJECTUIVPROC sglGetQueryBufferObjectuiv = nullptr;
```

There are some `#define` variations also, but these do not affect compilation of GTEngine. Added conditional compilation to avoid the compiler errors on Cygwin. Also, the GL extension string parsing for versions of OpenGL prior to 3.0 was incorrect and used string functions specific to Microsoft Windows. Replaced the parsing with `std::string` functions.

## OpenGL.cpp Tools/GenerateOpenGLWrapper/Initialize.txt

Moved [WICFileIO](#) files to the [MSW](#) subfolder, because they are dependent on Microsoft Windows.

```
GTEngine.{v12,v14}.{vcxproj,vcxproj.filters}  
WICFileIO.{h,cpp}  
Samples/Graphics/BlendedAnimations/BipedManager.cpp  
Samples/Graphics/BlendedTerrain/BlendedTerrainEffect.cpp  
Samples/Graphics/BumpMaps/SimpleBumpMapEffect.cpp
```

The class header was missing an include of `cstdlib`, which Microsoft Visual Studio appears not to complain about (but Cygwin g++ did). The `SplitPath` and `FullPath` functions are not used in the engine and are specific to Microsoft Windows, so they were removed. The `CreateString*` functions were used only in two sample applications, but they can be replaced by instead using `std::to_string` for creating strings with unformatted data or `std::stringstream` for formatted data.

```
Environment.{h,cpp}  
Samples/Imagics/SurfaceExtraction/SurfaceExtractionWindow.cpp  
Samples/Imagics/VideoStreams/VideoStreamsWindow.cpp
```

Added static constants for key identifiers, key modifiers, mouse buttons, mouse state, and mouse modifiers. Removed the enumerations that were previously used for the mouse. This mimics what Wild Magic 5 does and hides platform-specific values (each OS platform defines the static members with the appropriate values).

```
WindowBase.{h,cpp}  
Window3.cpp  
MSWWindow.cpp  
MSWWindowSystem.cpp  
GLX/Window.cpp
```

A modification was made in [DX11TextureCube](#) that indicated a cube map cannot be a dynamic-update resource. The same modification needed to be made in [DX11TextureCubeArray](#).

```
DX11TextureCubeArray.cpp
```

**June 11, 2016** Refactored the [Window](#) and [WindowSystem](#) classes into [WindowBase](#), which is independent of operating system; [MSWindow](#) and [MSWindowSystem](#), which are for dependent on the Microsoft Windows platform but are independent of graphics API, and platform-specific versions of [Window](#) and [WindowSystem](#). The [Application](#) folder now has subfolders that partition the files based on operating system and graphics API. This change is part of the incorporation of GLX support for Linux into GTEngine.

```
GTEngine.{v12,v14}.{vcxproj,vcxproj.filters}  
Include/GTApplications.h  
Include/GTWindows.h  
Include/Applications/WindowBase.h  
Include/Applications/Window{2,3}.h  
Include/Applications/MSW/MSWWindows.h  
Include/Applications/MSW/MSWWindowSystem.h  
Include/Applications/MSW/DX11/Window.h  
Include/Applications/MSW/DX11/WindowSystem.h  
Include/Applications/MSW/WGL/Window.h  
Include/Applications/MSW/WGL/WindowSystem.h  
Source/Applications/WindowBase.cpp  
Source/Applications/MSW/MSWWindows.cpp  
Source/Applications/MSW/MSWWindowSystem.cpp  
Source/Applications/MSW/DX11/Window.cpp  
Source/Applications/MSW/DX11/WindowSystem.cpp  
Source/Applications/MSW/WGL/Window.cpp  
Source/Applications/MSW/WGL/WindowSystem.cpp
```

Moved the Intel SSE code to a new subfolder because it is specific to Microsoft Windows.

```
GTMathematics.h  
Include/Mathematics/MSW/IntelSSE.h
```

Source/Mathematics/MSW/IntelSSE.cpp

Cygwin's Linux shell defines `WIN32`, which exposes blocks of GTEngine code that are not intended for Linux. Revised the logic of testing the macros for underlying operating system. Also, Cygwin's include of `glcorearb.h` occurs without turning off the annoying `min` and `max` macros of `Windows.h`. Turned them off inside `OpenGL.h` before the include of `glcorearb.h`.

GTEngineDEF.h  
OpenGL.h

An HLSL-dependent header file was included without conditional compilation for DX11 versus GL4. Moved it into a conditional compilation block, which led compiler complaints when `GTE_DEV_OPENGL` is defined and when the Cygwin min/max problem was not yet fixed. The Cygwin fixes eliminate the compiler complaints and the HLSL file is now protected. Also then had to include `GteLogger.h` that is used by `GteShader.h`. And finally, this broke a sample application that used both HLSL and GLSL related blocks of code, which is now fixed by conditional compilation.

Shader.h  
BlendedTerrainEffect.cpp

**June 5, 2016.** Created new folders GLX and WGL to store OpenGL code specific to platforms. Moved the WGL-specific files to the WGL folder.

GTEngine.{v12,v14}.{vcxproj,vcxproj.filters}  
GTGraphicsGL4.h  
WGLEngine.{h,cpp}  
WGLExtensions.cpp  
WindowSystem.cpp  
Samples/Basics/ShaderReflection/ShaderReflection.cpp

Factored out Microsoft-Windows-specific files and code to new folders. Added new macro `__MSWINDOWS__` that is enabled when `WIN32` or `_WIN64` is defined. This makes it clearer in the code when conditional compilation enables or disables OS-specific blocks of code.

GTEngine.{v12,v14}.{vcxproj,vcxproj.filters}  
GTPhysics.h  
OpenGL.{h,cpp}  
LogReporter.{h,cpp}  
Timer.h  
Wrapper.cpp  
LogToMessageBox.{h,cpp} (MSWindows-specific)  
LogToOutputWindow.{h,cpp} (MSWindows-specific)

TetrahedronKey.h  
Samples/Basics/AppendConsumeBuffer/AppendConsumeBuffers.cpp  
Samples/Basics/IEEEFloatingPoint/IEEEFloatingPoint.cpp  
Samples/Basics/ShaderReflection/ShaderReflection.cpp  
Samples/Geometrics/DistanceSegments3/DistanceSegments3.cpp  
Samples/Graphics/Castle/CastleWindow.cpp  
Samples/Mathematics/PartialSums/PartialSums.cpp  
Samples/Mathematics/RootFinding/RootFinding.cpp  
Tools/GenerateOpenGLWrapper/GenerateOpenGLWrapper.cpp  
Tools/GenerateOpenGLWrapper/GteOpenGL.h  
Tools/GenerateProject/ProjectTemplate.{v12,v14}.cpp

Cygwin complained about the `-fPIC` option specified as a `CFLAGS` option. Removed it; Wild Magic 5 does not have it in `CFLAGS` either.

GTEngine/makefile.gte

**June 2, 2016.** Added a custom visualizer file for the `Vector` and `Matrix` classes. We will add more visualizers as needed.

gte.natvis

**June 1, 2016.** Revised the `VertexBuffer` interface to require the structured buffer to be passed to the constructor when rendering by vertex-id is desired. This is a convenient encapsulation that allows you to access the vertex data through the vertex buffer.

VertexBuffer.{h,cpp}  
DX11Engine.cpp  
GL4Engine.cpp  
Samples/Geometrics/AllPairsTriangles/AllPairsTrianglesWindow.cpp  
Samples/Imagics/SurfaceExtraction/SurfaceExtractionWindow.cpp  
Samples/Physics/MassSprings3D/MassSprings3DWindow.cpp

**May 31, 2016.** A major revision of the document. The new version shows how to estimate vertex tangents and vertex normals for a parameterized mesh (or mesh with texture coordinates) at each vertex using the entire set of triangles that share the vertex. The algorithm is useful for constructing the vertex normals and tangents whose interpolated values are used in a pixel shader for tangent-space normal mapping.

MeshDifferentialGeometry.pdf (*Mesh Differential Geometry*)

The nonuniform Akima interpolation code needed to be ported along with the uniform interpolation code. The associated PDF had pseudocode that referenced Wild Magic 5 code, so it was modified for GTEngine (and tested with real code).

[IntpAkimaNonuniform1.h](#)  
[AkimaInterpolation.pdf](#) (*Akima Interpolation for Nonuniform 1D Data*)

**May 29, 2016.** The [Result](#) structure now returns parameters for the  $t$ -interval  $[0, 1]$  (the endpoint form of the segment) and for the  $s$ -interval  $[-e, e]$  (for the center-direction-extent form of the segment).

[IntrSegment2AlignedBox2.h](#)  
[IntrSegment2OrientedBox2.h](#)

## 14 Updates to Version 2.4

**May 25, 2016.** The find-intersection queries needed to translate its points of intersection back to the original coordinate system by adding the box center. The unit tests had only boxes with centers at the origin (updated these tests). Modified the [result.parameter](#) values to be  $t$ -values for the segment parameterization  $(1 - t)P_0 + tP_1$  for  $t \in [0, 1]$ . They had been relative to the center-direction-extent form which is computed internally in the queries,  $C + sD$ , where  $D$  is unit length and  $s \in [-\varepsilon, \varepsilon]$  with  $\varepsilon$  the extent.

[IntrSegment2AlignedBox2.h](#)  
[IntrSegment2OrientedBox2.h](#)

**May 24, 2016.** Removed the [LogWarning](#) from [Shader::Get](#) that returns a handle. It is reasonable for an application to use [Shader::Get](#) to determine whether a [Shader::Set](#) call will be successful for the specified resource name.

[Shader.cpp](#)

The test-intersection query for [Ray2](#) and [AlignedBox2](#) had an incorrect ordering of parameters in the [DoQuery](#) call.

[IntrRay2AlignedBox2.h](#)

**May 22, 2016.** Ported WM5 code for partitioning a convex polygon by a plane in 3D and made the code robust when the polygon is nearly parallel to the plane. Also ported test-intersection and find-intersection queries for triangles and oriented boxes in 3D. Added a sample application that serves as the test code.

[GTMathematics.h](#)  
[GteIntrConvexPolygonPlane.h](#)  
[GteIntrTriangle3OrientedBox3.h](#)  
[Samples/Geometrics/IntersectTriangleBox/IntersectTriangleBox.{v12,v14}.{sln,vcxproj,vcxproj.filters}](#)  
[Samples/Geometrics/IntersectTriangleBox/IntersectTriangleBoxWindow.{h,cpp}](#)



**May 18, 2016.** The `Window::SetTitle` declaration had the `inline` modifier, but the body was not inline, which hides the actual definition. Removed the modifier.

`Window.h`

**May 15, 2016.** Added an `Inverse` member function that returns the inverse of a `Transform` as another `Transform` object.

`Transform.{h,cpp}`

Modified the generated code to include the next version number.

`Tools/GenerateProject/ProjectTemplate.{v12,v14}.cpp`

Added function `HLift` to embed a  $3 \times 3$  matrix as the upper block of a  $4 \times 4$  matrix. Added `HProject` to extract a  $3 \times 3$  matrix from the upper block of a  $4 \times 4$  matrix.

`Matrix.h`

Removed redundant and unused code.

`Samples/Graphics/BumpMaps/BumpMapsWindow.cpp`

**May 13, 2016.** When a D3D11 texture is created that shares another texture, if the original texture has a staging texture associated with it, one must also be created for the newly sharing texture.

`DX11Texture2.cpp`

**May 11, 2016.** Changed a `LogError` to `LogWarning` regarding an invalid object type encountered during picking. An application might very well have such a class that should not participate in picking, so you can tailor the logging system not to launch a dialog box when these objects are encountered during picking.

`Picker.cpp`

Fixed some comments (removed reference to obsolete class member functions).

`CameraRig.h`

**May 5, 2016.** The [WICFileIO::Load](#) function had two places where it was returning `false` instead of `nullptr`.

[WICFileIO.cpp](#)

**May 1, 2016.** New files that implement the QR algorithm for computing eigenvalues of unsymmetric matrices and for using the same algorithm for computing the roots of cubic and quartic polynomials.

[UnsymmetricEigenvalues.h](#)  
[CubicRootsQR.h](#)  
[QuarticRootsQR.h](#)

Fixed a compiler warning that now occurs with MSVS 2015 Update 2.

[Integration.h](#)

**April 29, 2016.** Reverted the changes to the buffer updating that was posted on April 1, 2016 for Version 2.3. The text drawing system of GTEngine appears not to work properly when the no-overwrite mode is used on different vendor graphics cards. If you need to update subbuffers, set up the buffer resource so that it is enabled for copies from CPU to GPU and use [CopyCpuToGpu](#) instead.

[DX11ConstantBuffer.cpp](#)  
[DX11IndexBuffer.cpp](#)  
[DX11IndirectArgumentsBuffer.cpp](#)  
[DX11RawBuffer.cpp](#)  
[DX11StructuredBuffer.cpp](#)  
[DX11TextureBuffer.cpp](#)  
[DX11VertexBuffer.cpp](#)  
[DX11Buffer.cpp](#)

Instead of creating and destroying a query object on each call to [WaitForFinish](#), the query is now created in the first call and saved as a class member. That object is released on destruction.

[DX11Engine.{h,cpp}](#)

**April 27, 2016.** Added functions to copy GPU to GPU directly. Only the DX11Engine versions have been implemented (we need them at the moment). GL4Engine versions will be implemented later.

[GraphicsEngine.h](#)  
[DX11Engine.{h,cpp}](#)  
[DX11Resource.h](#)  
[DX11Buffer.{h,cpp}](#)

DX11Texture.{h,cpp}  
GL4Engine.{h,cpp}  
GL4Resource.h  
GL4TextureSingle.h  
GL4TextureArray.h

Exposed the ability to flush the GPU command buffer in order for shared textures to be updated on one device when another device modifies the data. The new base class function is called `Flush()`.

GraphicsEngine.h  
DX11Engine.{h,cpp}  
GL4Engine.{h,cpp}  
Samples/Graphics/SharedTexturesD3D11/SharedTexturesWindow.cpp

**April 26, 2016.** Added `BindProgram` to allow explicit binding before the first call to a compute shader.

GraphicsEngine.h  
DX11Engine.{h,cpp}  
GL4Engine.{h,cpp}

**April 17, 2016.** Replace two occurrences of hard-coded `float` with template parameter `Real`.

ApprEllipseByArcs.h

Added new 2D intersection queries.

GTMathematics.h  
Sector2.h  
IntrDisk2Sector2.h  
IntrHalfspace2Polygon2.h  
IntrOrientedBox2Sector2.h

**April 16, 2016.** The `DestroyStorage` function is intended to free up the CPU memory for the resource, but `clear()` does not do this; the capacity remains the same. Added an additional call to `shrink_to_fit` to free up the memory. Replaced `&mStorage[0]` by `mStorage.data()`.

Resource.{h,cpp}

**April 13, 2016.** Ported the Wild Magic 5 code for approximating an axis-aligned ellipse by circular arcs. Ported and upgraded the sample application (that was only in Wild Magic 4) to illustrate the approximation. The PDF describing the algorithm had pseudocode and references to the Wild Magic 4 sample but did not

have pseudocode for the implementation of the algorithm. The PDF has been updated to eliminate the WM4 reference and to include an implementation. Added new functions to [ImageUtility2](#) and [Window2](#) to draw axis-aligned ellipses using a Bresenham-style algorithm.

[GTBuildAll.{v12,v14}.sln](#)  
[GTEngine.{v12,v14}.{vcxproj,vcxproj.filters}](#)  
[ImageUtility2.{h,cpp}](#)  
[Windows.{h,cpp}](#)  
[ApprEllipseByArcs.h](#)  
[Samples/Mathematics/ApproximateEllipseByArcs/ApproximateEllipseByArcs.{v12,v14}.{vcxproj,vcxproj.filters,sln}](#)  
[Samples/Mathematics/ApproximateEllipseByArcs/ApproximateEllipseByArcsWindow.{h,cpp}](#)  
[ApproximateEllipse.pdf](#) (*Approximating an Ellipse by Circular Arcs*)

**April 12, 2016.** Removed the [LogError](#) code when [Shader::Get](#) cannot find a resource by name. It is reasonable that an application might have a generic shader system for which a resource might be attached to some shaders but not to others, and [Shader::Get](#) is a way to determine this.

[Shader.h](#)

**April 10, 2016.** The wrong flag was tested in [WindowSystem::MessagePump](#) when the user requests no idle loop.

[WindowSystem.h](#)

## 15 Updates to Version 2.3

**March 12, 2016.** Ported the Wild Magic 5 sample application [MorphFaces](#).

[GTBuildAll.{v12,v14}.sln](#)  
[Samples/Graphics/MorphFaces/MorphFaces.{v12,v14}.{sln,vcxproj,vcxproj.filters}](#)  
[Samples/Graphics/MorphFaces/MorphFaces.cpp](#)  
[Samples/Graphics/MorphFaces/MorphFacesWindow.{h,cpp}](#)  
[Samples/Graphics/MorphFaces/CubicInterpolator.h](#)  
[Samples/Graphics/MorphFaces/Data/Eye.png](#)  
[Samples/Graphics/MorphFaces/Data/LightColorSampler.txt](#)  
[Samples/Graphics/MorphFaces/Data/SharedTexTri.txt](#)  
[Samples/Graphics/MorphFaces/Data/M\\*.txt](#) (25 morph targets)

**March 13, 2016.** Factored the WGL code out of [GL4Engine](#) into a new derived class [WGLEngine](#). This makes [GL4Engine](#) independent of the windowing system in preparation for adding GLX and Linux support.

WGLEngine.{h,cpp}  
 GL4Engine.{h,cpp}  
 WindowSystem.cpp  
 Samples/Basics/AppendConsumeBuffers/AppendConsumeBuffers.cpp  
 Samples/Basics/IEEEReal/IEEEReal.cpp  
 Samples/Basics/ShaderReflection/ShaderReflection.cpp  
 Samples/Geometrics/DistanceSegments3/DistanceSegments3.cpp  
 Samples/Mathematics/PartialSums/PartialSums.cpp  
 Samples/Mathematics/RootFinding/RootFinding.cpp

Removed unused functions from the public interface. Moved the message pump code from the `main` function in the applications into the `WindowSystem` class. This leads to an interface that is independent of operating system and windowing system in preparation for adding GLX and Linux support. Moved the `main` functions into the corresponding application window classes to reduce the number of files to maintain.

WindowSystem.h  
 Samples/Geometrics/AllPairsTriangles/AllPairsTrianglesWindow.vcxproj.filters  
 Samples/Geometrics/AllPairsTriangles/AllPairsTrianglesWindow.cpp  
 Samples/Geometrics/AllPairsTriangles/AllPairsTriangles.cpp  
 Samples/Geometrics/ConstrainedDelaunay2D/ConstrainedDelaunay2DWindow.vcxproj.filters  
 Samples/Geometrics/ConstrainedDelaunay2D/ConstrainedDelaunay2DWindow.cpp  
 Samples/Geometrics/ConstrainedDelaunay2D/ConstrainedDelaunay2D.cpp  
 Samples/Geometrics/ConvexHull2D/ConvexHull2DWindow.vcxproj.filters  
 Samples/Geometrics/ConvexHull2D/ConvexHull2DWindow.cpp  
 Samples/Geometrics/ConvexHull2D/ConvexHull2D.cpp  
 Samples/Geometrics/ConvexHull3D/ConvexHull3DWindow.vcxproj.filters  
 Samples/Geometrics/ConvexHull3D/ConvexHull3DWindow.cpp  
 Samples/Geometrics/ConvexHull3D/ConvexHull3D.cpp  
 Samples/Geometrics/Delaunay2D/Delaunay2DWindow.vcxproj.filters  
 Samples/Geometrics/Delaunay2D/Delaunay2DWindow.cpp  
 Samples/Geometrics/Delaunay2D/Delaunay2D.cpp  
 Samples/Geometrics/Delaunay3D/Delaunay3DWindow.vcxproj.filters  
 Samples/Geometrics/Delaunay3D/Delaunay3DWindow.cpp  
 Samples/Geometrics/Delaunay3D/Delaunay3D.cpp  
 Samples/Geometrics/IntersectBoxCone/IntersectBoxConeWindow.vcxproj.filters  
 Samples/Geometrics/IntersectBoxCone/IntersectBoxConeWindow.cpp  
 Samples/Geometrics/IntersectBoxCone/IntersectBoxCone.cpp  
 Samples/Geometrics/MinimalCycleBasis/MinimalCycleBasisWindow.vcxproj.filters  
 Samples/Geometrics/MinimalCycleBasis/MinimalCycleBasisWindow.cpp  
 Samples/Geometrics/MinimalCycleBasis/MinimalCycleBasis.cpp  
 Samples/Geometrics/MinimumAreaBox2D/MinimumAreaBox2DWindow.vcxproj.filters  
 Samples/Geometrics/MinimumAreaBox2D/MinimumAreaBox2DWindow.cpp  
 Samples/Geometrics/MinimumAreaBox2D/MinimumAreaBox2D.cpp  
 Samples/Geometrics/MinimumAreaCircle2D/MinimumAreaCircle2DWindow.vcxproj.filters  
 Samples/Geometrics/MinimumAreaCircle2D/MinimumAreaCircle2DWindow.cpp  
 Samples/Geometrics/MinimumAreaCircle2D/MinimumAreaCircle2D.cpp  
 Samples/Geometrics/MinimumVolumeBox3D/MinimumVolumeBox3DWindow.vcxproj.filters

Samples/Geometrics/MinimumVolumeBox3D/MinimumVolumeBox3DWindow.cpp  
Samples/Geometrics/MinimumVolumeBox3D/MinimumVolumeBox3D.cpp  
Samples/Geometrics/MinimumVolumeSphere3D/MinimumVolumeSphere3DWindow.vcxproj.filters  
Samples/Geometrics/MinimumVolumeSphere3D/MinimumVolumeSphere3DWindow.cpp  
Samples/Geometrics/MinimumVolumeSphere3D/MinimumVolumeSphere3D.cpp  
Samples/Geometrics/ShortestPath/ShortestPathWindow.vcxproj.filters  
Samples/Geometrics/ShortestPath/ShortestPathWindow.cpp  
Samples/Geometrics/ShortestPath/ShortestPath.cpp  
Samples/Geometrics/TriangulationCDT/TriangulationCDTWindow.vcxproj.filters  
Samples/Geometrics/TriangulationCDT/TriangulationCDTWindow.cpp  
Samples/Geometrics/TriangulationCDT/TriangulationCDT.cpp  
Samples/Geometrics/TriangulationEC/TriangulationECWindow.vcxproj.filters  
Samples/Geometrics/TriangulationEC/TriangulationECWindow.cpp  
Samples/Geometrics/TriangulationEC/TriangulationEC.cpp  
Samples/Geometrics/VertexCollapseMesh/VertexCollapseMeshWindow.vcxproj.filters  
Samples/Geometrics/VertexCollapseMesh/VertexCollapseMeshWindow.cpp  
Samples/Geometrics/VertexCollapseMesh/VertexCollapseMesh.cpp  
Samples/Graphics/AreaLights/AreaLightsWindow.vcxproj.filters  
Samples/Graphics/AreaLights/AreaLightsWindow.cpp  
Samples/Graphics/AreaLights/AreaLights.cpp  
Samples/Graphics/BillboardNodes/BillboardNodesWindow.vcxproj.filters  
Samples/Graphics/BillboardNodes/BillboardNodesWindow.cpp  
Samples/Graphics/BillboardNodes/BillboardNodes.cpp  
Samples/Graphics/BlendedAnimations/BlendedAnimationsWindow.vcxproj.filters  
Samples/Graphics/BlendedAnimations/BlendedAnimationsWindow.cpp  
Samples/Graphics/BlendedAnimations/BlendedAnimations.cpp  
Samples/Graphics/BlendedTerrain/BlendedTerrainWindow.vcxproj.filters  
Samples/Graphics/BlendedTerrain/BlendedTerrainWindow.cpp  
Samples/Graphics/BlendedTerrain/BlendedTerrain.cpp  
Samples/Graphics/BlownGlass/BlownGlassWindow.vcxproj.filters  
Samples/Graphics/BlownGlass/BlownGlassWindow.cpp  
Samples/Graphics/BlownGlass/BlownGlass.cpp  
Samples/Graphics/BspNodes/BspNodesWindow.vcxproj.filters  
Samples/Graphics/BspNodes/BspNodesWindow.cpp  
Samples/Graphics/BspNodes/BspNodes.cpp  
Samples/Graphics/BumpMaps/BumpMapsWindow.vcxproj.filters  
Samples/Graphics/BumpMaps/BumpMapsWindow.cpp  
Samples/Graphics/BumpMaps/BumpMaps.cpp  
Samples/Graphics/CameraAndLightNodes/CameraAndLightNodesWindow.vcxproj.filters  
Samples/Graphics/CameraAndLightNodes/CameraAndLightNodesWindow.cpp  
Samples/Graphics/CameraAndLightNodes/CameraAndLightNodes.cpp  
Samples/Graphics/Castle/CastleWindow.vcxproj.filters  
Samples/Graphics/Castle/CastleWindow.cpp  
Samples/Graphics/Castle/Castle.cpp  
Samples/Graphics/CubeMaps/CubeMapsWindow.vcxproj.filters  
Samples/Graphics/CubeMaps/CubeMapsWindow.cpp  
Samples/Graphics/CubeMaps/CubeMaps.cpp  
Samples/Graphics/GeometryShaders/GeometryShadersWindow.vcxproj.filters

Samples/Graphics/GeometryShaders/GeometryShadersWindow.cpp  
Samples/Graphics/GeometryShaders/GeometryShaders.cpp  
Samples/Graphics/GlossMaps/GlossMapsWindow.vcxproj.filters  
Samples/Graphics/GlossMaps/GlossMapsWindow.cpp  
Samples/Graphics/GlossMaps/GlossMaps.cpp  
Samples/Graphics/Lights/LightsWindow.vcxproj.filters  
Samples/Graphics/Lights/LightsWindow.cpp  
Samples/Graphics/Lights/Lights.cpp  
Samples/Graphics/LightTexture/LightTextureWindow.vcxproj.filters  
Samples/Graphics/LightTexture/LightTextureWindow.cpp  
Samples/Graphics/LightTexture/LightTexture.cpp  
Samples/Graphics/MorphFaces/MorphFacesWindow.vcxproj.filters  
Samples/Graphics/MorphFaces/MorphFacesWindow.cpp  
Samples/Graphics/MorphFaces/MorphFaces.cpp  
Samples/Graphics/MultipleRenderTargets/MultipleRenderTargetsWindow.vcxproj.filters  
Samples/Graphics/MultipleRenderTargets/MultipleRenderTargetsWindow.cpp  
Samples/Graphics/MultipleRenderTargets/MultipleRenderTargets.cpp  
Samples/Graphics/Picking/PickingWindow.vcxproj.filters  
Samples/Graphics/Picking/PickingWindow.cpp  
Samples/Graphics/Picking/Picking.cpp  
Samples/Graphics/PlaneMeshIntersection/PlaneMeshIntersectionWindow.vcxproj.filters  
Samples/Graphics/PlaneMeshIntersection/PlaneMeshIntersectionWindow.cpp  
Samples/Graphics/PlaneMeshIntersection/PlaneMeshIntersection.cpp  
Samples/Graphics/ProjectedTextures/ProjectedTexturesWindow.vcxproj.filters  
Samples/Graphics/ProjectedTextures/ProjectedTexturesWindow.cpp  
Samples/Graphics/ProjectedTextures/ProjectedTextures.cpp  
Samples/Graphics/SphereMaps/SphereMapsWindow.vcxproj.filters  
Samples/Graphics/SphereMaps/SphereMapsWindow.cpp  
Samples/Graphics/SphereMaps/SphereMaps.cpp  
Samples/Graphics/StructuredBuffers/StructuredBuffersWindow.vcxproj.filters  
Samples/Graphics/StructuredBuffers/StructuredBuffersWindow.cpp  
Samples/Graphics/StructuredBuffers/StructuredBuffers.cpp  
Samples/Graphics/TextureArrays/TextureArraysWindow.vcxproj.filters  
Samples/Graphics/TextureArrays/TextureArraysWindow.cpp  
Samples/Graphics/TextureArrays/TextureArrays.cpp  
Samples/Graphics/TextureUpdating/TextureUpdatingWindow.vcxproj.filters  
Samples/Graphics/TextureUpdating/TextureUpdatingWindow.cpp  
Samples/Graphics/TextureUpdating/TextureUpdating.cpp  
Samples/Graphics/Texturing/TexturingWindow.vcxproj.filters  
Samples/Graphics/Texturing/TexturingWindow.cpp  
Samples/Graphics/Texturing/Texturing.cpp  
Samples/Graphics/VertexColoring/VertexColoringWindow.vcxproj.filters  
Samples/Graphics/VertexColoring/VertexColoringWindow.cpp  
Samples/Graphics/VertexColoring/VertexColoring.cpp  
Samples/Graphics/VertexTextures/VertexTexturesWindow.vcxproj.filters  
Samples/Graphics/VertexTextures/VertexTexturesWindow.cpp  
Samples/Graphics/VertexTextures/VertexTextures.cpp  
Samples/Graphics/WireMesh/WireMeshWindow.vcxproj.filters

Samples/Graphics/WireMesh/WireMeshWindow.cpp  
Samples/Graphics/WireMesh/WireMesh.cpp  
Samples/Imagics/Convolution/ConvolutionWindow.vcxproj.filters  
Samples/Imagics/Convolution/ConvolutionWindow.cpp  
Samples/Imagics/Convolution/Convolution.cpp  
Samples/Imagics/GaussianBlurring/GaussianBlurringWindow.vcxproj.filters  
Samples/Imagics/GaussianBlurring/GaussianBlurringWindow.cpp  
Samples/Imagics/GaussianBlurring/GaussianBlurring.cpp  
Samples/Imagics/MedianFiltering/MedianFilteringWindow.vcxproj.filters  
Samples/Imagics/MedianFiltering/MedianFilteringWindow.cpp  
Samples/Imagics/MedianFiltering/MedianFiltering.cpp  
Samples/Imagics/SurfaceExtraction/SurfaceExtractionWindow.vcxproj.filters  
Samples/Imagics/SurfaceExtraction/SurfaceExtractionWindow.cpp  
Samples/Imagics/SurfaceExtraction/SurfaceExtraction.cpp  
Samples/Imagics/VideoStreams/VideoStreamsWindow.vcxproj.filters  
Samples/Imagics/VideoStreams/VideoStreamsWindow.cpp  
Samples/Imagics/VideoStreams/VideoStreams.cpp  
Samples/Mathematics/BSplineCurveFitter/BSplineCurveFitterWindow.vcxproj.filters  
Samples/Mathematics/BSplineCurveFitter/BSplineCurveFitterWindow.cpp  
Samples/Mathematics/BSplineCurveFitter/BSplineCurveFitter.cpp  
Samples/Mathematics/BSplineSurfaceFitter/BSplineSurfaceFitterWindow.vcxproj.filters  
Samples/Mathematics/BSplineSurfaceFitter/BSplineSurfaceFitterWindow.cpp  
Samples/Mathematics/BSplineSurfaceFitter/BSplineSurfaceFitter.cpp  
Samples/Mathematics/GenerateMeshUVs/GenerateMeshUVsWindow.vcxproj.filters  
Samples/Mathematics/GenerateMeshUVs/GenerateMeshUVsWindow.cpp  
Samples/Mathematics/GenerateMeshUVs/GenerateMeshUVs.cpp  
Samples/Mathematics/Interpolation2D/Interpolation2DWindow.vcxproj.filters  
Samples/Mathematics/Interpolation2D/Interpolation2DWindow.cpp  
Samples/Mathematics/Interpolation2D/Interpolation2D.cpp  
Samples/Mathematics/PlaneEstimation/PlaneEstimationWindow.vcxproj.filters  
Samples/Mathematics/PlaneEstimation/PlaneEstimationWindow.cpp  
Samples/Mathematics/PlaneEstimation/PlaneEstimation.cpp  
Samples/Physics/BallHill/BallHillWindow.vcxproj.filters  
Samples/Physics/BallHill/BallHillWindow.cpp  
Samples/Physics/BallHill/BallHill.cpp  
Samples/Physics/BallRubberBand/BallRubberBandWindow.vcxproj.filters  
Samples/Physics/BallRubberBand/BallRubberBandWindow.cpp  
Samples/Physics/BallRubberBand/BallRubberBand.cpp  
Samples/Physics/BouncingBall/BouncingBallWindow.vcxproj.filters  
Samples/Physics/BouncingBall/BouncingBallWindow.cpp  
Samples/Physics/BouncingBall/BouncingBall.cpp  
Samples/Physics/Cloth/ClothWindow.vcxproj.filters  
Samples/Physics/Cloth/ClothWindow.cpp  
Samples/Physics/Cloth/Cloth.cpp  
Samples/Physics/DoublePendulum/DoublePendulumWindow.vcxproj.filters  
Samples/Physics/DoublePendulum/DoublePendulumWindow.cpp  
Samples/Physics/DoublePendulum/DoublePendulum.cpp  
Samples/Physics/ExtremalQuery/ExtremalQueryWindow.vcxproj.filters



Samples/Physics/ExtremalQuery/ExtremalQueryWindow.cpp  
Samples/Physics/ExtremalQuery/ExtremalQuery.cpp  
Samples/Physics/Fluids2D/Fluids2DWindow.vcxproj.filters  
Samples/Physics/Fluids2D/Fluids2DWindow.cpp  
Samples/Physics/Fluids2D/Fluids2D.cpp  
Samples/Physics/Fluids3D/Fluids3DWindow.vcxproj.filters  
Samples/Physics/Fluids3D/Fluids3DWindow.cpp  
Samples/Physics/Fluids3D/Fluids3D.cpp  
Samples/Physics/IntersectingBoxes/IntersectingBoxesWindow.vcxproj.filters  
Samples/Physics/IntersectingBoxes/IntersectingBoxesWindow.cpp  
Samples/Physics/IntersectingBoxes/IntersectingBoxes.cpp  
Samples/Physics/IntersectingRectangles/IntersectingRectanglesWindow.vcxproj.filters  
Samples/Physics/IntersectingRectangles/IntersectingRectanglesWindow.cpp  
Samples/Physics/IntersectingRectangles/IntersectingRectangles.cpp  
Samples/Physics/KeplerPolarForm/KeplerPolarFormWindow.vcxproj.filters  
Samples/Physics/KeplerPolarForm/KeplerPolarFormWindow.cpp  
Samples/Physics/KeplerPolarForm/KeplerPolarForm.cpp  
Samples/Physics/MassSprings3D/MassSprings3DWindow.vcxproj.filters  
Samples/Physics/MassSprings3D/MassSprings3DWindow.cpp  
Samples/Physics/MassSprings3D/MassSprings3D.cpp  
Samples/Physics/Rope/RopeWindow.vcxproj.filters  
Samples/Physics/Rope/RopeWindow.cpp  
Samples/Physics/Rope/Rope.cpp  
Tools/GenerateProject/ProjectTemplate.{v12,v14}.{h,cpp}

Ported the Wild Magic 5 sample application [FlowingSkirt](#).

GTBuildAll.{v12,v14}.sln  
Samples/Physics/FlowingSkirt/FlowingSkirt.{v12,v14}.{sln, vcxproj, vcxproj.filters}  
Samples/Physics/FlowingSkirt/FlowingSkirtWindow.{h,cpp}

**March 14, 2016.** Fixed the PDF link in the comments at the beginning of the header file.

[ConvertCoordinates.h](#)

**March 17, 2016.** Fixed several bugs in the test-intersection query for a line segment and a bounding sphere. The replacement code now matches the discussion in *3D Game Engine Design (2nd edition)*, Section 15.4.3. The first bug was the computation of [segExtent](#), which works when [tmin](#) is zero. For positive [tmin](#), the segment extent is instead  $(t_{\max} - t_{\min})/2$ . The second bug was that there must be a test  $a_0 \leq 0$  immediately after the computation of  $a_0$  (the book mentions this). The third bug was that the final block of code does not match the discussion in the book (and is incorrect); the book description is correct.

[BoundingSphere.cpp](#)

Removed the debugCounter test code. Moved the inline body of `Vertex::operator<` to the end of the file where the other inline functions are implemented (for consistent coding practice).

`MinimalCycleBasis.h`

**March 23, 2016.** Of all the OpenGL buffer classes, only `GL4VertexBuffer` and `GL4IndexBuffer` were calling `glDeleteBuffers` to free up the resource handles. Added a destructor to `GL4Buffer` to call `glDeleteBuffers` and removed the destructors from the derived classes.

`GL4Buffer.{h,cpp}`  
`GL4VertexBuffer.{h,cpp}`  
`GL4IndexBuffer.{h,cpp}`

**March 28, 2016.** The `Update`, `CopyCpuToGpu`, and `CopyGpuToCpu` for `DX11Buffer` and `GL4Buffer` had bugs when the buffer had a positive offset. The various functions and data types involved require values set in terms of number of bytes when the resource is a buffer. Added a new sample application to demonstrate how to update only a portion of a buffer.

`DX11Buffer.cpp`  
`GL4Buffer.cpp`  
`GTBuildAll.{v12,v14}.sln`  
`Samples/Graphics/BufferUpdating/BufferUpdating.{v12,v14}.{sln,vcxproj,vcxproj.filters}`  
`Samples/Graphics/BufferUpdating/BufferUpdating.{h,cpp}`

**April 1, 2016.** Dynamic constant buffers in Direct3D 11.0 cannot be mapped using `D3D11_MAP_WRITE_NO_OVERWRITE`, but they can in Direct 3D 11.1. The MSDN web page for `D3D11_MAP` has a note about this and suggests how to test whether no-override may be used by calling `CheckFeatureSupport` on the device with feature `D3D11_FEATURE_D3D11_OPTIONS`. Unfortunately, the documentation for `D3D11_FEATURE_D3D11_OPTIONS` states that this option may only be used for Direct3D 11.1 and later. This mechanism fails on an NVIDIA Quadro K2200 (driver 362.13 and previous). A call to the device `GetFeatureLevel` returns `D3D_FEATURE_LEVEL_11_0` but a call to `CheckFeatureSupport` shows that `MapNoOverwriteOnDynamicConstantBuffer` is 1 (so no-override is supposed to be allowed). Unfortunately, this appears to cause problems in rendering. Worse is that our text rendering (`TextEffect`) uses dynamic vertex buffers and has strange behavior when using no-override. All text renders correctly with the discard mode. For now, we have added a member `DX11Buffer::mUpdateMapMode` whose default value is `D3D11_MAP_WRITE_DISCARD` but is set to `D3D11_MAP_WRITE_NO_OVERWRITE` when the feature level is found to be `D3D_FEATURE_LEVEL_11_1` or later.

`DX11Buffer.{h,cpp}`  
`DX11ConstantBuffer.cpp`  
`DX11IndexBuffer.cpp`  
`DX11IndirectArgumentsBuffer.cpp`  
`DX11RawBuffer.cpp`  
`DX11StructuredBuffer.cpp`

[DX11TextureBuffer.cpp](#)  
[DX11VertexBuffer.cpp](#)

**April 2, 2016.** Updated the cycle-basis algorithm based on the revised discussion in the PDF.

[MinimalCycleBasis.h](#)  
[Samples/Geometrics/MinimalCycleBasis/MinimalCycleBasisWindow.{vcxproj,vcxproj.filters}](#)  
[Samples/Geometrics/MinimalCycleBasis/MinimalCycleBasisWindow.{h,cpp}](#)  
[Samples/Geometrics/MinimalCycleBasis/Data/SimpleGraph{0,1,2,3,4,5}.txt](#)

## 16 Updates to Version 2.2

**January 30, 2016.** Delete the sample application [Samples/Basics/PerformanceAMD](#) and the associated tools folder [Tools/GPUPerfAPI-2.11.739.0](#).

**January 31, 2016.** Replaced type [int](#) by [int32\\_t](#) for consistent notation in the class.

[GteUIntegerALU32.h](#)

Added a tool to illustrate the use of [BSPrecision](#). Currently, it computes the N-values for the primal queries which determine the N-values for construction of convex hulls and Delaunay triangulations. Updated the N-values for computing with [BSNumber](#) or [BSRational](#).

[GTBuildAll.{v12,v14}.sln](#)  
[Tools/Imagics/PrecisionCalculator/PrecisionCalculator.{v12,v14}.{sln,vcxproj,vcxproj.filters}](#)  
[Tools/PrecisionCalculator/PrecisionCalculator.cpp](#)  
[GtePrimalQuery{2,3}.h](#)  
[GteConvexHull{2,3}.h](#)  
[GteDelaunayHull{2,3}.h](#)

Moved an assertion inside the [GTE\\_DEV\\_OPENGL](#) block.

[Samples/Imagics/SurfaceExtraction/SurfaceExtractionWindow.cpp](#)

Removed the [Convert](#) functions. C++ 11 already supports iterated-based copying between objects of type [std::string](#) and [std::wstring](#).

[Environment.{h,cpp}](#)  
[LogToMessageBox.cpp](#)  
[LogToOutputWindow.cpp](#)

Replaced raw `new` and `delete` calls by vector, shared pointer, or unique pointer wrappers. Replaced the application layer engine and factory objects with shared pointers of the base-class types. This supports refactoring the DX11 and OpenGL graphics engine into separate projects.

```
Environment.{h,cpp}  
WICFileIO.cpp  
DX11Engine.cpp  
HLSLProgramFactory.cpp  
GL4Engine.cpp  
IndexBuffer.h  
Window.{h,cpp}  
Window3.cpp  
WindowSystem.cpp  
LogReporter.{h,cpp} AmbientLightEffect.{h,cpp}  
ConstantColorEffect.{h,cpp}  
DirectionalLightEffect.{h,cpp}  
DirectionalLightTextureEffect.{h,cpp}  
Font.{h,cpp}  
FontArialW400H18.{h,cpp}  
LightingEffect.{h,cpp}  
OverlayEffect.{h,cpp}  
PlanarReflectionEffect.{h,cpp}  
PointLightEffect.{h,cpp}  
PointLightTextureEffect.{h,cpp}  
SpotLightEffect.{h,cpp}  
TextEffect.{h,cpp}  
Texture2Effect.{h,cpp}  
Texture3Effect.{h,cpp}  
VertexColorEffect.{h,cpp}  
MeshFactory.cpp  
ComputeModel.h  
GenerateMeshUV.h  
Fluid{2,3}.{h,cpp}  
Fluid{2,3}AdjustVelocity.{h,cpp}  
Fluid{2,3}ComputeDivergence.{h,cpp}  
Fluid{2,3}EnforceStateBoundary.{h,cpp}  
Fluid{2,3}InitializeSource.{h,cpp}  
Fluid{2,3}InitializeState.{h,cpp}  
Fluid{2,3}SolvePoisson.{h,cpp}  
Fluid{2,3}UpdateState.{h,cpp}  
Samples/Geometrics/AllPairsTriangles/AllPairsTrianglesWindow.cpp  
Samples/Geometrics/ConvexHull3D/ConvexHull3DWindow.cpp  
Samples/Geometrics/Delaunay3D/Delaunay3DWindow.cpp  
Samples/Geometrics/DistanceSegments3/DistanceSegments3.cpp  
Samples/Geometrics/MinimumVolumeBox3D/MinimumVolumeBox3DWindow.cpp  
Samples/Geometrics/MinimumVolumeSphere3D/MinimumVolumeSphere3D.cpp  
Samples/Geometrics/ShortestPath/ShortestPathWindow.cpp  
Samples/Geometrics/ShortestPath/GpuShortestPath.{h,cpp}
```

Samples/Geometrics/VertexCollapseMesh/VertexCollapseMeshWindow.cpp  
 Samples/Graphics/BlendedAnimations/BipedManager.{h,cpp}  
 Samples/Graphics/BlendedTerrain/BlendedTerrainEffect.{h,cpp}  
 Samples/Graphics/BlownGlass/BlownGlassWindow.cpp  
 Samples/Graphics/BumpMaps/SimpleBumpMapEffect.{h,cpp}  
 Samples/Graphics/CubeMaps/CubeMapEffect.{h,cpp}  
 Samples/Graphics/GeometryShaders/GeometryShadersWindow.cpp  
 Samples/Graphics/GlossMaps/GlossMapEffect.{h,cpp}  
 Samples/Graphics/MultipleRenderTargets/MultipleRenderTargetsWindow.cpp  
 Samples/Graphics/Picking/PickingWindow.cpp  
 Samples/Graphics/PlaneMeshIntersection/PlaneMeshIntersectionWindow.cpp  
 Samples/Graphics/ProjectedTextures/ProjectedTextureEffect.{h,cpp}  
 Samples/Graphics/SphereMaps/SphereMapEffect.{h,cpp}  
 Samples/Graphics/StructuredBuffers/StructuredBuffersWindow.cpp  
 Samples/Graphics/TextureArrays/TextureArraysWindow.cpp  
 Samples/Graphics/VertexTextures/DisplacementEffect.{h,cpp}  
 Samples/Graphics/WireMesh/WireMeshWindow.cpp  
 Samples/Imagics/Convolution/ConvolutionWindow.cpp  
 Samples/Imagics/GaussianBlurring/GaussianBlurringWindow.cpp  
 Samples/Imagics/MedianFiltering/MedianFilteringWindow.cpp  
 Samples/Imagics/SurfaceExtraction/SurfaceExtractionWindow.cpp  
 Samples/Imagics/VideoStreams/FileVideoStream.{h,cpp}  
 Samples/Imagics/VideoStreams/VideoStream.{h,cpp}  
 Samples/Imagics/VideoStreams/VideoStreamsWindow.cpp  
 Samples/Mathematics/BSplineCurveFitter/BSplineCurveFitterWindow.cpp  
 Samples/Mathematics/GenerateMeshUVs/GenerateMeshUVsWindow.cpp  
 Samples/Mathematics/PlaneEstimation/PlaneEstimationWindow.cpp  
 Samples/Physics/Cloth/ClothWindow.cpp  
 Samples/Physics/Fluids2D/Fluids2DWindow.cpp  
 Samples/Physics/Fluids3D/Fluids3DWindow.cpp  
 Samples/Physics/MassSprings3D/MassSprings3DWindow.cpp  
 Samples/Physics/MassSprings3D/GpuMassSpringVolume.{h,cpp}  
 Samples/Physics/Rope/RopeWindow.cpp  
 Tools/GenerateOpenGLWrapper/Initialize.txt  
 Tools/GenerateOpenGLWrapper/Version.txt  
 OpenGL.cpp

Window creation and destruction now involve shared pointers rather than raw pointers.

Window.h  
 Samples/Geometrics/AllPairsTriangles/AllPairsTriangles.cpp  
 Samples/Geometrics/ConstrainedDelaunay2D/ConstrainedDelaunay2D.cpp  
 Samples/Geometrics/ConvexHull2D/ConvexHull2D.cpp  
 Samples/Geometrics/ConvexHull3D/ConvexHull3D.cpp  
 Samples/Geometrics/Delaunay2D/Delaunay2D.cpp  
 Samples/Geometrics/Delaunay3D/Delaunay3D.cpp  
 Samples/Geometrics/IntersectBoxCone/IntersectBoxCone.cpp

Samples/Geometrics/MinimumAreaBox2D/MinimumAreaBox2D.cpp  
Samples/Geometrics/MinimumAreaCircle2D/MinimumAreaCircle2D.cpp  
Samples/Geometrics/MinimumVolumeBox3D/MinimumVolumeBox3D.cpp  
Samples/Geometrics/MinimumVolumeSphere3D/MinimumVolumeSphere3D.cpp  
Samples/Geometrics/ShortestPath/ShortestPath.cpp  
Samples/Geometrics/TriangulationCDT/TriangulationCDT.cpp  
Samples/Geometrics/TriangulationEC/TriangulationEC.cpp  
Samples/Geometrics/VertexCollapseMesh/VertexCollapseMesh.cpp  
Samples/Graphics/BillboardNodes/BillboardNodes.cpp  
Samples/Graphics/BlendedAnimations/BlendedAnimations.cpp  
Samples/Graphics/BlendedTerrain/BlendedTerrain.cpp  
Samples/Graphics/BrownGlass/BrownGlass.cpp  
Samples/Graphics/BspNodes/BspNodes.cpp  
Samples/Graphics/BumpMaps/BumpMaps.cpp  
Samples/Graphics/CameraAndLightNodes/CameraAndLightNodes.cpp  
Samples/Graphics/Castle/Castle.cpp  
Samples/Graphics/CubeMaps/CubeMaps.cpp  
Samples/Graphics/GeometryShaders/GeometryShaders.cpp  
Samples/Graphics/GlossMaps/GlossMaps.cpp  
Samples/Graphics/Lights/Lights.cpp  
Samples/Graphics/LightTexture/LightTexture.cpp  
Samples/Graphics/MultipleRenderTargets/MultipleRenderTargets.cpp  
Samples/Graphics/Picking/Picking.cpp  
Samples/Graphics/PlaneMeshIntersection/PlaneMeshIntersection.cpp  
Samples/Graphics/ProjectedTextures/ProjectedTextures.cpp  
Samples/Graphics/SharedTextures/SharedTextures.cpp  
Samples/Graphics/SharedTextures/SharedTexturesWindow.cpp  
Samples/Graphics/SphereMaps/SphereMaps.cpp  
Samples/Graphics/StructuredBuffers/StructuredBuffers.cpp  
Samples/Graphics/TextureArrays/TextureArrays.cpp  
Samples/Graphics/TextureUpdating/TextureUpdating.cpp  
Samples/Graphics/Texturing/Texturing.cpp  
Samples/Graphics/VertexColoring/VertexColoring.cpp  
Samples/Graphics/VertexTextures/VertexTextures.cpp  
Samples/Graphics/WireMesh/WireMesh.cpp  
Samples/Imagics/Convolution/Convolution.cpp  
Samples/Imagics/GaussianBlurring/GaussianBlurring.cpp  
Samples/Imagics/MedianFiltering/MedianFiltering.cpp  
Samples/Imagics/SurfaceExtraction/SurfaceExtraction.cpp  
Samples/Imagics/VideoStreams/VideoStreams.cpp  
Samples/Mathematics/BSplineCurveFitter/BSplineCurveFitter.cpp  
Samples/Mathematics/BSplineSurfaceFitter/BSplineSurfaceFitter.cpp  
Samples/Mathematics/GenerateMeshUVs/GenerateMeshUVs.cpp  
Samples/Mathematics/Interpolation2D/Interpolation2D.cpp  
Samples/Mathematics/PlaneEstimation/PlaneEstimation.cpp  
Samples/Physics/BallHill/BallHill.cpp  
Samples/Physics/BallRubberBand/BallRubberBand.cpp  
Samples/Physics/BouncingBall/BouncingBall.cpp

Samples/Physics/Cloth/Cloth.cpp  
Samples/Physics/DoublePendulum/DoublePendulum.cpp  
Samples/Physics/ExtremalQuery/ExtremalQuery.cpp  
Samples/Physics/Fluids2D/Fluids2D.cpp  
Samples/Physics/Fluids3D/Fluids3D.cpp  
Samples/Physics/IntersectingBoxes/IntersectingBoxes.cpp  
Samples/Physics/IntersectingRectangles/IntersectingRectangles.cpp  
Samples/Physics/KeplerPolarForm/KeplerPolarForm.cpp  
Samples/Physics/MassSprings3D/MassSprings3D.cpp  
Samples/Physics/Rope/Rope.cpp  
Tools/GenerateProject/ProjectTemplate.{v12,v14}.cpp

**February 1, 2016.** Renamed [Array2](#) to [LexicoArray2](#). To avoid the raw [new](#) and [delete](#) calls in the memory management functions of [GteMemory.h](#), those functions have been converted to classes (to have state). The new classes are [Array2](#), [Array3](#), and [Array4](#).

[LexicoArray2.h](#)  
[Array2.h](#) (the old file)  
[BandedMatrix.h](#)  
[GaussianElimination.h](#)  
[LinearSystem.h](#)  
[Array2.h](#) (the new file)  
[Array3.h](#)  
[Array4.h](#)

Replaced raw [new](#) and [delete](#) calls by vector, shared pointer, or unique pointer wrappers, or by [Array2](#), [Array3](#), or [Array4](#). Removed the old memory management.

[GTEngine.{v12,v14}.{vcxproj,vcxproj.filters}](#)  
[Memory.h](#)  
[GTLowLevel.h](#)  
[Histogram.{h,cpp}](#)  
[ApprPolynomial{2,3,4}.h](#)  
[BasisFunction.h](#)  
[BezierCurve.h](#)  
[BSplineCurveFit.h](#)  
[BSplineSurfaceFit.h](#)  
[GaussianElimination.h](#)  
[IntpVectorField2.h](#)  
[IntpSphere2.h](#)  
[IntpAkimaUniform{2,3}.h](#)  
[KeyframeController.{h,cpp}](#)  
[SkinController.{h,cpp}](#)  
[Samples/Graphics/BlendedAnimations/BipedManager.cpp](#)  
[Samples/Graphics/SharedTexturesD3D11/SharedTexturesWindow.{h,cpp}](#)

Samples/Imagics/VideoStreams/VideoStreamManager.{h,cpp}  
Samples/Imagics/VideoStreams/VideoStreamsWindow.{h,cpp}  
Samples/Mathematics/BSplineCurveFitter/BSplineCurveFitterWindow.{h,cpp}  
Samples/Mathematics/Interpolation2D/Interpolation2DWindow.cpp  
Samples/Physics/Cloth/ClothWindow.cpp  
Samples/Physics/Rope/RopeWindow.cpp  
Tools/BitmapFontCreator/BitmapFontCreator.cpp

**February 2, 2016** The class `Image2` was used to provide a 2-dimensional wrapper around the `Weights` texture using the data-pointer-sharing mechanism of `Image`. Replaced this by `Array2` so that we can remove the sharing mechanism in `Image` to simplify the semantics of the class. (The sample application is the only consumer of `Image` sharing mechanism.)

Samples/Geometrics/ShortestPath/ShortestPathWindow.h  
Samples/Geometrics/ShortestPath/CpuShortestPath.{h,cpp}

The `Image` classes had a lot of infrastructure for metadata and for accessing image values using the syntax `myImage2[][]` and `myImage3[][][]`. The infrastructure was added in support of some specific applications not part of the source code distribution. The infrastructure has been removed and the classes greatly simplified. File I/O was removed so that `PixelType` is no longer required to be plain-old-data (POD). If you need to load and save data, you can roll your own depending on the nature of `PixelType`.

Histogram.{h,cpp}  
GTImagics.h  
Image.h  
Image2.h  
Image3.h  
Image.cpp  
Image1.h

Removed unused header file (for `GMatrix`).

MinimumAreaCircle2.h

**February 3, 2016** Replaced raw `new` and `delete` calls by vector, shared pointer, or unique pointer wrappers.

ImageUtility{2,3}.{h,cpp}  
Samples/Graphics/BlendedAnimations/BipedManager.{h,cpp}

Fixed memory/object leak in the controller system. The `ControlledObject` class needed to own the `Controller` objects in the list. Also, clarified comments about why `std::weak_ptr` cannot be used to avoid reference-count cycles when the scene graph is created internally rather than by an external manager (internally, we do not know the owning shared pointer objects from which we can generate weak pointers).



ControlledObject.{h,cpp}  
Controller.{h,cpp}  
Spatial.{h,cpp}

The bone array now uses `std::weak_ptr<Node>` rather than `Node*` to avoid the reference-count cycles in the scene graph.

SkinController.{h,cpp}

Removed the dynamic deletion code in `TriangulateEC` and `TriangulateCDT`, replaced the `Polygon` by a typedef to `std::vector`, and added a constructor that takes a `std::vector` of points. This is part of the work to remove raw new and delete calls from the engine.

TriangulateEC.h  
TriangulateCDT.h  
Samples/Geometrics/TriangulationEC/TriangulationECWindow.{h,cpp}  
Samples/Geometrics/TriangulationCDT/TriangulationCDTWindow.cpp

**February 4, 2016** Removed the raw new and delete calls in the manifold mesh classes, replacing them with `std::shared_ptr` and `std::weak_ptr` wrappers.

Delaunay{2,3}.h  
ETManifoldMesh.{h,cpp}  
ExtremalQuery3BSP.h  
GenerateMeshUV.h  
MinimumVolumeBox3.h  
PlanarMesh.h  
TSManifoldMesh.{h,cpp}  
VEManifoldMesh.{h,cpp}  
VETManifoldMesh.{h,cpp}  
VertexCollapseMesh.h

Modified `WICFileIO` to use `std::shared_ptr` rather than raw new and delete calls.

WICFileIO.{h,cpp}  
Samples/Graphics/BillboardNodes/BillboardNodesWindow.cpp  
Samples/Graphics/BlendedAnimations/BipedManager.cpp  
Samples/Graphics/BlendedAnimations/BlendedAnimationsWindow.cpp  
Samples/Graphics/BlendedTerrain/BlendedTerrainWindow.cpp  
Samples/Graphics/BlendedTerrain/BlendedTerrainEffect.cpp  
Samples/Graphics/BspNodes/BspNodesWindow.cpp  
Samples/Graphics/BumpMaps/BumpMapsWindow.cpp

Samples/Graphics/BumpMaps/SimpleBumpMapEffect.cpp  
 Samples/Graphics/CameraAndLightNodes/CameraAndLightNodesWindow.cpp  
 Samples/Graphics/Castle/CastleWindow.cpp  
 Samples/Graphics/CubeMaps/CubeMapsWindow.cpp  
 Samples/Graphics/GeometryShaders/GeometryShadersWindow.cpp  
 Samples/Graphics/GlossMaps/GlossMapsWindow.cpp  
 Samples/Graphics/LightTexture/LightTextureWindow.cpp  
 Samples/Graphics/MultipleRenderTargets/MultipleRenderTargetsWindow.cpp  
 Samples/Graphics/Picking/PickingWindow.cpp  
 Samples/Graphics/ProjectedTextures/ProjectedTexturesWindow.cpp  
 Samples/Graphics/SphereMaps/SphereMapsWindow.cpp  
 Samples/Graphics/StructuredBuffers/StructuredBuffersWindow.cpp  
 Samples/Graphics/TextureArrays/TextureArraysWindow.cpp  
 Samples/Graphics/Texturing/TexturingWindow.cpp  
 Samples/Graphics/VertexColoring/VertexColoringWindow.cpp  
 Samples/Graphics/VertexTextures/VertexTexturesWindow.cpp  
 Samples/Imagics/Convolution/ConvolutionWindow.cpp  
 Samples/Imagics/GaussianBlurring/GaussianBlurringWindow.cpp  
 Samples/Mathematics/BSplineSurfaceFitter/BSplineSurfaceFitterWindow.cpp  
 Samples/Mathematics/GenerateMeshUVs/GenerateMeshUVsWindow.cpp  
 Samples/Mathematics/Interpolation2D/Interpolation2DWindow.cpp  
 Samples/Physics/BallHill/BallHillWindow.cpp  
 Samples/Physics/BouncingBall/BouncingBallWindow.cpp  
 Samples/Physics/Cloth/ClothWindow.cpp  
 Samples/Physics/Fluids2D/Fluids2DWindow.cpp  
 Samples/Physics/Rope/RopeWindow.cpp

Modified the graphics engine code to eliminate raw new and delete calls.

GraphicsEngine.{h,cpp}  
 DX11BlendState.{h,cpp}  
 DX11ComputeShader.{h,cpp}  
 DX11ConstantBuffer.{h,cpp}  
 DX11DepthStencilState.{h,cpp}  
 DX11DrawTarget.{h,cpp}  
 DX11Engine.cpp  
 DX11GeometryShader.{h,cpp}  
 DX11GraphicsObject.h  
 DX11IndexBuffer.{h,cpp}  
 DX11IndirectArgumentsBuffer.{h,cpp}  
 DX11InputLayoutManager.{h,cpp}  
 DX11PixelShader.{h,cpp}  
 DX11RasterizerState.{h,cpp}  
 DX11RawBuffer.{h,cpp}  
 DX11SamplerState.{h,cpp}  
 DX11StructuredBuffer.{h,cpp}  
 DX11Texture1.{h,cpp}

```

DX11Texture1Array.{h,cpp}
DX11Texture2.{h,cpp}
DX11Texture2Array.{h,cpp}
DX11Texture3.{h,cpp}
DX11TextureBuffer.{h,cpp}
DX11TextureCube.{h,cpp}
DX11TextureCubeArray.{h,cpp}
DX11TextureDS.{h,cpp}
DX11TextureRT.{h,cpp}
DX11VertexBuffer.{h,cpp}
DX11VertexShader.{h,cpp}
GL4AtomicCounterBuffer.{h,cpp}
GL4BlendState.{h,cpp}
GL4ConstantBuffer.{h,cpp}
GL4DepthStencilState.{h,cpp}
GL4DrawTarget.{h,cpp}
GL4Engine.cpp
GL4IndexBuffer.{h,cpp}
GL4InputLayoutManager.{h,cpp}
GL4RasterizerState.{h,cpp}
GL4SamplerState.{h,cpp}
GL4StructuredBuffer.{h,cpp}
GL4Texture1.{h,cpp}
GL4Texture1Array.{h,cpp}
GL4Texture2.{h,cpp}
GL4Texture2Array.{h,cpp}
GL4Texture3.{h,cpp}
GL4TextureCube.{h,cpp}
GL4TextureCubeArray.{h,cpp}
GL4TextureDS.{h,cpp}
GL4TextureRT.{h,cpp}
GL4VertexBuffer.{h,cpp}

```

Modified projects so that DX11 and GL4 are mutually exclusive, even though it is possible to create both types of engines in an application.

```

GTEngine.{v12,v14}.vcxproj
ComputeShader.{h,cpp}
GeometryShader.{h,cpp}
PixelShader.{h,cpp}
VertexShader.{h,cpp}
Shader.{h,cpp}

```

**February 6, 2016** Fixed a typographical error in a preprocessor macro used in the creation of a perspective projection matrix.

[Matrix4x4.h](#)

**February 8, 2016** Removed an unused header file.

[MinHeap.h](#)

**February 16, 2016** The interval intersection query results needed to be propagated to the query results for ray-circle and segment-circle.

[IntrRay2Circle2.h](#)

[IntrSegment2Circle2.h](#)

**February 25, 2016** Removed unnecessary include of `array`.

[UniqueVerticesTriangle.h](#)

**February 26, 2016** `Window3::OnResize` need to return `true` in its conditional statement.

[Window3.cpp](#)

**February 27, 2016** Added missing cases when the intersection of two co-circular arcs contains two disjoint components (two arcs, one arc and one point, or two points). Added internal unit tests for 100 % code coverage and verification of correctness.

[IntrArc2Arc2.h](#)

**March 1, 2016** The specular term was incorrectly coded in `GetShaderSourceLitFunctionGLSL`.

[LightingEffect.cpp](#)

New sample application to illustrate area lights.

[GTBuildAll.{v12,v14}.sln](#)

[Samples/Graphics/AreaLights/AreaLights.{v12,v14}.{sln,vcxproj,vcxproj.filters}](#)

[Samples/Graphics/AreaLights/AreaLights.cpp](#)

[Samples/Graphics/AreaLights/AreaLightsWindow.{h,cpp}](#)

[Samples/Graphics/AreaLights/AreaLightEffect.{h,cpp}](#)

[Samples/Graphics/AreaLights/Shaders/AreaLight.hlsl](#)

[Samples/Graphics/AreaLights/Shaders/AreaLight{VS,PS}.glsl](#)

**March 2, 2016** The port of the find-intersection query from Wild Magic was missing the assignment of the circle radius and circle plane-normal when there is a circle of intersection.

[IntrPlane3Sphere3.h](#)

**March 4, 2016** The first-order derivative in the  $w$ -variable was computed incorrectly because inputs `vOrder` and `wOrder` were swapped.

[NURBSVolume.h](#)

**March 6, 2016** Removed the obsolete include of the `GteEnvironment` header.

[GteLogToOutputWindow.cpp](#)

[GteLogToMessageBox.cpp](#)

Fixed compile errors when precompiled headers are turned off.

[GTEnginePCH.h](#)

[WindowSystem.cpp](#)

[DX11Engine.cpp](#)

[GL4DrawTarget.cpp](#)

[GL4Engine.cpp](#)

[GL4SamplerState.cpp](#)

[GL4StructuredBuffer.cpp](#)

[GL4TextureArray.cpp](#)

[GL4TextureDS.cpp](#)

[GL4TextureRT.cpp](#)

[GL4TextureSingle.cpp](#)

[GLSLReflection.cpp](#)

[Fluid{2,3}AdjustVelocity.cpp](#)

[Fluid{2,3}ComputeDivergence.cpp](#)

[Fluid{2,3}EnforceStateBoundary.cpp](#)

[Fluid{2,3}InitializeSource.cpp](#)

[Fluid{2,3}InitializeState.cpp](#)

[Fluid{2,3}SolvePoisson.cpp](#)

[Fluid{2,3}UpdateState.cpp](#)

Ported the Wild Magic 5 sample for computing cycle bases. The original code was flawed, so this sample includes a major rewrite of the algorithm and documentation. The code has had significant testing.

[GteIsPlanarGraph.h](#)

[GteMinimalCycleBasis.h](#)

GTBuildAll.{v12,v14}.sln  
GTMathematics.h  
Samples/Geometrics/MinimalCycleBasis/MinimalCycleBasis.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Geometrics/MinimalCycleBasis/MinimalCycleBasis.cpp  
Samples/Geometrics/MinimalCycleBasis/MinimalCycleBasis.{h,cpp}  
Documentation/MinimalCycleBasis.pdf  
MinimalCycleBasis.pdf (*Constructing a Cycle Basis for a Planar Graph*)

## 17 Updates to Version 2.1

**January 26, 2016.** Added a workaround for an apparent OpenGL bug in the Intel HD 4600 graphics drivers. Frequently, shader storage blocks that are used in shaders are reported as unreferenced by the shaders. The workaround is effectively to parse the shader source code and determine whether in fact the storage block is referenced. (A bug report has been filed with Intel.)

GLSLReflection.{h,cpp}

Modified the shaders to link correctly when using Intel HD 4600 OpenGL 4.3. Moved the shaders to a subfolder, the pattern used in other sample applications.

Samples/Basics/ShaderReflection/Shaders/  
Samples/Basics/ShaderReflection/Billboards{VS,GS,PS}.glsl

Removed an orphan reference to a file (GteDistLine3Cylinder3.h) in the projects. The reference was causing the projects to think they were out-of-date even though they were not.

GTEngine.{v12,v14}.{vcxproj,vcxproj.filters}

The `noperspective` tag for `edgeDistance` in the geometry shader was not also used in the pixel shader. NVIDIA and AMD drivers are fine with this, because the pixel shader is called after the interpolation has occurred. The Intel HD OpenGL 4.3 complained during linking that it could not match `edgeDistance` between the geometry and pixel shaders without both matching exactly in all attributes.

Samples/Graphics/WireMesh/Shaders/WireMeshPS.glsl

**January 30, 2016.** Added a preprocessor wrapper around the include of `GTEngine.h` so that you can disable the precompile header system. Without precompiled headers, the compilation of the engine and samples is extremely slow. However, until the GTEngine projects are decomposed into smaller libraries, enabling precompiled headers leads to all source code compiled (on Win32 machines) including DX11 graphics code, OpenGL graphics code (if enabled), and the application layer.

GTEnginePCH.h

## 18 Updates to Version 2.0

**September 27, 2015.** Ported BallHill physics sample from WM5 to GTE2.

GTBuildAll.v12.sln  
GTBuildAll.v14.sln  
Samples/Physics/BallHill/BallHill.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Physics/BallHill/BallHill.cpp  
Samples/Physics/BallHill/BallHillWindow.{h,cpp}  
Samples/Physics/BallHill/PhysicsModule.{h,cpp}

**September 28, 2015.** Added [Window2](#) to share code among 2D windowed applications. Various projects were modified accordingly. Added [WaitMessage](#) calls to the message pump to allow the thread to be suspended until messages are actually received.

Window2.{h,cpp}  
GTEngine.{v12,v14}.{vcxproj,vcxproj.filters}  
GTApplications.h  
Samples/Geometrics/ConstrainedDelaunay2D/ConstrainedDelaunay2D.cpp  
Samples/Geometrics/ConstrainedDelaunay2D/ConstrainedDelaunay2DWindow.{h,cpp}  
Samples/Geometrics/ConvexHull2D/ConvexHull2D.cpp  
Samples/Geometrics/ConvexHull2D/ConvexHull2DWindow.{h,cpp}  
Samples/Geometrics/Delaunay2D/Delaunay2D.cpp  
Samples/Geometrics/Delaunay2D/Delaunay2DWindow.{h,cpp}  
Samples/Geometrics/MinimumAreaBox2D/MinimumAreaBox2D.cpp  
Samples/Geometrics/MinimumAreaBox2D/MinimumAreaBox2DWindow.{h,cpp}  
Samples/Geometrics/MinimumAreaCircle2D/MinimumAreaCircle2D.cpp  
Samples/Geometrics/MinimumAreaCircle2D/MinimumAreaCircle2DWindow.{h,cpp}  
Samples/Geometrics/TriangulationCDT/TriangulationCDT.cpp  
Samples/Geometrics/TriangulationCDT/TriangulationCDTWindow.{h,cpp}  
Samples/Geometrics/TriangulationEC/TriangulationEC.cpp  
Samples/Geometrics/TriangulationEC/TriangulationECWindow.{h,cpp}

Removed some white space and added C++ keyword [override](#) to virtual functions.

Window3.{h,cpp}

Moved HLSL files to the shader folders of the project (Visual Studio bug that allows you add HLSL files to a folder, but when you save the project those files show up outside the folder).

Samples/Basics/ShaderReflection/ShaderReflection.v14.vcxproj.filters  
Samples/Geometrics/AllPairsTriangles/AllPairsTriangles.v14.vcxproj.filters  
Samples/Geometrics/ShortestPath/ShortestPath.v14.vcxproj.filters  
Samples/Graphics/PlaneMeshIntersection/PlaneMeshIntersection.v14.vcxproj.filters  
Samples/Imagics/Convolution/Convolution.v14.vcxproj.filters  
Samples/Imagics/MedianFiltering/MedianFiltering.v14.vcxproj.filters  
Samples/Mathematics/PlaneEstimation/PlaneEstimation.v14.vcxproj.filters  
Samples/Physics/MassSprings3D/MassSprings3D.v14.vcxproj.filters

**September 29, 2015.** Ported BallRubberBand physics sample from WM5 to GTE2. Added test for [Window2](#) to GTVerify and fixed header issues exposed when precompiled headers are turned off.

GTBuildAll.{v12,v14}.sln  
Samples/Physics/BallRubberBand/BallHill.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Physics/BallRubberBand/BallRubberBand.cpp  
Samples/Physics/BallRubberBand/BallRubberBandWindow.{h,cpp}  
Samples/Physics/BallRubberBand/PhysicsModule.{h,cpp}

**September 30, 2015.** Ported BeadSlide physics sample from WM5 to GTE2.

GTBuildAll.{v12,v14}.sln  
Samples/Physics/BallSlide/BallSlide.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Physics/BallSlide/BallSlide.cpp  
Samples/Physics/BallSlide/PhysicsModule.{h,cpp}

**October 8, 2015.** Replaced [VisibleSet](#) by a [std::vector](#) container. Added more variations of [DX11Engine::Draw](#) to support native [Visual](#) pointers. Modified the [DX11Engine::CreateDevice](#) to loop over each allowable feature level, searching for a feature level that the adapter supports. This avoids the special-case behavior when DX11.1 is requested and the device does not support it.

GTEngine.{v12,v14}.{vcxproj,vcxproj.filters}  
DX11Engine.{h,cpp}  
Culler.{h,cpp}  
Samples/Graphics/BillboardNodes/BillboardNodesWindow.cpp  
Samples/Graphics/BspNodes/BspNodesWindow.cpp  
Samples/Graphics/Castle/CastleWindow.cpp  
[VisibleSet](#).{h,cpp}

Updated Marching Cubes algorithm to be more efficient. Ported BouncingBall physics sample from WM5 to GTE2.

GTBuildAll.{v12,v14}.sln  
MarchingCubes.{h,cpp}



```
SurfaceExtractor.h
UniqueVerticesTriangles.h
Samples/Data/Floor.png
Samples/Data/Wall1.png
Samples/Physics/BouncingBall/BouncingBall.{v12,v14}.{sln,vcxproj,vcxproj.filters}
Samples/Physics/BouncingBall/BouncingBall.cpp
Samples/Physics/BouncingBall/BouncingBallWindow.{h,cpp}
Samples/Physics/BouncingBall/DeformableBall.{h,cpp}
```

Encountered a custom OpenGL implementation for which `glGetIntegerv` does not set the major and minor versions to zero. The version numbers need to be initialized before the calls.

```
Tools/GenerateOpenGLWrapper/Version.txt
```

**October 11, 2015.** Added function `GetGTEPath` to encapsulate the common code used in sample applications to query for the `GTE_PATH` environment variable.

```
Windows.{h,cpp}
```

Factored out the `pvw`-matrix updating system from `CameraRig` to a separate class `PVWUpdater`. The camera rig is a convenience for sample applications but the `pvw`-updater is a more general concept that can be used in applications written by others.

```
GTEngine.{v12,v14}.{vcxproj,vcxproj.filters}
GTGraphics.h
CameraRig.{h,cpp}
Windows3.{h,cpp}
PVWUpdater.{h,cpp}
```

A large number of sample applications were modified to use the last two changes. Also, added `override` modifiers to the derived-class virtual functions.

**October 17, 2015.** Modified the signature of the `Draw` functions to remove `const` modifiers on the `Visual` objects.

```
DX11Engine.{h,cpp}
GL4Engine.{h,cpp}
```

Added functions to construct projection and reflection matrices.

```
Matrix4x4.h
```

Ported a global effect from Wild Magic 5, [PlanarReflectionEffect](#), and added it to the [BouncingBall](#) sample physics application just like WM5 had.

```
PlanarReflectionEffect.{h,cpp}  
GTGraphics.h  
Samples/Physics/BouncingBall/BouncingBallWindow.{h,cpp}
```

**October 18, 2015.** Ported [LCPSolver](#), [LCPPolyDist](#), and [BouncingSpheres](#) from Wild Magic 5 to GTEngine2.

```
GTBuildAll.{v12,v14}.sln  
GTEngine.{v12,v14}.{vcxproj,vcxproj.filters}  
GTPhysics.h  
LCPSolver.{h,cpp}  
LCPPolyDist.h  
Samples/Physics/BouncingSpheres/BouncingSpheres.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Physics/BouncingSpheres/BouncingSpheres.cpp  
Samples/Physics/BouncingSpheres/BouncingSpheresWindow.{h,cpp}  
Samples/Physics/BouncingSpheres/RigidBall.{h,cpp}
```

**October 20, 2015.** Ported [IntersectingRectangles](#) from Wild Magic 5 to GTEngine2.

```
GTBuildAll.{v12,v14}.sln  
GTEngine.{v12,v14}.{vcxproj,vcxproj.filters}  
GTPhysics.h  
RectangleManager.h  
Samples/Physics/IntersectingRectangles/IntersectingRectangles.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Physics/IntersectingRectangles/IntersectingRectangles.cpp  
Samples/Physics/IntersectingRectangles/IntersectingRectanglesWindow.{h,cpp}
```

Added get/set support for  $3 \times 3$  rotation matrices.

```
Transform.{h,cpp}
```

**October 21, 2015.** Specifying `std::ios::in` — `std::ios::binary` for `std::ifstream` objects of `std::ios::out` — `std::ios::binary` for `std::ofstream` objects is not necessary. The modifier `std::ios::binary` is all that is necessary.

```
Image.cpp  
Samples/Geometrics/MinimumAreaBox2D/MinimumAreaBox2DWindow.cpp  
Samples/Graphics/BlendedAnimations/BipedManager.cpp  
Samples/Graphics/BlownGlass/BlownGlassWindow.cpp  
Samples/Imagics/VideoStreams/VideoStreamsWindow.cpp
```

Ported [IntersectingBoxes](#) from Wild Magic 5 to GTEngine2.

```
GTBuildAll.{v12,v14}.sln
GTEngine.{v12,v14}.{vcxproj,vcxproj.filters}
GTPhysics.h
BoxManager.h
Samples/Physics/IntersectingBoxes/IntersectingBoxes.{v12,v14}.{sln,vcxproj,vcxproj.filters}
Samples/Physics/IntersectingBoxes/IntersectingBoxes.cpp
Samples/Physics/IntersectingBoxes/IntersectingBoxesWindow.{h,cpp}
```

**October 22, 2015.** Ported [DoublePendulum](#) from Wild Magic 5 to GTEngine2.

```
GTBuildAll.{v12,v14}.sln
Samples/Physics/DoublePendulum/DoublePendulum.{v12,v14}.{sln,vcxproj,vcxproj.filters}
Samples/Physics/DoublePendulum/DoublePendulum.cpp
Samples/Physics/DoublePendulum/DoublePendulumWindow.{h,cpp}
Samples/Physics/DoublePendulum/PhysicsModule.{h,cpp}
```

Ported [KeplerPolarForm](#) from Wild Magic 5 to GTEngine2.

```
GTBuildAll.{v12,v14}.sln
Samples/Physics/KeplerPolarForm/KeplerPolarForm.{v12,v14}.{sln,vcxproj,vcxproj.filters}
Samples/Physics/KeplerPolarForm/KeplerPolarForm.cpp
Samples/Physics/KeplerPolarForm/KeplerPolarFormWindow.{h,cpp}
Samples/Physics/KeplerPolarForm/PhysicsModule.{h,cpp}
```

**October 25, 2015.** Fixed comments, replaced `std::abs` by `fabs`, and fixed validation code in constructor for number of indices required for polyhedron.

```
Polygon2.h
Polyhedron3.h
```

**November 1, 2015.** Added find-intersection query for oriented boxes in 2D.

```
IntrOrientedBox2OrientedBox2.h
```

**November 15, 2015.** Implemented a vertex-edge-triangle manifold mesh class [VETManifoldMesh](#) that derives from the edge-triangle [ETManifoldMesh](#) class. The new class provides adjacency information at each vertex of the mesh. This is a replacement for the hacked [BasicMesh](#) of Wild Magic 5.

```
VETManifoldMesh.{h,cpp}
ETManifoldMesh.{h,cpp}
```

GTMathematics.h  
GTEngine.{v12,v14}.{vcxproj,vcxproj.filters}

Ported the extremal queries for convex polyhedra and the extremal query sample from Wild Magic 5.

ExtremalQuery3.h  
ExtremalQuery3BSP.h  
ExtremalQuery3PRJ.h  
GTPhysics.h  
GTBuildAll.{v12,v14}.sln  
GTEngine.{v12,v14}.{vcxproj,vcxproj.filters}  
Samples/Physics/ExtremalQuery/ExtremalQuery.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Physics/ExtremalQuery/ExtremalQuery.cpp  
Samples/Physics/ExtremalQuery/ExtremalQuery.{h,cpp}

Fixed a bug in `Environment::GetPath`. The read/write constants passed to `__access_s` were reversed.

Environment.cpp

Fixed a compile error when developing using OpenGL. The signature of the `Draw` function had been modified.

PlanarReflectionEffect.cpp

**November 18, 2015.** The classes were missing implementations of member accessors.

DX11TextureSingle.cpp  
DX11TextureArray.cpp

Added subresource index support for texture arrays, texture cubes, and texture cube array.

TextureArray.h  
TextureCubeArray.h

Added memory copy functions to `DX11Engine` for texture cubes.

DX11Engine.{h,cpp}

Fixed a bug in the shader reflection code. The texture cube objects were being classified as single textures but needed to be classified as texture arrays.

HLSLShaderFactory.cpp  
HLSLTexture.cpp  
HLSLTextureArray.cpp

**November 23, 2015.** New OpenGL code and corresponding modifications and/or fixes in the DX11 code.

GTBuildAll.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
DataFormat.h  
OverlayEffect.{h,cpp}  
Shader.{h,cpp}  
TextureArray.h  
TextEffect.cpp  
Texture2Effect.cpp  
TextureCube.cpp  
TextureCubeArray.cpp  
DX11Engine.{h,cpp}  
GTGraphicsGL4.h  
GL4Buffer.cpp  
GL4Engine.{h,cpp}  
GL4Resource.cpp  
GL4Texture.{h,cpp}  
GLSLProgramFactory.cpp  
GLSLReflection.cpp  
GL4SamplerState.{h,cpp}  
GL4Texture1.{h,cpp}  
GL4Texture1Array.{h,cpp}  
GL4Texture2.{h,cpp}  
GL4Texture2Array.{h,cpp}  
GL4Texture3.{h,cpp}  
GL4TextureArray.{h,cpp}  
GL4TextureCube.{h,cpp}  
GL4TextureCubeArray.{h,cpp}  
GL4TextureSingle.{h,cpp}

Ported **BillboardNodes** from DX11 to OpenGL.

Samples/Graphics/BillboardNodes/BillboardNodes.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Graphics/BillboardNodes/BillboardNodesWindow.cpp

Ported **BlendedTerrain** from DX11 to OpenGL.

Samples/Graphics/BlendedTerrain/BlendedTerrain.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Graphics/BlendedTerrain/BlendedTerrainEffect.cpp  
Samples/Graphics/BlendedTerrain/Shaders/BlendedTerrain{Pixel,Vertex}.glsl

Ported [TextureArrays](#) from DX11 to OpenGL.

```
Samples/Graphics/TextureArrays/TextureArrays.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Graphics/TextureArrays/TextureArraysWindow.cpp  
Samples/Graphics/TextureArrays/Shaders/TextureArrays{Pixel,Vertex}.glsl
```

Ported [Texturing](#) from DX11 to OpenGL.

```
Samples/Graphics/Texturing/Texturing.{v12,v14}.{sln,vcxproj,vcxproj.filters}
```

Ported [PlaneEstimation](#) from DX11 to OpenGL. The sample apparently works on an AMD Radeon 7970 but it is failing an OpenGL call on an NVIDIA Quadro K2200; it needs further work.

```
Samples/Mathematics/PlaneEstimation/PlaneEstimation.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Mathematics/PlaneEstimation/PlaneEstimationWindow.{h,cpp}  
Samples/Mathematics/PlaneEstimation/Shaders/EvaluateBezier.glsl  
Samples/Mathematics/PlaneEstimation/Shaders/PlaneEstimation.glsl  
Samples/Mathematics/PlaneEstimation/Shaders/PlaneVisualize.glsl  
Samples/Mathematics/PlaneEstimation/Shaders/PositionVisualize.glsl
```

Added a new sample [TextureUpdating](#).

```
Samples/Graphics/TextureUpdating/TextureUpdating.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Graphics/TextureUpdating/TextureUpdating.cpp  
Samples/Graphics/TextureUpdating/TextureUpdating.{h,cpp}
```

Added a new sample [CubeMap](#) that compiles and runs but is not working correctly; it needs further work.

```
Data/{Xm,Xp,Ym,Yp,Zm,Zp}Face.png  
Samples/Graphics/CubeMaps/CubeMaps.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Graphics/CubeMaps/CubeMaps.cpp  
Samples/Graphics/CubeMaps/CubeMapsWindow.{h,cpp}  
Samples/Graphics/CubeMaps/CubeMapEffect.{h,cpp}  
Samples/Graphics/CubeMaps/ReflectTexture.{h,cpp}
```

The [BouncingTetrahedra](#) sample compile and runs, but the LCP solver is not working correctly; it needs further work.

```
Samples/Physics/BouncingTetrahedra/BouncingTetrahedra.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Physics/BouncingTetrahedra/BouncingTetrahedra.cpp  
Samples/Physics/BouncingTetrahedra/BouncingTetrahedra.{h,cpp}  
Samples/Physics/BouncingTetrahedra/RigidTetra.{h,cpp}
```

**December 3, 2015.** Fixed a comment in the region-4 code. The closest point is V1, not V0.

`DistPointTriangleExact.h`

Added a new Boolean member `mDepthRangeZeroOne` to `ViewVolume`. The value is true when the depth range for the view volume is  $[0, 1]$ , which is the DirectX convention. The value is false when the depth range is  $[-1, 1]$ , which is the OpenGL convention. Modified `Camera` and `Light` constructors accordingly. Modified engine and sample applications that construct such objects.

`ViewVolume.{h,cpp}`  
`Camera.{h,cpp}`  
`Light.{h,cpp}`  
`Window3.cpp`  
`Sample/Graphics/CameraAndLightNodes/CameraAndLightNodesWindow.cpp`  
`Sample/Graphics/Castle/CastleWindow.cpp`  
`Sample/Physics/ExtremalQueryExtremalQueryWindow.cpp`

Microsoft Visual Studio 2015 Update 1 introduced a bug where a warning is generated for static class members of type `std::vector` that are initialized in the source file. The bug has been fixed for Update 2. Added Microsoft-specific code to disable the warning via the pragma system.

`Tools/GenerateProject/ProjectTemplate.{v12,v14}.cpp`  
`Sample/Graphics/Castle/CastleWindow.cpp`

**December 5, 2015.** DX11 does not allow texture cubes to be dynamically updated. Modified the usage flag to `D3D11_USAGE_DEFAULT`.

`GteDX11TextureCube.cpp`

Fixed a bug in the constructor for `Texture`. The level-zero offsets were all set to zero for texture arrays, which is incorrect for items with positive index.

`GteTexture.cpp`

Finished the port of the Wild Magic sample `CubeMaps`.

`GTBuildAll.{v12,v14}.sln`  
`Samples/Graphics/CubeMaps/CubeMaps.{v12,v14}.{sln,vcxproj,vcxproj.filters}`  
`Samples/Graphics/CubeMaps/CubeMapsWindow.{h,cpp}`  
`Samples/Graphics/CubeMaps/CubeMapEffect.{h,cpp}`  
`Samples/Graphics/CubeMaps/Shaders/CubeMap.hlsl`  
`Samples/Graphics/CubeMaps/ReflectTexture.{h,cpp}`

**December 6, 2015.** Ported the Wild Magic 5 sample [GlossMaps](#) to GTEngine.

```
GTBuildAll.{v12,v14}.sln
Samples/Graphics/GlossMaps/GlossMaps.{v12,v14}.{sln,vcxproj,vcxproj.filters}
Samples/Graphics/GlossMaps/GlossMapsWindow.{h,cpp}
Samples/Graphics/GlossMaps/GlossMapEffect.{h,cpp}
Samples/Graphics/GlossMaps/Shaders/GlossMap.hlsl
Samples/Data/Magic.png
```

**December 8, 2015.** Ported the Wild Magic 5 sample [ProjectedTextures](#) to GTEngine.

```
GTBuildAll.{v12,v14}.sln
Samples/Graphics/ProjectedTextures/ProjectedTextures.{v12,v14}.{sln,vcxproj,vcxproj.filters}
Samples/Graphics/ProjectedTextures/ProjectedTexturesWindow.{h,cpp}
Samples/Graphics/ProjectedTextures/ProjectedTextureEffect.{h,cpp}
Samples/Graphics/ProjectedTextures/Shaders/ProjectedTexture.hlsl
Samples/Data/Magician.png
```

**December 9, 2015.** Ported the Wild Magic 5 sample [SphereMaps](#) to GTEngine.

```
GTBuildAll.{v12,v14}.sln
Samples/Graphics/SphereMaps/SphereMaps.{v12,v14}.{sln,vcxproj,vcxproj.filters}
Samples/Graphics/SphereMaps/SphereMapsWindow.{h,cpp}
Samples/Graphics/SphereMaps/SphereMapEffect.{h,cpp}
Samples/Graphics/SphereMaps/Shaders/SphereMap.hlsl
Samples/Data/SphereMap.png
```

Ported the Wild Magic 5 sample [VertexTextures](#) to GTEngine.

```
GTBuildAll.{v12,v14}.sln
Samples/Graphics/VertexTextures/VertexTextures.{v12,v14}.{sln,vcxproj,vcxproj.filters}
Samples/Graphics/VertexTextures/VertexTexturesWindow.{h,cpp}
Samples/Graphics/VertexTextures/DisplacementEffect.{h,cpp}
Samples/Graphics/VertexTextures/Shaders/Displacement.hlsl
Samples/Data/HeightField.png
```

**December 10, 2015.** Added support for cube maps and draw targets in OpenGL. Modified the GLSL reflection. Other code changes are based on adding support for OpenGL features.

```
GTBuildAll.{v12,v14}.sln
GTEngine.{v12,v14}.{vcxproj,vcxproj.filters}
GTGraphicsGL4.h
```



GL4Engine.{h,cpp}  
 GL4DrawTarget.{h,cpp}  
 GL4TextureRT.{h,cpp}  
 GL4TextureDS.{h,cpp}  
 GL4Texture.{h,cpp}  
 GL4Texture1.{h,cpp}  
 GL4Texture1Array.{h,cpp}  
 GL4Texture2.{h,cpp}  
 GL4Texture2Array.{h,cpp}  
 GL4Texture3.{h,cpp}  
 GL4TextureArray.{h,cpp}  
 GL4TextureCube.{h,cpp}  
 GL4TextureCubeArray.{h,cpp}  
 GL4TextureSingle.{h,cpp}  
 GLSLReflection.{h,cpp}  
 GLSLProgramFactory.cpp  
 DataFormat.cpp  
 OverlayEffect.cpp  
 Shader.cpp  
 TextEffect.cpp  
 Texture2Effect.cpp  
 Texture3Effect.cpp  
 VertexColorEffect.cpp  
 Fluid3AdjustVelocity.cpp  
 Fluid3ComputeDivergence.cpp  
 Fluid3EnforceStateBoundary.cpp  
 Fluid3InitializeSource.cpp  
 Fluid3InitializeState.cpp  
 Fluid3SolvePoisson.cpp  
 Fluid3UpdateState.cpp  
 Samples/Basics/ShaderReflection/ShaderReflection.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
 Samples/Basics/ShaderReflection/ShaderReflection.cpp  
 Samples/Basics/ShaderReflection/Billboards{GS,PS,VS}.glsl  
 Samples/Basics/ShaderReflection/SimpleBuffers.glsl  
 Samples/Basics/ShaderReflection/TextureArrays{PS,VS}.glsl  
 Samples/Basics/ShaderReflection/Texturing{PS,VS}.glsl  
 Samples/Basics/ShaderReflection/VertexColoring{PS,VS}.glsl  
 Samples/Graphics/BlendedTerrain/Shaders/BlendedTerrain{Pixel,Vertex}.glsl  
 Samples/Graphics/BlownGlass/BlownGlass.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
 Samples/Graphics/BlownGlass/BlownGlassWindows.{h,cpp}  
 Samples/Graphics/BlownGlass/Shaders/VolumeRender{PS,VS}.glsl  
 Samples/Graphics/CubeMaps/CubeMaps.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
 Samples/Graphics/CubeMaps/CubeMapsWindows.{h,cpp}  
 Samples/Graphics/CubeMaps/CubeMapsEffect.cpp  
 Samples/Graphics/CubeMaps/Shaders/CubeMap{PS,VS}.glsl  
 Samples/Graphics/MultipleRenderTargets/MultipleRenderTargets.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
 Samples/Graphics/MultipleRenderTargets/MultipleRenderTargetsWindows.{h,cpp}  
 Samples/Graphics/MultipleRenderTargets/Shaders/MultipleRenderTargets{Pixel,Vertex}.glsl

```
Samples/Graphics/MultipleRenderTargets/Shaders/MultipleRenderTargets.hlsl
Samples/Graphics/TextureArrays/Shaders/TextureArraysVertex.glsl
Samples/Mathematics/PlaneEstimation/Shaders/EvaluateBezier.glsl
Samples/Mathematics/PlaneEstimation/Shaders/PlaneEstimation.glsl
Samples/Physics/Rope/Rope.{v12,v14}.{sln,vcxproj}
```

Disabled the message-box logger to avoid the unexpected warnings reported by the OpenGL error system.

```
Samples/Graphics/CubeMaps/CubeMaps.cpp
```

Added GL4 configurations to the cloth sample.

```
Samples/Physics/Cloth/Cloth.{v12,v14}.{sln,vcxproj}
```

**December 13, 2015.** Added test for simple polygon and test for convex polygon.

```
Polygon2.h
```

Fixed a bug in [VETManifoldMesh](#) where the base-class vertex creator was called rather than the member-function override.

```
VETManifoldMesh.cpp
```

**December 14, 2015.** Got [BlendedAnimations](#) and [BumpMaps](#) to work using OpenGL.

```
GTBuildAll.{v12,v14}.sln
Samples/Graphics/BlendedAnimations/BlendedAnimations.{v12,v14}.{sln,vcxproj}
Samples/Graphics/BlendedAnimations/BlendedAnimationsWindow.{h,cpp}
Samples/Graphics/BlendedAnimations/BipedManager.{h,cpp}
Samples/Graphics/BumpMaps/BumpMaps.{v12,v14}.{sln,vcxproj,vcxproj.filters}
Samples/Graphics/BumpMaps/SimpleBumpMapEffect.cpp
Samples/Graphics/BumpMaps/Shaders/SimpleBumpMap{PS,VS}.glsl
```

**December 15, 2015.** Latest code changes and sample ports. In the engine, replaced an OpenGL 4.4 function call with functions that are supported in OpenGL 4.3. The blend state includes color and sample masks. These must be set regardless of whether blending is enabled. In the draw target, the binding needed to be for depth and stencil together.

```
GTBuildAll.{v12,v14}.sln
LightingEffect.{h,cpp}
```

Texture.h  
 AmbientLightEffect.cpp  
 ConstantColorEffect.cpp  
 DirectionalLightEffect.cpp  
 DirectionalLightTextureEffect.cpp  
 PointLightEffect.cpp  
 PointLightTextureEffect.cpp  
 SpotLightEffect.cpp  
 GL4BlendState.cpp  
 GL4DrawTarget.cpp  
 GL4Engine.cpp  
 GLSLReflection.cpp  
 Samples/Basics/ShaderReflection/ShaderReflection.v12.{sln,vcxproj,vcxproj.filters}  
 Samples/Basics/ShaderReflection/ShaderReflection.v14.vcxproj.filters  
 Samples/Basics/ShaderReflection/NestedStruct.glsl  
 Samples/Graphics/BumpMaps/Shaders/SimpleBumpMapPS.glsl  
 Samples/Graphics/CameraAndLightNodes/CameraAndLightNodes.{v12,v14}.{sln,vcxproj}  
 Samples/Graphics/CameraAndLightNodes/CameraAndLightNodesWindow.cpp  
 Samples/Graphics/GeometryShaders/GeometryShaders.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
 Samples/Graphics/GeometryShaders/GeometryShadersWindow.cpp  
 Samples/Graphics/GeometryShaders/Shaders/RandomSquareDirect{GS,VS}.glsl  
 Samples/Graphics/GeometryShaders/Shaders/RandomSquareIndirect{GS,VS}.glsl  
 Samples/Graphics/GeometryShaders/Shaders/RandomSquaresPS.glsl  
 Samples/Graphics/GlossMaps/GlossMaps.{v12,v14}.{sln,vcxproj}  
 Samples/Graphics/GlossMaps/GlossMapsEffect.cpp  
 Samples/Graphics/Lights/Lights.{v12,v14}.{sln,vcxproj}  
 Samples/Graphics/LightTexture/LightTexture.{v12,v14}.{sln,vcxproj}  
 Samples/Graphics/MultipleRenderTargets/MultipleRenderTargets.v12.vcxproj  
 Samples/Graphics/PlaneMeshIntersection/PlaneMeshIntersection.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
 Samples/Graphics/PlaneMeshIntersection/PlaneMeshIntersectionWindow.cpp  
 Samples/Graphics/PlaneMeshIntersection/Shaders/DrawIntersections.glsl  
 Samples/Graphics/PlaneMeshIntersection/Shaders/PlaneMeshIntersection{PS,VS}.glsl  
 Samples/Graphics/ProjectedTextures/ProjectedTextures.{v12,v14}.{sln,vcxproj}  
 Samples/Graphics/ProjectedTextures/ProjectedTextureEffect.cpp  
 Samples/Graphics/SphereMaps/SphereMaps.{v12,v14}.{sln,vcxproj}  
 Samples/Graphics/SphereMaps/SphereMapEffect.cpp  
 Samples/Graphics/VertexTextures/VertexTextures.{v12,v14}.{sln,vcxproj}  
 Samples/Graphics/VertexTextures/DisplacementEffect.cpp  
 Samples/Physics/BouncingSpheres/BouncingSpheres.{v12,v14}.{sln,vcxproj}

**December 18, 2015.** Added a filter for shader files and added the Gaussian blurring HLSL file to it.

Samples/Imagics/GaussianBlurring/GaussianBlurring.v14.vcxproj,vcxproj.filters}

Latest OpenGL changes to support indirect vertex access and structured buffers.

Samples/Graphics/GeometryShaders/GeometryShadersWindows.cpp  
Samples/Graphics/GeometryShaders/Shaders/RandomSquaresDirect{GS,VS}.glsl  
Samples/Graphics/GeometryShaders/Shaders/RandomSquaresIndirect{GS,VS}.glsl  
Samples/Graphics/GeometryShaders/Shaders/RandomSquaresPS.glsl

**December 19, 2015.** The path to the \*.cso files depends on the compiler version.

Samples/Basics/LowLevelD3D11/Applications.cpp

**December 20, 2015.** Implemented a vertex-collapse algorithm for manifold meshes that preserves the manifold condition for each collapse. Added a sample application to illustrate its use. Fixed the memory leaks (of the vertex data structures) in [VETManifoldMesh](#).

GTBuildAll.{v12,v14}.sln  
GTEngine.{v12,v14}.{vcxproj,vcxproj.filters}  
GTMathematics.h  
VertexCollapseMesh.h  
VETManifoldMesh.cpp  
Samples/Mathematics/VertexCollapseMesh/VertexCollapseMesh.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Mathematics/VertexCollapseMesh/VertexCollapseMeshWindow.{h,cpp}  
Samples/Mathematics/VertexCollapseMesh/VertexCollapseMesh.cpp

**December 22, 2015.** Added OpenGL support for structured buffers with atomic counters. Modified some samples to run using OpenGL.

GTBuildAll.{v12,v14}.sln  
GTEngine.{v12,v14}.{vcxproj,vcxproj.filters}  
GTGraphicsGL4.h  
GL4AtomicCounterBuffer.{h,cpp}  
GL4Buffer.{h,cpp}  
GL4ConstantBuffer.{h,cpp}  
GL4Engine.{h,cpp}  
GL4IndexBuffer.cpp  
GL4StructuredBuffer.{h,cpp}  
GL4VertexBuffer.cpp  
GLSLReflection.{h,cpp}  
PlanarReflectionEffect.cpp  
MemberLayout.h  
Shader.{h,cpp}  
Samples/Basics/AppendConsumeBuffers/AppendConsumeBuffers.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Basics/AppendConsumeBuffers/AppendConsumeBuffers.cpp  
Samples/Basics/AppendConsumeBuffers/Shaders/AppendConsume.{glsl,hls}  
Samples/Basics/ShaderReflection/ShaderReflection.{v12,v14}.{vcxproj,vcxproj.filters}  
Samples/Basics/ShaderReflection/ShaderReflection.cpp

[Samples/Basics/ShaderReflection/AppendConsume.{gsl,h}](#)  
[Samples/Graphics/GeometryShaders/GeometryShadersWindow.{h,cpp}](#)  
[Samples/Graphics/GeometryShaders/Shaders/RandomSquaresIndirect{GS,VS}.gsl](#)  
[Samples/Graphics/StructuredBuffers/StructuredBuffers.{v12,v14}.{sln,vcxproj,vcxproj.filters}](#)  
[Samples/Graphics/StructuredBuffers/StructuredBuffersWindow.cpp](#)  
[Samples/Graphics/StructuredBuffers/Shaders/StructuredBuffers{PS,VS}.gsl](#)  
[Samples/Imagics/SurfaceExtraction/SurfaceExtraction.{v12,v14}.{sln,vcxproj,vcxproj.filters}](#)  
[Samples/Imagics/SurfaceExtraction/SurfaceExtractionWindow.{h,cpp}](#)  
[Samples/Imagics/SurfaceExtraction/Shaders/DrawSurfaceIndirect{GS,PS,VS}.gsl](#)  
[Samples/Imagics/SurfaceExtraction/Shaders/ExtractSurface.gsl](#)  
[Samples/Imagics/SurfaceExtraction/Shaders/ExtractSurfaceIndirect.gsl](#)  
[Samples/Physics/BouncingBall/BouncingBall.{v12,v14}.{sln,vcxproj}](#)

**December 23, 2015.** Modified the vertex collapse function [DoCollapse](#) not to return when the collapse is deferred (the user does not care), instead just updating the min-heap and selecting another vertex to collapse. Removed the high-resolution mesh, keeping only the mesh built after collapses; the caller can store a copy of the high-resolution mesh if needed. Encapsulated the collapse results into a single structure.

[VertexCollapseMesh.h](#)  
[Samples/Mathematics/VertexCollapseMesh/VertexCollapseMeshWindow.{h,cpp}](#)

**December 26, 2015.** Added an include of [GTEngineDEF.h](#) to access the define for [GTE\\_IMPEXP](#).

[GLSLReflection.h](#)

Restructured the header includes and class forward declarations to make the graphics engine headers similar.

[DX11Engine.{h,cpp}](#)  
[GL4Engine.{h,cpp}](#)

**January 13, 2016.** Added abstract base classes to support polymorphic passing of the graphics engine and other objects to functions (engine is DX11 or GL4). This also supports refactoring the [DX11Engine](#) and [GL4Engine](#) classes.

[GraphicsEngine.{h,cpp}](#)[GEDrawTarget.{h,cpp}](#)[GEInputLayoutManager.h](#)[GEObject.{h,cpp}](#)[GTGraphics.h](#)  
(1)

Replaced a D3D11 enumeration by an integer constant so that the [Window::Parameters](#) initialization is not tied to D3D11 header files. Removed the reference to [GTEngine1](#) in the window class name. Fixed some other parameters.

[Window.h](#)  
[WindowSystem.cpp](#)

Added `GetWindowClassName` member function.

`WindowSystem.h`

Changed the listeners for destruction from raw pointers to shared pointers.

`DrawTarget.{h,cpp}`  
`GraphicsObjects.{h,cpp}`

The z-parameter of the clip position for 2D drawing needs to be  $-1$  for OpenGL, not 0 as for Direct3D.

`OverlayEffect.cpp`  
`TextEffect.cpp`

Major refactoring to avoid explicit derived-class engine names in resource creation. Moved various members to inline status.

`DX11*.{h,cpp}`  
`GL4*.{h,cpp}`  
`GLSL*.{h,cpp}`

Added `DebugGL4` and `ReleaseGL4` configurations to projects.

`GTBuildAll.{v12,v14}.sln`  
`GTEngine.{v12,v14}.{vcxproj,vcxproj.filters}`  
`Samples/Geometrics/ConstrainedDelaunay2D/ConstrainedDelaunay2D.{sln,vcxproj}`  
`Samples/Geometrics/ConvexHull2D/ConvexHull2D.{sln,vcxproj}`  
`Samples/Geometrics/ConvexHull3D/ConvexHull3D.{sln,vcxproj}`  
`Samples/Geometrics/Delaunay2D/Delaunay2D.{sln,vcxproj}`  
`Samples/Geometrics/Delaunay3D/Delaunay3D.{sln,vcxproj}`  
`Samples/Geometrics/IntersectBoxCone/IntersectBoxCone.{sln,vcxproj}`  
`Samples/Geometrics/MinimumAreaBox2D/MinimumAreaBox2D.{sln,vcxproj}`  
`Samples/Geometrics/MinimumAreaCircle2D/MinimumAreaCircle2D.{sln,vcxproj}`  
`Samples/Geometrics/MinimumVolumeBox3D/MinimumVolumeBox3D.{sln,vcxproj}`  
`Samples/Geometrics/MinimumVolumeSphere3D/MinimumVolumeSphere3D.{sln,vcxproj}`  
`Samples/Geometrics/ShortestPath/ShortestPath.{sln,vcxproj}`  
`Samples/Geometrics/TriangulationCDT/TriangulationCDT.{sln,vcxproj}`  
`Samples/Geometrics/TriangulationEC/TriangulationEC.{sln,vcxproj}`  
`Samples/Graphics/BspNodes/BspNodes.{sln,vcxproj}`  
`Samples/Graphics/Castle/Castle.{sln,vcxproj}`  
`Samples/Graphics/Picking/Picking.{sln,vcxproj}`  
`Samples/Graphics/VideoStreams/VideoStreams.{sln,vcxproj}`

Samples/Mathematics/BSplineCurveFitter/BSplineCurveFitter.{sln,vcxproj}  
 Samples/Mathematics/BSplineSurfaceFitter/BSplineSurfaceFitter.{sln,vcxproj}  
 Samples/Mathematics/GenerateMeshUVs/GenerateMeshUVs.{sln,vcxproj}  
 Samples/Mathematics/Interpolation2D/Interpolation2D.{sln,vcxproj}  
 Samples/Mathematics/SymmetricEigensolver3x3/SymmetricEigensolver3x3.{sln,vcxproj}  
 Samples/Physics/BallHill/BallHill.{sln,vcxproj}  
 Samples/Physics/BallRubberBand/BallRubberBand.{sln,vcxproj}  
 Samples/Physics/BeadSlide/BeadSlide.{sln,vcxproj}  
 Samples/Physics/BouncingTetrahedra/BouncingTetrahedra.{sln,vcxproj,vcxproj.filters}  
 Samples/Physics/DoublePendulum/DoublePendulum.{sln,vcxproj}  
 Samples/Physics/ExtremalQuery/ExtremalQuery.{sln,vcxproj}  
 Samples/Physics/IntersectingBoxes/IntersectingBoxes.{sln,vcxproj}  
 Samples/Physics/IntersectingRectangles/IntersectingRectangles.{sln,vcxproj}  
 Samples/Physics/KeplerPolarForm/KeplerPolarForm.{sln,vcxproj}

The GL4-based code used a [Window](#)-based application to create an OpenGL engine. Rewrote the application to use the new GL4 constructor that hides the backing window for the device, making the code similar to that for DX11.

Samples/Basics/AppendConsumeBuffers/AppendConsumeBuffers.cpp

The engine [Execute](#) function that took a [ComputeShader](#) input has been removed, so the application code needed to be updated accordingly to use the [Execute](#) function that takes a [ComputeProgram](#) input.

GenerateMeshUV.h  
 Fluid2AdjustVelocity.cpp  
 Fluid2ComputeDivergence.cpp  
 Fluid2EnforceStateBoundary.cpp  
 Fluid2InitializeSource.cpp  
 Fluid2InitializeState.cpp  
 Fluid2SolvePoisson.cpp  
 Fluid2UpdateState.cpp  
 Samples/Basics/IEEEFloatingPoint/IEEEFloatingPoint.cpp  
 Samples/Basics/RawBuffers/RawBuffers.cpp  
 Samples/Geometrics/AllPairsTriangles/AllPairsTrianglesWindow.cpp  
 Samples/Geometrics/DistanceSegments3/DistanceSegments3.cpp  
 Samples/Geometrics/ShortestPath/ShortestPathWindow.cpp  
 Samples/Geometrics/ShortestPath/GpuShortestPath.cpp  
 Samples/Imagics/Convolution/ConvolutionWindow.cpp  
 Samples/Imagics/GaussianBlurring/GaussianBlurringWindow.cpp  
 Samples/Imagics/MedianFiltering/MedianFilteringWindow.{h,cpp}  
 Samples/Mathematics/PartialSums/PartialSums.cpp  
 Samples/Mathematics/RootFinding/RootFinding.cpp  
 Samples/Physics/MassSprings3D/GpuMassSpringVolume.cpp

The text `Draw` function now takes a color that is `std::array<float,4>` rather than `Vector4<float>`.

```
Samples/Geometrics/ConvexHull3D/ConvexHull3D.cpp
Samples/Graphics/BlendedAnimations/BlendedAnimationsWindow.cpp
Samples/Graphics/Castle/CastleWindow.cpp
Samples/Graphics/Lights/LightsWindow.cpp
Samples/Graphics/LightTexture/LightTextureWindow.cpp
Samples/Imagics/Convolution/ConvolutionWindow.cpp
Samples/Imagics/SurfaceExtraction/SurfaceExtractionWindow.cpp
Samples/Imagics/VideoStreams/VideoStreamsWindow.cpp
Samples/Mathematics/BSplineCurveFitter/BSplineCurveFitterWindow.cpp
Samples/Physics/BouncingBall/BouncingBallWindow.cpp
Samples/Physics/BouncingSpheres/BouncingSpheresWindow.cpp
```

Replaced the `DX11Engine*` parameter by the base class `GraphicsEngine`.

```
Samples/Geometrics/ShortestPath/GpuShortestPath.{h,cpp}
Samples/Imagics/VideoStreams/FileVideoStream.{h,cpp}
Samples/Imagics/VideoStreams/VideoStream.{h,cpp}
```

The application was missing a line of code that indicates the 2D screen needs to be updated in video memory.

```
Samples/Geometrics/TriangulationCDT/TriangulationCDTWindow.cpp
```

Removed the conditional compilation on engine type to use the generic base class `GraphicsEngine`.

```
PlanarReflectionEffect.{h,cpp}
```

**January 17, 2016.** Implemented the GLSL shaders for the sample application. Modified some application code to handle the problem with GLSL wanting to pad `vec3` arrays in the shaders as if they had `vec4` elements.

```
GTBuildAll.{v12,v14}.sln
Samples/Physics/MassSprings3D/MassSprings3D.{v12,v14}.{sln,vcxproj,vcxproj.filters}
Samples/Physics/MassSprings3D/Shaders/RungeKutta.hlsl
Samples/Physics/MassSprings3D/MassSprings3DWindow.cpp
Samples/Physics/MassSprings3D/GpuMasSpringVolume.{h,cpp}
Samples/Physics/MassSprings3D/Shaders/DrawUsingVertexID{VS,PS}.glsl
Samples/Physics/MassSprings3D/Shaders/RungeKutta*.glsl
```

Implemented the GLSL shaders for the sample application. Modified the application code as needed.



```

Fluid2.{h,cpp}
Fluid2AdjustVelocity.{h,cpp}
Fluid2ComputeDivergence.{h,cpp}
Fluid2EnforceStateBoundary.{h,cpp}
Fluid2InitializeSource.{h,cpp}
Fluid2InitializeState.{h,cpp}
Fluid2SolvePoisson.{h,cpp}
Fluid2UpdateState.{h,cpp}
GTBuildAll.{v12,v14}.sln
Samples/Physics/Fluids2D/Fluids2D.{v12,v14}.{sln,vcxproj,vcxproj.filters}
Samples/Physics/Fluids2D/Fluids2DWindow.cpp
Samples/Physics/Fluids2D/Shaders/DrawDensity.glsl

```

Implemented the GLSL shaders for the sample application. Modified the application code as needed.

```

Fluid3.{h,cpp}
Fluid3AdjustVelocity.{h,cpp}
Fluid3ComputeDivergence.{h,cpp}
Fluid3EnforceStateBoundary.{h,cpp}
Fluid3InitializeSource.{h,cpp}
Fluid3InitializeState.{h,cpp}
Fluid3SolvePoisson.{h,cpp}
Fluid3UpdateState.{h,cpp}
GTBuildAll.{v12,v14}.sln
Samples/Physics/Fluids3D/Fluids3D.{v12,v14}.{sln,vcxproj,vcxproj.filters}
Samples/Physics/Fluids3D/Fluids3DWindow.cpp
Samples/Physics/Fluids3D/Shaders/VolumeRender{VS,PS}.glsl

```

Implemented the GLSL shaders for the sample application. Modified the application code as needed.

```

GTBuildAll.{v12,v14}.sln
Samples/Graphics/WireMesh/WireMesh.{v12,v14}.{sln,vcxproj,vcxproj.filters}
Samples/Graphics/WireMesh/WireMeshWindow.cpp
Samples/Graphics/WireMesh/Shaders/WireMesh{VS,PS,GS}.glsl

```

Replaced the [Window](#)-based approach to get a GL4 engine by using the [GL4Engine](#) constructor that hides the backing window.

```

Samples/Basics/ShaderReflection/ShaderReflection.cpp

```

**January 18, 2016.** The GL4 texture classes copied CPU data to the GPU on initial creation only when the texture object was not marked as [SHADER.OUTPUT](#); however, this prevents a texture from being read-write in the shaders. Modified the code to copy CPU data to the GPU when the CPU data exists, just as in the DX11 engine.

```
GL4TextureSingle.cpp
GL4TextureArray.cpp
GL4TextureCubeArray.cpp
```

Implemented the GLSL shaders for the sample application. Modified the application code as needed. GLSL will not expand an expression in a conditional define that turns out to be a known constant. Commented out the defines both in the HLSL and GLSL code and required the application to set the defines directly.

```
GTBuildAll.{v12,v14}.sln
Samples/Mathematics/PartialSums/PartialSums.{v12,v14}.{sln,vcxproj,vcxproj.filters}
Samples/Mathematics/PartialSums/PartialSums.cpp
Samples/Mathematics/PartialSums/Shaders/PartialSums.hlsl
Samples/Mathematics/PartialSums/Shaders/PartialSums.glsl
```

Implemented the GLSL shaders for the sample application. Modified the application code as needed. Fixed an out-of-date comment in the HLSL file.

```
GTBuildAll.{v12,v14}.sln
Samples/Mathematics/RootFinding/RootFinding.{v12,v14}.{sln,vcxproj,vcxproj.filters}
Samples/Mathematics/RootFinding/RootFinding.cpp
Samples/Mathematics/RootFinding/Shaders/RootFinding.hlsl
Samples/Mathematics/RootFinding/Shaders/RootFinding.glsl
```

Implemented the GLSL shaders for the sample application. Modified the application code as needed. Changed the shader resource names from `input` and `output` to `inImage` and `outImage`, because GLSL has the keyword `output`.

```
GTBuildAll.{v12,v14}.sln
Samples/Imagics/GaussianBlurring/GaussianBlurring.{v12,v14}.{sln,vcxproj,vcxproj.filters}
Samples/Imagics/GaussianBlurring/GaussianBlurringWindow.cpp
Samples/Imagics/GaussianBlurring/Shaders/GaussianBlur3x3.hlsl
Samples/Imagics/GaussianBlurring/Shaders/GaussianBlur3x3.glsl
```

Implemented the GLSL shaders for the sample application. Modified the application code as needed. Changed the shader resource names from `input` and `output` to `inImage` and `outImage`, because GLSL has the keyword `output`.

```
GTBuildAll.{v12,v14}.sln
Samples/Imagics/MedianFiltering/MedianFiltering.{v12,v14}.{sln,vcxproj,vcxproj.filters}
Samples/Imagics/MedianFiltering/MedianFilteringWindow.cpp
Samples/Imagics/MedianFiltering/Shaders/Median3x3.hlsl
Samples/Imagics/MedianFiltering/Shaders/Median5x5.hlsl
```

Samples/Imagics/MedianFiltering/Shaders/MedianBySort.hlsl  
Samples/Imagics/MedianFiltering/Shaders/Median3x3.glsl  
Samples/Imagics/MedianFiltering/Shaders/Median5x5.glsl  
Samples/Imagics/MedianFiltering/Shaders/MedianBySort.glsl

**January 19, 2016.** Added layout information for GLSL.

VertexColorEffect.cpp

Implemented the GLSL shaders for the sample application. Modified the application code as needed. Modified the shaders so that the structured buffers use 4-tuple vectors rather than 3-tuple vectors.

GTBuildAll.{v12,v14}.sln  
Samples/Geometrics/AllPairsTriangles/AllPairsTriangles.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Geometrics/AllPairsTriangles/AllPairsTrianglesWindow.cpp  
Samples/Geometrics/AllPairsTriangles/Shaders/DrawUsingVertexID.hlsl  
Samples/Geometrics/AllPairsTriangles/Shaders/TriangleIntersection.hlsl  
Samples/Geometrics/AllPairsTriangles/Shaders/DrawUsingVertexID{VS,}.glsl  
Samples/Geometrics/AllPairsTriangles/Shaders/InitializeColors.glsl  
Samples/Geometrics/AllPairsTriangles/Shaders/TriangleIntersection.glsl  
Samples/Geometrics/AllPairsTriangles/Shaders/VertexColorIndexed{VS,}.glsl

**January 21, 2016.** Replaced calls to [glBufferStorage](#) by [glBufferData](#) based on the requirement that one need only OpenGL 4.3 to compile and run the code.

GL4Buffer.cpp  
GL4StructuredBuffer.cpp

Implemented the GLSL shaders for the sample application. Modified the application code as needed.

GTBuildAll.{v12,v14}.sln  
Samples/Geometrics/DistanceSegments3/DistanceSegments3.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Geometrics/DistanceSegments3/DistanceSegments3.cpp  
Samples/Geometrics/DistanceSegments3/Shaders/DistanceSeg3Seg3.{hlsl,glsl}  
Samples/Geometrics/DistanceSegments3/DistanceSeg3Seg3.hlsl

Implemented the GLSL shaders for the sample application. Modified the application code as needed.

GTBuildAll.{v12,v14}.sln  
Samples/Graphics/ShortestPath/ShortestPath.{v12,v14}.{sln,vcxproj,vcxproj.filters}  
Samples/Graphics/ShortestPath/ShortestPathWindow.cpp

```

Samples/Graphics/ShortestPath/GpuShortestPathWindow.{h,cpp}
Samples/Graphics/ShortestPath/CpuShortestPathWindow.cpp
Samples/Graphics/ShortestPath/Shaders/PartialSumsDiagToCol.hlsl
Samples/Graphics/ShortestPath/Shaders/PartialSumsDiagToRow.hlsl
Samples/Graphics/ShortestPath/Shaders/WeightsShader.hlsl
Samples/Graphics/ShortestPath/Shaders/InitializeDiagToCol.glsl
Samples/Graphics/ShortestPath/Shaders/InitializeDiagToRow.glsl
Samples/Graphics/ShortestPath/Shaders/PartialSumsDiagToCol.glsl
Samples/Graphics/ShortestPath/Shaders/PartialSumsDiagToRow.glsl
Samples/Graphics/ShortestPath/Shaders/UpdateShader.glsl
Samples/Graphics/ShortestPath/Shaders/WeightsShader.glsl

```

Implemented the GLSL shaders for the sample application. Modified the application code as needed.

```

GTBuildAll.{v12,v14}.sln
Samples/Basics/IEEEFloatingPoint/IEEEFloatingPoint.{v12,v14}.{sln,vcxproj,vcxproj.filters}
Samples/Basics/IEEEFloatingPoint/IEEEFloatingPoint.cpp
Samples/Basics/IEEEFloatingPoint/Shaders/TestSubnormals.hlsl
Samples/Basics/IEEEFloatingPoint/Shaders/TestSubnormals.glsl

```

Moved the bodies of functions of `ComputeModel` from the cpp file to the header. Instead of activating GPGPU via the `Win32` define, a new define has been added called `GTE_COMPUTE_MODEL_ALLOW_GPGPU`. This is currently not exposed so that the mathematics system does not include the graphics system. You can either expose the define by editing the file or you can add the define to preprocessor options in the projects. The `GenerateMeshUVs` sample application uses the latter choice.

```

GTBuildAll.{v12,v14}.sln
ComputeModel.h
ComputeModel.cpp
GenerateMeshUV.{h,cpp}
Samples/Mathematics/GenerateMeshUVs/GenerateMeshUVs.{v12,v14}.vcxproj
Samples/Mathematics/GenerateMeshUVs/GenerateMeshUVsWindow.cpp
Samples/Mathematics/GenerateMeshUVs/Shaders/TestSubnormals.hlsl
Samples/Mathematics/GenerateMeshUVs/Shaders/TestSubnormals.glsl

```

Implemented the GLSL shaders for the sample application. Modified the application code as needed.

```

GTBuildAll.{v12,v14}.sln
Samples/Imagics/Convolution/Convolution.{v12,v14}.{sln,vcxproj,vcxproj.filters}
Samples/Imagics/Convolution/ConvolutionWindow.cpp
Samples/Imagics/Convolution/Shaders/Convolve.hlsl
Samples/Imagics/Convolution/Shaders/ConvolveGS.hlsl
Samples/Imagics/Convolution/Shaders/ConvolveSeparableH.hlsl
Samples/Imagics/Convolution/Shaders/ConvolveSeparableHGS.hlsl

```

Samples/Imagics/Convolution/Shaders/ConvolveSeparableHGS2.hlsl  
Samples/Imagics/Convolution/Shaders/ConvolveSeparableV.hlsl  
Samples/Imagics/Convolution/Shaders/ConvolveSeparableVGS.hlsl  
Samples/Imagics/Convolution/Shaders/ConvolveSeparableVGS.hlsl  
Samples/Imagics/Convolution/Shaders/Convolve.gslsl  
Samples/Imagics/Convolution/Shaders/ConvolveGS.gslsl  
Samples/Imagics/Convolution/Shaders/ConvolveSeparableH.gslsl  
Samples/Imagics/Convolution/Shaders/ConvolveSeparableHGS.gslsl  
Samples/Imagics/Convolution/Shaders/ConvolveSeparableHGS2.gslsl  
Samples/Imagics/Convolution/Shaders/ConvolveSeparableV.gslsl  
Samples/Imagics/Convolution/Shaders/ConvolveSeparableVGS.gslsl  
Samples/Imagics/Convolution/Shaders/ConvolveSeparableVGS.gslsl

**January 23, 2016.** Removed the projects [RawBuffers](#) and [SharedTextures](#) from the build-all solutions. Renamed them to [RawBuffersD3D11](#) and [SharedTexturesD3D11](#) because they use features specific to D3D11. The build-all solutions now have projects, each having configurations for D3D11 ([Debug](#), [Release](#)) and OpenGL4.3 ([DebugGL4](#), [ReleaseGL4](#)).

## 19 Updates to Version 1.14

**June 7, 2015.** Added MSVS 2015 solutions and projects for GTEngine library.

GTEngine.v14.sln  
GTEngine.v14.vcxproj  
GTEngine.v14.vcxproj.filters

**June 27, 2015.** Added MSVS 2015 solutions and projects for all samples.

**June 28, 2015.** Fixed a typographical error in the comments before [SqrDistanceSpecial](#).

[DistPointHyperellipsoid.h](#)

Fixed a bug that was introduced into the GTEngine code after it was ported from Wild Magic 5. The order of parameters in the [DoQuery](#) calls was incorrect.

[IntrRay3AlignedBox3.h](#)

Fixed compiler warnings in MSVS 2015 about name in one scope visible to the same name in another scope.

[DistCircle3Circle3.h](#)  
[Integration.h](#)

IntrEllipse2Ellipse2.h  
IntrEllipsoid3Ellipsoid3.h  
SingularValueDecomposition.h

Minor change. Modified variable name to be consistent with other DX11 resource files.

DX11Buffer.{h,cpp}

**July 12, 2015.** The level offsets for a [TextureArray](#) without mipmaps were all zero. They need to be set to multiples of the number of bytes of each texture in the array.

Texture.cpp

**July 13, 2015.** The [Matrix](#) constructor with initializer list input was missing an increment of the row counter when the number of initializers fills a row only partially.

Matrix.inl

**July 26, 2015.** Removed the thread ID check in [DX11Engine](#). This was a Geometric Tools Engine constraint, forcing the programmer to use an engine object in the same thread because the device context is not thread safe. However, you may use the engine object in multiple threads as long as you provide the critical section to avoid concurrent access. Rewrote the creation and destruction for the swap chain and back buffer to ensure that the application shuts down gracefully. In the previous code, if the device creation failed, the immediate context was null and then dereferenced during the destruction phase. The new code was tested using fault injection to produce a failure at each attempt to query for an interface or to create a resource.

DX11Engine.{h,cpp}

**July 29, 2015.** The template alias for 2D distance from point to box was defined incorrectly (currently no engine code is using the alias).

DistPointOrientedBox.h

Added support for saving [Texture2](#) objects to JPEG.

WICFileIO.{h,cpp}

**August 1, 2015.** The Boolean value of interval-interval find-intersection was not assigned to the Boolean value of the result.

IntrSegment2AlignedBox2.h  
IntrRay2AlignedBox2.h

**August 2, 2015.** Enclosed the class in namespace gte.

HLSLParameter.h

**August 5, 2015.** `DX11Texture1` needed to derive from `DX11TextureSingle` rather than `DX11Texture`.

DX11Texture1.{h,cpp}

**August 9, 2015.** The y-coordinate of the Platonic texture coordinates was not computed (a WM5 porting error).

MeshFactory.cpp

**August 11, 2015.** The ESC key was handled in the window procedure outside of `OnCharPress` and is mapped to exiting the application with a `PostQuitMessage(0)` call. This made it impossible to override. The handling has been moved to `Window::OnCharPress` to allow applications to override the behavior.

Window.{h,cpp}  
WindowSystem.cpp

The generation of project files was not creating exactly the character pattern to allow the Microsoft Visual Studio Selector to recognize which version of Visual Studio to launch when a solution is selected. The SLN files are UTF8 and require `0xEF, 0xBB, 0xBF, 0x0D, 0x0A` as the starting characters.

ProjectTemplate.{v12,v14}.{h,cpp}

**August 12, 2015.** Eliminated unnecessary `c_str()` call.

HLSLShaderFactory.cpp

The function `DX11Engine::Share` needed to create a regular 2D texture, a render-target texture, or a depth-stencil texture based on the type information in the `GraphicsObject` class.

DX11Engine.cpp

**August 15, 2015.** The subscribe and unsubscribe procedures for listeners to participate in updates of pvw-matrices and w-matrices was more complicated than it should be. Removed hiding the complexity. The w-matrix processing is handled now by explicitly manipulating the `mTrackballNode` object. The pvw-matrix subscribe and unsubscribe functions have appropriate names and require you to pass in explicitly the pair of world transform and constant buffer. Sample applications were modified accordingly.

`Window.{h,cpp}`

**August 16, 2015.** Fixed a porting error for creating a torus mesh. The texture coordinates were incorrect at the wrap-around.

`MeshFactory.cpp`

**August 21, 2015.** Made several functions protected to prevent applications from calling them. The Spatial and Visual classes must call these from public scope, so they were made friends of Culler.

`Culler.h`

**August 23, 2015.** Factored the trackball code out of `Window` and into a class `Trackball`. Applications that require a virtual trackball must create an object of the new class and implement `MouseClicked` and `MouseMove` callbacks to manage the trackball. Many of our sample applications have the new system, so see those for examples of how to do this. The modified sample files are not listed here.

`Trackball.{h,cpp}`  
`Window.{h,cpp}`

The `LogReporter` objects in the `main` functions of the sample applications are now exposed only in debug configurations. The `Window::Parameters` structure was given a new constructor for the common case of specifying the title-bar string, the window origin, and the window dimensions. Such windows are not resizable. If you need additional parameters set, you can do so after the constructor call—or you can set all members explicitly after a default-constructor call. The modified sample files are not listed here.

`Window.h`

Moved `Window::GetPickLine` to `Camera` and removed the explicit dependency on the `DX11Engine` by requiring that the viewport be passed to `GetPickLine`.

`Window.{h,cpp}`  
`Camera.{h,cpp}`  
`Samples/Graphics/Picking/PickingWindow.cpp`



**August 24 to September 23, 2015.** Major revision of the lighting effects, including adding classes `Light` and `Material`. Added a class `CameraRig` that encapsulates camera motion and updating the dependent pvw-matrices. Added a class `Window3`, derived from `Window`, that encapsulates the common code for 3D sample applications. Ported Wild Magic 5 graphics samples: `BillboardNodes`, `BlendedAnimations`, `BspNodes`, `BumpMaps`, `CameraAndLightNodes`, and `Castle`. Added scene-graph classes as needed to support these. Tested the distribution when the convention `GTE_USE_VEC_MAT` is selected (default convention is `GTE_USE_MAT_VEC` and fixed any problems that arose.

## 20 Updates to Version 1.13

**June 3, 2015.** Changes to get code to compile using MSVS 2015 RC. All errors were actually warnings about reusing variable names in a nested scope.

```
HLSLShaderFactory.cpp
ConvexHull2.h
Delaunay2.h
Delaunay3.h
ETManifoldMesh.cpp
TriangulateEDT.h
TriangulateEC.h
TubeSurface.h
Samples/Basics/LowLevelD3D11/Application.cpp
```

**June 7, 2015.** The intersection queries were missing the `public` modifier. Enabled the internal unit tests for these classes (all tests succeed).

```
IntrPlane3Capsule3.h
IntrPlane3Cylinder3.h
IntrPlane3Ellipsoid3.h
IntrPlane3OrientedBox3.h
IntrPlane3Sphere3.h
```

Added `-fPIC` to the CC flags for dynamic library builds. This avoids a compiler-linker error in Fedora 21.

```
makefile.gte
```

## 21 Updates to Version 1.12

**April 23, 2015.** Major rewrite of the document on converting between coordinate systems. The original version of this document was entitled *Conversion of Left-Handed Coordinates to Right-Handed Coordinates* and was written to handle the conversion of LightWave coordinate systems (left-handed) to Wild Magic

coordinate systems (right-handed). The process was specific to LightWave's choice of representing rotations using Euler angles, and the discussion included how to deal with cameras, lights, and transformation hierarchies. The new version is the general process of converting between any two coordinate systems. An implementation is provided that automates the process.

[ConvertingBetweenCoordinateSystems.pdf](#) (*Converting Between Coordinate Systems*)

[ConvertCoordinates.h](#)

[LeftHandedToRightHanded.pdf](#) (*Conversion of Left-Handed Coordinates to Right-Handed Coordinates*)

**April 29, 2015.** Converted some accessor functions to inline.

[DX11GraphicsObject.{h,cpp}](#)

Changed [LogWarning](#) to [LogError](#) when the preparation for copy fails.

[DX11Resource.cpp](#)

**April 30, 2015.** Removed the [Set\\*](#) members from the class. These are never called in any GTEngine applications, nor should they. Once you create a visual effect, it should remain immutable (so to speak).

[VisualEffect.h](#)

**May 3, 2015.** Removed the unused template classes derived from [StructuredBuffer](#).

[GTEngine.{h,vcxproj,vcxproj.filters}](#)

[StructuredBuffer{1,2,3}.h](#)

**May 10, 2015.** Removed errant [inline](#) modifiers on functions that are not likely to be inlined.

[MinimumAreaBox2.h](#)

**May 17, 2015.** Modified the algorithm based on the analysis and description in the modified PDF for the minimum-area rectangle containing points. For 256-point convex polygons with random vertices, the new code executes nearly twice as fast as the old code.

[MinimumAreaBox2.h](#)

[MinimumAreaRectangle.pdf](#) (*Minimum-Area Rectangle Containing a Set of Points*)

**May 18, 2015.** Modified the implementation of [MinimumVolumeBox3](#) to be similar to the new changes in [MinimumAreaBox2](#). There is some performance improvement (about 10% faster). Added the ability to specify that the [ProcessEdges](#) function should be run in a thread concurrently when [ProcessFaces](#) is executing. The speed-up is noticeable (about 20% for a test data set of about 6000 points).

### MinimumVolumeBox3.h

Removed `mVisited` as a class member and moved it to local scope in a function. This had to be done in `MinimumVolumeBox3` to avoid concurrent access to `mVisited` when multithreading is used. Made the same change to `MinimumAreaBox2` in case we decide to add threading support.

### MinimumAreaBox2.h

**May 19, 2015.** As mentioned, if `ComputeType` is not an exact arithmetic type, the Delaunay triangulation can fail because of incorrect sign classification due to numerical rounding errors. The class still had several places where failures of this type were not trapped and handled gracefully. Checks were added in the appropriate locations so that `Update` now reports a Boolean value that is `true` when successful. The failure is plumbed all the way back to the application call of `operator(...)`.

### Delaunay2.h

**May 22, 2015.** Ported `Polynomial1` from Wild Magic 5 to GTEngine.

GTEngine.{h,vcxproj,vcxproj.filters}  
Polynomial1.h

**May 28, 2015.** Modified the point-circle algorithm to return a Boolean flag `equidistant` rather than number of closest circle points. Modified the comments. Added unit tests.

### DistPoint3Circle3.h

**May 29, 2015.** Ported the line-circle distance algorithm from Wild Magic 5, but modified the bisection approach to be easier to read. Added the polynomial-based approach that finds roots of at most a degree-4 polynomial. Added unit tests internally.

GTEngine.{h,vcxproj,vcxproj.filters}  
DistLine3Circle3.h

**May 31, 2015.** Added `GetMaxBisections` to the `Functions` wrapper that hides the details of determining the maximum number of iterations for using bisection with a floating-point number type. This is useful in `RootsBisection::Find`.

Functions.h  
DistPointHyperellipsoid.h

Added a function `GetOrthogonal` to generate one vector perpendicular to the input vectors. The returned vector can be selected to be normalized (or not). The functions `ComputeOrthogonalComplement` compute a set of basis vectors for the orthogonal complement of an input, but in some algorithms not all are needed.

### Vector.h

Added a document that combines three previous documents regarding distance queries involving circles in 3D. The new document provides much greater detail about circle-circle queries than the brief note in the original version. Source code was updated based on the new document and unit tests were added internally.

[DistanceToCircle3.pdf](#) (*Distance to Circles in 3D*)  
[DistPoint3Circle3.h](#)  
[DistLine3Circle3.h](#)  
[DistCircle3Circle3.h](#)  
[DistancePoint3Circle3.pdf](#) (*Distance Between Point and Circle or Disk in 3D*)  
[DistanceLine3Circle3.pdf](#) (*Distance Between Line and Circle or Disk in 3D*)  
[DistanceCircle3Circle3.pdf](#) (*Distance Between Two Circles in 3D*)  
[DistanceCircle3Disk3.pdf](#) (*Distance Between a Circle and a Disk in 3D*)

Apple LLVM 6.1.0 complained yet once again that “`std::abs` is ambiguous”, this time in the minimum-area and minimum-volume box code when running our tool to trap compiler problems with template instantiation. The relevant verification code is

```
#include <GteMinimumAreaBox2.h>
// Has line of code
// ComputeType cmax = std::max(std::abs(axis[0]), std::abs(axis[1]));

#include <GteBSRational.h>
// Has lines of code
// namespace std
// {
//     template <typename UIntegerType> inline
//     gte::BSRational<UIntegerType> abs(gte::BSRational<UIntegerType> const& number)
//     {
//         return (number.GetSign() >= 0 ? number : -number);
//     }
// }

#include <GteUIntegerAP32.h>

namespace gte
{
    // ComputeType for this instantiation is BSRational<UIntegerAP32>.
    template class MinimumAreaBox2<float, BSRational<UIntegerAP32>>;
}
```

The compiler complains that `std::abs` is ambiguous in the line of code that computes `cmax`. However, it has no complaints about the code

```
#include <GteBSRational.h>
#include <GteUIntegerAP32.h>
#include <GteMinimumAreaBox2.h>
namespace gte
{
    template class MinimumAreaBox2<float, BSRational<UIntegerAP32>>;
}
```

In the listing with `GteMinimumAreaBox2.h` included first, the implied behavior is the following. LLVM attempts to instantiate class `MinimumAreaBox2` with `ComputeType` equal to `BSRational<UIntegerAP32>`. For LLVM to complain about the `std::abs` in the line of code for `cmax`, it has not yet processed the definition of `std::abs` in the file `GteBSRational.h` even though it should have read the contents of this file before encountering the explicit instantiation code. Using the template code for the Standard C++ Library, it tries to find a match for `std::abs` with type `BSRational<UIntegerAP32>` but fails. In the listing with `GteMinimumAreaBox2.h` included last, the implied behavior is that LLVM processes the definition of `std::abs` in the file `GteBSRational.h` before attempting to instantiate class `MinimumAreaBox2`. During the instantiation, it finds a match for `std::abs` for the type `BSRational<UIntegerAP32>`.

Is this an Apple LLVM bug? Or is the header file order dependency required because of some C++ 11 specification? Removing the const reference in the `std::abs` input for `BSRational<UIntegerAP32>` did not eliminate the problem. The Xcode symbol navigator actually shows the various definitions of `abs` in `<cmath>`, `<cstdlib>`, `stdlib.h`, `GteBSNumber.h`, and `GteBSRational.h`. For the latter two files, the symbol navigator shows `abs<>()`. For the other occurrences, the symbol navigator shows `abs()`. Perhaps the Standard C++ Library just has too many occurrences of `abs` wrapped with layers of “Is this C code? C++ 0X code or C++ 11 code? Inside or outside namespace std?”

## 22 Updates to Version 1.11

**April 11, 2015.** The Apple LLVM 6.1.0 compiler generated an error, stating that declarations of the specializations for `oppositeFace` must occur before the definitions (in the cpp file). Added the declarations in the h file, but in a conditional compilation block to prevent exposing them to Microsoft Visual Studio 2013. The Microsoft compiler incorrectly generates an error about a redefinition of `oppositeFace`. A comment in the code states what the C++ specification says about explicit instantiation of static members of a template class. [This is the main change that led to shipping a new version of GTEngine so quickly after the previous version.](#)

`TetrahedronKey.h`

**April 11, 2015.** Added functions `GetRootInfo*` to count the number of real-valued roots and their multiplicities without actually computing the roots.

`RootsPolynomial.h`

**April 20, 2015.** Two blocks of code were returning `true` rather than an integer representing number of bisections used in the code, a carry-over from when the functions used to return Boolean values. Modified the functions to return meaningful integers in all cases.

`RootsBisection.h`

Added significant improvements to (1) the document for the test-intersection and find-intersection queries for ellipses and (2) the document for computing the area of intersection of ellipses. The source code implementation for the test-intersection and find-intersection queries were updated to use the details described

in the document. Implemented the query for area of intersection of ellipses. Unit tests for the queries were added internally. The area queries were also computed numerically using Mathematica 10.1 to verify that the GTEngine code is producing correct results.

[IntrEllipse2Ellipse2.h](#)  
[IntersectionOfEllipses.pdf](#) (*Intersection of Ellipses*)  
[AreaIntersectingEllipses.pdf](#) (*The Area of Intersecting Ellipses*)

## 23 Updates to Version 1.10

**March 11, 2015.** Added new distance queries for points and cylinders.

[GTEngine.{h,vcxproj,vcxproj.filters}](#)  
[DistPoint3Cylinder3.{h,cpp}](#)

**March 13, 2015.** Added tag-dispatch-based type traits class [Arithmetic](#). Added a class [Function](#) that provides math wrapper functions with implementations based on the tag types. The wrappers are for [float](#), [double](#), and [long double](#) (floating-point types); for [IEEEBinary16](#) (16-bit floating-point type); and for [BSNumber](#) and [BSRational](#) (exact types, but the functions return approximations because the results cannot be represented exactly). Removed the previous support for square roots from the distance query header. Removed the min and max implementations from the exact types, because [std::min](#) and [std::max](#) work as-is due to the existence of comparison operators in the binary scientific classes. Modified the segment-segment distance query to use the new system.

[GTEngine.{h,vcxproj,vcxproj.filters}](#)  
[Constants.h](#)  
[Functions.h](#)  
[IEEEBinary16.{h,cpp}](#)  
[DCPQuery.h](#)  
[DistSegmentSegment.h](#)  
[BSNumber.h](#)  
[BSRational.h](#)  
[Arithmetic.h](#)

**March 29, 2015.** Added some definitions for variables used in the equations in the section *Separation Tests Involving Other Directions*. Converted the verbatim pseudocode to use `lstlisting` format.

[IntersectionOfCylinders.pdf](#) (*Intersection of Cylinders*)

**April 2, 2015.** Moved the debug members [mValue](#) to be the first members of the classes. This allows one to see the converted values in the MSVS debugger variable summary; thus, you do not have to open tree controls

to drill down to the converted value. Added adjustments to [BSRational](#) to enforce a constraint that when the numerator is 0, the denominator should be 1. Fixed a bug in the conversion from [BSRational](#) to a floating-point type. When the round-up step causes a carry-out, so to speak, from the trailing significand, a block of code was executed to set  $w$  to 1 and adjust  $p - q$ . This was incorrect and, in fact, not necessary because  $w$  is not used as the trailing significand in the conversion. The documentation was updated accordingly.

[BSNumber.h](#)  
[BSRational.h](#)  
[ArbitraryPrecision.pdf](#) (*GTEngine: Arbitrary Precision Arithmetic*)

**April 4, 2015.** Rewrote the document for computing the roots of low-degree polynomials. The new document goes into great detail about the classification of roots (real or non-real, multiplicities) and how to use exact rational arithmetic to correctly classify the roots in a program. This leads to more robust root finding using the closed-form expressions for polynomials of degrees 2, 3, and 4. Implementations of this replace the old code in [RootsPolynomial](#). Unit tests were added (in-house) that provide 100 % code coverage for the robust root finders. The motivation for the revisions was based on trying to compute intersections of ellipses, and the nonrobust root finder for quartic polynomials created many problems numerically.

[LowDegreePolynomialRoots.pdf](#) (*Low-Degree Polynomial Roots*)  
[RootsPolynomial.h](#)

## 24 Updates to Version 1.9

**February 10, 2015.** Added [Distance](#) functions that are controlled by the *tag-dispatch pattern* in order to provide a single interface to the square root function for numerical types ([float](#), [double](#)) and for exact types ([BSNumber](#), [BSRational](#)).

[DCPQuery.h](#)  
[DistSegmentSegment.h](#)

**February 11, 2015.** In the else clause at the end of [operator\(\)](#), the  $2 \times 2$  matrix needs to be a rotation, not a reflection.

[SymmetricEigensolver2x2.h](#)

**February 19, 2015.** A new tool to compile an HLSL shader and store it as bytecode embedded in a C++ array. This is useful if you do not want to expose an algorithm by an embedded human-readable string in the source code and executable.

[GTBuildAll.sln](#)  
[HLSLShaderFactory.{h,cpp}](#)  
[ShaderFactory.{h,cpp}](#)

Tools/HLSLToByteCode/HLSLToByteCode.sln  
Tools/HLSLToByteCode/HLSLToByteCode.vcxproj  
Tools/HLSLToByteCode/HLSLToByteCode.vcxproj.filters  
Tools/HLSLToByteCode/HLSLToByteCode.cpp

**February 23, 2015.** The general symmetric eigensolver had an incorrect algorithm for tracking the number of reflections in order to determine whether the product of Householder reflections, Givens rotations, and sorting of eigenvalues leads to a rotation or a reflection. The other changes involving replacing the general eigensolver with solvers specific to 2D and 3D.

SymmetricEigensolver.h  
ApprGaussian2.h  
ApprGaussian3.h  
ApprGreatCircle.h  
ApprOrthogonalLine2.h  
ApprOrthogonalLine3.h  
ApprOrthogonalPlane3.h  
Hyperellipsoid.h  
IntrEllipse2Ellipse2.h  
IntrEllipsoid3Ellipsoid3.h

**February 24, 2015.** [MinimumVolumeBox3](#) no longer uses the code in [MinimumAreaBox2](#), so the latter code is now private to the class. [MinimumVolumeBox3](#) now uses exact rational arithmetic for all phases, avoiding the floating-point rounding problems of the old code that projected the extreme polyline to the supporting plane of the hull face.

MinimumAreaBox2.h  
MinimumVolumeBox3.h

The box vertex order changed for [OrientedBox2](#) and [OrientedBox3](#), so the drawing code needed modification.

Samples/Geometrics/MinimumAreaBox2D/MinimumAreaBox2DWindow.cpp  
Samples/Geometrics/MinimumVolumeBox3D/MinimumVolumeBox3DWindow.cpp

Made [TransformBy](#) a `const` function.

BoundingSphere.{h,cpp}

**February 26, 2015.** Replaced the  $O(n^2)$  algorithm for computing the minimum-area rectangle derived from a hull-face normal and its corresponding extreme polyline. The replacement uses the  $O(n)$  Rotating Calipers algorithm extended to 3D boxes that are extrusions of a 2D rectangle.



MinimumVolumeBox3.h

**February 28, 2015.** Added CPU multithreading support to [ConvexHull3](#) and [MinimumVolumeBox3](#). Improved the performance of the comparison operators for [BSRational](#) by early-out testing of the signs of numerators. Extended [BSPrecision](#) to measure precision for [BSRational](#) expressions. Added comments to header files about the choice of `N` for [UIntegerFP<N>](#).

[ConvexHull3.h](#)  
[MinimumVolumeBox3.h](#)  
[BSRational.h](#)  
[BSPrecision](#).{h,cpp}  
[ConvexHull2.h](#)  
[PrimalQuery2.h](#)  
[PrimalQuery3.h](#)

**March 3, 2015.** The conversion from the rational minimum-volume box to floating-point box had a loss of precision too early in the conversion. This led to divisions by zero in the extents and to zero-valued axes. Some preconditioning was added to defer the precision loss until the very last step.

MinimumVolumeBox3.h

Added support for disk input/output.

[BSNumber.h](#)  
[BSRational.h](#)  
[UIntegerAP32](#).{h,cpp}  
[UIntegerFP32.h](#)

**March 4, 2015.** Fixed a subtle error in the minimum-volume bounding box code when rotating calipers is used. The starting rectangle needed axes that satisfied a particular scaling constraint in order to properly compare scaled areas. The 2D code was rewritten to be similar in structure to the 3D code.

[MinimumVolumeBox3.h](#)  
[MinimumAreaBox2.h](#)  
[Samples/Geometrics/MinimumAreaBox2D/MinimumAreaBox2DWindow](#).{h,cpp}

Fixed the coefficients in `b[]` in the [ChebyshevRatio](#) file. Modified the `slerp` code in the [SlerpEstimate](#) file to compile on Playstation 4 clang compiler.

[ChebyshevRatio.h](#)  
[SlerpEstimate.h](#)

**March 10, 2015.** Based on data sets provided in bug reports, we decided to do a *deep dive* into the rotating calipers algorithm and code. The convex polygon must be ordered counterclockwise. The loop of the algorithm has two invariants:

1. the edges emanating from the current supporting points of the box must not be coincident with a box edge, and
2. of all consecutive polygon points that support a box edge, the chosen support point must be right-most on the edge (as the box is traversed counterclockwise).

To satisfy the first invariant, collinear vertices must be removed from the convex polygon; otherwise, an box edge might contain three or more support points. To satisfy the second invariant, the new bottom support point for a minimum-angle polygon edge is trivial to select and the new support points are a subset of the old support points. However, two (or more) emanating edges that tie for the minimum angle with box edges can cause a new support point *not* to be right-most on an edge. We revised the minimum-area and minimum-volume box code to ensure the invariants are satisfied. The 3D problem is somewhat more complicated because projecting a polyline that supports a box with face coincident with a convex hull face is not possible when using exact rational arithmetic.

[MinimumVolumeBox3.h](#)  
[MinimumAreaBox2.h](#)  
[Samples/Geometrics/MinimumAreaBox2D/MinimumAreaBox2DWindow.{h,cpp}](#)  
[Samples/Geometrics/MinimumVolumeBox3D/MinimumVolumeBox3DWindow.{h,cpp}](#)

Added a conditional define so that one may view double-precision values of [BSNumber](#) and [BSRational](#) when debugging code that uses exact rational arithmetic. Be aware that this can be very slow because of the conversion to double-precision whenever new objects are created by arithmetic operations.

[BSNumber.h](#)  
[BSRational.h](#)

Increased the integer template parameter of [UIntegerFP32](#) in the sample algorithm so that it supports any [float](#) input.

[Samples/Geometrics/ConvexHull3D/ConvexHull3DWindow.cpp](#)

Some traps are placed in the edge-insertion code to avoid crashing when the constrained triangulation failed due to use of floating-point [ComputeType](#). Two additional tests were needed to verify that the [item](#) iterator was valid before dereferencing it.

[ConstrainedDelaunay2.h](#)

## 25 Updates to Version 1.8

**January 14, 2015.** Added DX11.1 formats to the `DF_*` enumeration.

`DataFormat.{h,cpp}`

**January 22, 2015.** Fixed bugs in the line-rectangle distance query. The last block of code used `result.lsParameter[0]` when it should have used `result.lsParameter[1]`. The indexing for `result.rectangleParameter[1]` was incorrect.

`DistLine3Rectangle3.h`

**January 22, 2015.** Added a template wrapper for the square root function in order to overload `float`, `double`, `BSNumber`, and `BSRational` implementations. The wrapper is named `Sqrt` and will replace any calls to `sqrt` where the programmer has the option to use an exact arithmetic type instead of a standard floating-point type.

`Functions.h`  
`BSNumber.h`  
`BSRational.h`

**January 22, 2015.** Converted the point-triangle distance query to a template that has the dimension as a parameter.

`DistPoint3Tetrahedron3.h`  
`DistRay3Triangle3.h`  
`DistSegment3Tetrahedron3.h`  
`DistPointTriangle.h`  
`DistPoint3Triangle3.h`

**January 25, 2015.** Added a function to count the number of active graphics objects and the system memory they are using.

`DX11Engine.{h,cpp}`

**January 26, 2015.** Fixed an error in the description for region 2 and added some clarification about the sign tests for the partial derivatives of  $R(s, t)$ .

`DistanceLine3Line3.pdf` (*Robust Computation of Distance Between Line Segments*)

Implemented a robust version of point-triangle distance that avoids the problems when a nearly degenerate triangle causes the numerical determinant to be zero. The previous version is now written for exact arithmetic, because it uses fewer arithmetic operations than the robust version.

[DistPointTriangleExact.h](#)  
[DistPointTriangle.h](#)

**January 31, 2015.** Fixed an error in the logic for handling the directional derivative of the quadratic function  $R(s, t)$  along the segment of intersection where  $\partial R(s, t)/\partial s = 0$ .

[DistSegmentSegment.h](#)  
[Samples/Mathematics/Geometrics/DistanceSegments3/DistanceSeg3Segs.hsl](#)

Fixed an error in the computation of the  $t$ -parameter.

[DistPointSegment.h](#)

Added an include of `<cstdlib>` to resolve an Xcode compiler complaint about ambiguous use of `std::abs`.

[IntrAlignedBox3Cone3.h](#)

## 26 Updates to Version 1.7

**December 14, 2014.** Moved the INL file content into the H files and deleted all the INL files. The number of INL files was on the order of over 400, so they are not listed here.

**December 16, 2014.** Replaced 3D-specific [Rectangle3](#) with  $n$ -dimensional [Rectangle](#).

[GTEngine.{h,vcxproj,vcxproj.filters}](#)  
[DistPoint3Rectangle3.h](#)  
[DistLine3Rectangle3.h](#)  
[Rectangle.h](#)  
[Rectangle3.h](#)

Converted distance and intersection code to use new [Line](#), [Ray](#), and [Segment](#) objects.

[DistLineLine.h](#)  
[DistLineRay.h](#)  
[DistLineSegment.h](#)

DistRayRay.h  
DistRaySegment.h  
DistLine3Triangle3.h  
DistIntrLine3Capsule3.h  
DistIntrRay3Capsule3.h  
Picker.cpp  
DistLine{2,3}Line{2,3}.h  
DistLine{2,3}Ray{2,3}.h  
DistLine{2,3}Segment{2,3}.h  
DistRay{2,3}Ray{2,3}.h  
DistRay{2,3}Segment{2,3}.h

Added convenient template aliases.

DistPointAlignedBox.h  
DistPointHyperellipsoid.h  
DistPointLine.h  
DistPointOrientedBox.h  
DistPointRay.h  
DistPointSegment.h  
DistSegmentSegment.h

Renamed the source file to match the header file name.

GenerateMeshUV.cpp  
GenerateMeshUVs.cpp

**December 17, 2014.** Replaced 3D-specific [Cone3](#) with  $n$ -dimensional [Cone](#).

GTEngine.{h,vcxproj,vcxproj.filters}  
IntrLine3Cone3.h  
IntrSphere3Cone3.h  
Cone.h  
Cone3.h

Replaced 3D-specific [Capsule3](#) with  $n$ -dimensional [Capsule](#).

GTEngine.{h,vcxproj,vcxproj.filters}  
ContCapsule3.h  
IntrCapsule3Capsule3.h  
IntrHalfspace3Capsule3.h  
IntrLine3Capsule3.h

IntrPlane3Capsule3.h  
Capsule.h  
Capsule3.h

Added intersection testing for 2D oriented box and cone.

GTEngine.{h,vcxproj,vcxproj.filters}  
IntrOrientedBox2Cone2.h

**December 17, 2014.** The constructor initialization for `mTextColor` in the project generation needed to have braces based on the recent change to support `std::initialize`.

Tools/GenerateProject/ProjectTemplate.cpp

**December 19, 2014.** The `GetVertices` function needed to initialize the mask to 1, not to 0.

OrientedBox.h

**December 26, 2014.** Added intersection testing for 3D oriented box and cone, including a sample to illustrate visually that the tests work correctly.

GTEngine.{h,vcxproj,vcxproj.filters}  
GTBuildAll.sln  
IntrOrientedBox3Cone3.h  
Samples/Geometrics/IntersectBoxCone/IntersectBoxConeWindow.{h,cpp}  
Samples/Geometrics/IntersectBoxCone/IntersectBoxCone.{sln,vcxproj,vcxproj.filters,cpp}

Moved the inline function bodies to the header files and removed the inline files from the distribution (to reduce file count).

Tools/GenerateApproximations/GteAMDPerformance.{vcxproj,vcxproj.filters}  
Tools/GPUPerfAPI-2.1.739.0/GteAMDPerformance.h  
Tools/GenerateApproximations/FitASin.h  
Tools/GenerateApproximations/FitATan.h  
Tools/GenerateApproximations/FitCos.h  
Tools/GenerateApproximations/FitExp2.h  
Tools/GenerateApproximations/FitASin.h  
Tools/GenerateApproximations/FitInvSqrt.h  
Tools/GenerateApproximations/FitLog2.h  
Tools/GenerateApproximations/FitReciprocal.h  
Tools/GenerateApproximations/FitSin.h

[Tools/GenerateApproximations/FitTan.h](#)  
[Tools/GPUPerfAPI-2.1.739.0/GteAMDPerformance.inl](#)  
[Tools/GenerateApproximations/FitASin.inl](#)  
[Tools/GenerateApproximations/FitATan.inl](#)  
[Tools/GenerateApproximations/FitCos.inl](#)  
[Tools/GenerateApproximations/FitExp2.inl](#)  
[Tools/GenerateApproximations/FitASin.inl](#)  
[Tools/GenerateApproximations/FitInvSqrt.inl](#)  
[Tools/GenerateApproximations/FitLog2.inl](#)  
[Tools/GenerateApproximations/FitReciprocal.inl](#)  
[Tools/GenerateApproximations/FitSin.inl](#)  
[Tools/GenerateApproximations/FitTan.inl](#)

Fixed a build break in the AMD performance sample. The sample needed updating because of several recent changes in GTEngine.

[Samples/Basics/PerformanceAMD/PerformanceAMDWindow.{h,cpp}](#)  
[Samples/Basics/PerformanceAMD/PerformanceAMD.{vcxproj,vcxproj.filters}](#)

**December 28, 2014.** Added template aliases [TIntervalInterval](#) and [FIntervalInterval](#).

[IntrIntervals.h](#)

Modified the document on line-cone intersection and updated the code comments to match it.

[IntersectionLineCone.pdf](#) (*Intersection of a Line and a Cone*)  
[IntrLine3Cone3.h](#)  
[IntrRay3Cone3.h](#)  
[IntrSegment3Cone3.h](#)

**January 4, 2015.** Added test-intersection query for 3D aligned boxes and cones. Modified the test-intersection query for 3D oriented boxes to derive from the new query. Added template aliases [TAlignedBox3Cone3](#) and [TIOrientedBox3Cone3](#) for convenience. Modified the sample application for testing the code.

[IntrOrientedBox3Cone3.h](#)  
[Samples/Geometrics/IntersectBoxCone/IntersectBoxConeWindow.{h,cpp}](#)  
[IntrAlignedBox3Cone3.h](#)  
[IntersectionBoxCone.pdf](#) (*Intersection of a Box and a Cone*)

## 27 Updates to Version 1.6

**November 27, 2014.** The pseudocode for computing the fitted cylinder subtracted the input point average

for numerically stable computations. The returned center needed the average added to it.

[CylinderFitting.pdf](#) (*Fitting 3D Data with a Cylinder*)

**November 28, 2014.** The B-spline curve and surface fitting had problems when the matrix storage convention is `GTE_USE_COL_MAJOR`. The banded matrix system solver and inverter selected storage convention based on the macro setting. Instead, the convention must be selected by the user based on his knowledge of the storage used by the input matrices. The relevant functions in `BandedMatrix` are now templates with a Boolean parameter that specifies the storage convention. The fitter classes have always used row-major order, regardless of the `GTEngine` macro that is active.

[BandedMatrix.{h,inl}](#)  
[BSplineCurveFit.inl](#)  
[BSplineSurfaceFit.inl](#)

**December 1, 2014.** Added estimates for the SLERP of quaternions. Factored out the estimations into the class `ChebyshevRatio` so that they can be used for vectors of other dimensions. The error bounds for the Chebyshev ratios are now reported based on numerical experiments; the paper on which they were based had a flawed error analysis. Revised the `Quaternion` class to use the general formula for SLERP rather than the estimate it had been using. Added more SLERP functions that have restricted domains and allow for preprocessing of quaternions (as animation data). In particular the `EstimateRPH` is useful for preprocessed quaternions that allow the estimates to be applied for angles no larger than  $\pi/4$ , leading to very small errors.

[GTEngine.{h,vcxproj,vcxproj.filters}](#)  
[Quaternion.{h,inl}](#)  
[ChebyshevRatio.{h,inl}](#)  
[SlerpEstimate.{h,inl}](#)

**December 2, 2014.** The `Vector2`, `Vector3`, and `Vector4` classes derived from `Vector` existed solely to provide constructors for 2, 3, or 4 inputs, respectively. We added two constructors to `Vector`, one having an input `std::array<Real>` and one that has the input `std::initialize`, allowing an arbitrary number of inputs. We have removed the derived classes, but you can still use the class names because we have used template aliasing to define them properly. For example, the alias for 2D vectors is

```
template <typename Real>
using Vector2 = Vector<2,Real>;
```

We eliminated special static members and used instead `Vector` specials. The comparison operators now directly use the lexicographically based ones for `std::array`. Quite a large number of files have changed, both engine and application code.

[Vector.{h,inl}](#)  
[Vector2.{h,inl}](#)  
[Vector3.{h,inl}](#)  
[Vector4.{h,inl}](#)



ApprEllipse2.inl  
ApprEllipsoid3.inl  
ApprGaussian{2,3}.inl  
ApprOrthogonalLine{2,3}.inl  
Arc2.inl  
BoundingSphere.{inl,cpp}  
Circle3.inl  
Cone3.inl  
ContEllipse2.inl  
ContEllipsoid3.inl  
ContOrientedBox{2,3}.inl  
ContPointInPolyhedron3.inl  
ContScribeCircle2.inl  
ContScribeCircle3Sphere3.inl  
Delanuay{2,3}.inl  
Delaunay{2,3}Mesh.inl  
DistPoint3Frustum3.inl  
Ellipse2.inl  
Ellipsoid3.inl  
Frustum3.inl  
GenerateMeshUV.inl  
Halfspace3.inl  
IntpSphere2.inl  
IntrCircle2Circle2.inl  
IntrLine{2,3}OrientedBox{2,3}.inl  
IntrLine3Capsule3.inl  
IntrLine3Cylinder3.inl  
IntrRay{2,3}OrientedBox{2,3}.inl  
IntrSegment{2,3}OrientedBox{2,3}.inl  
Line{2,3}.inl  
MinimumAreaBox2.inl  
MinimumAreaCircle2.inl  
MinimumVolumeBox3.inl  
MinimumVolumeSphere3.inl  
OrientedBox{2,3}.inl  
PlanarMesh.{h,inl}  
Plane3.inl  
Polygon2.inl  
PolyhedralMassProperties.inl  
Polyhedron3.inl  
Ray{2,3}.inl  
Segment{2,3}.inl  
Tetrahedron3.inl  
Torus3.inl  
Transform.inl  
Triangle{2,3}.inl  
TriangulateEC.inl  
BlendState.cpp

Camera.cpp  
 CullingPlane.cpp  
 Fluid{2,3}.cpp  
 Fluid{2,3}InitializeSource.cpp  
 LightingConstants.cpp  
 MeshFactory.cpp  
 Node.cpp  
 OverlayEffect.cpp  
 Picker.cpp  
 SamplerState.cpp  
 TextEffect.cpp  
 Visual.cpp  
 Window.cpp  
 Samples/Basics/DirectionalLightTexture/DirectionalLightTextureWindow.cpp  
 Samples/Basics/GaussianBlurring/GaussianBlurringWindow.cpp  
 Samples/Basics/GeometryShaders/GeometryShadersWindow.cpp  
 Samples/Basics/MultipleRenderTargets/MultipleRenderTargetsWindow.cpp  
 Samples/Basics/SharedTextures/SharedTexturesWindow.cpp  
 Samples/Basics/StructuredBuffers/StructuredBuffersWindow.cpp  
 Samples/Basics/TextureArrays/TextureArraysWindow.cpp  
 Samples/Basics/Texturing/TexturingWindow.cpp  
 Samples/Basics/VertexColoring/VertexColoringWindow.cpp  
 Samples/Geometrics/AllPairsTriangles/AllPairsTrianglesWindow.cpp  
 Samples/Geometrics/ConstrainedDelaunay2D/ConstrainedDelaunay2DWindow.cpp  
 Samples/Geometrics/ConvexHull2D/ConvexHull2DWindow.cpp  
 Samples/Geometrics/ConvexHull3D/ConvexHull3DWindow.cpp  
 Samples/Geometrics/Delaunay2D/Delaunay2DWindow.cpp  
 Samples/Geometrics/Delaunay3D/Delaunay3DWindow.cpp  
 Samples/Geometrics/DistanceSegments3/DistanceSegments3.cpp  
 Samples/Geometrics/MinimumAreaBox2D/MinimumAreaBox2DWindow.cpp  
 Samples/Geometrics/MinimumAreaCircle2D/MinimumAreaCircle2DWindow.cpp  
 Samples/Geometrics/MinimumVolumeBox3D/MinimumVolumeBox3DWindow.cpp  
 Samples/Geometrics/MinimumVolumeSphere3D/MinimumVolumeSphere3DWindow.cpp  
 Samples/Geometrics/ShortestPath/ShortestPathWindow.cpp  
 Samples/Geometrics/TriangulationCDT/TriangulationCDTWindow.cpp  
 Samples/Geometrics/TriangulationEC/TriangulationECWindow.cpp  
 Samples/Graphics/BlendedTerrain/BlendedTerrainEffect.cpp  
 Samples/Graphics/BlendedTerrain/BlendedTerrainWindow.cpp  
 Samples/Graphics/BlownGlass/BlownGlassWindow.cpp  
 Samples/Graphics/Lights/LightsWindow.cpp  
 Samples/Graphics/Picking/PickingWindow.cpp  
 Samples/Graphics/PlaneMeshIntersection/PlaneMeshIntersectionWindow.cpp  
 Samples/Graphics/VideoStreams/VideoStreamsWindow.cpp  
 Samples/Graphics/WireMesh/WireMeshWindow.cpp  
 Samples/Imagics/Convolution/ConvolutionWindow.cpp  
 Samples/Imagics/MedianFiltering/MedianFilteringWindow.cpp  
 Samples/Imagics/SurfaceExtraction/SurfaceExtractionWindow.cpp  
 Samples/Mathematics/BSplineCurveFitter/BSplineCurveFitterWindow.cpp

Samples/Mathematics/BSplineSurfaceFitter/BSplineSurfaceFitterWindow.cpp  
Samples/Mathematics/GenerateMeshUVs/GenerateMeshUVsWindow.cpp  
Samples/Mathematics/Interpolation2D/Interpolation2DWindow.cpp  
Samples/Mathematics/PlaneEstimation/PlaneEstimationWindow.cpp  
Samples/Physics/Cloth/ClothWindow.cpp  
Samples/Physics/Fluids2D/Fluids2DWindow.cpp  
Samples/Physics/Fluids3D/Fluids3DWindow.cpp  
Samples/Physics/MassSprings3D/MassSprings3DWindow.cpp  
Samples/Physics/Rope/RopeWindow.cpp

Modified files to have uniformity in using `#if defined(symbol)` rather than `#ifdef symbol`.

GMatrix.inl  
GVector.inl  
GaussianElimination.inl  
IntelSSE.inl  
LinearSystem.inl  
Logger.h  
MinimizeN.inl  
SingularValueDecomposition.inl  
SymmetricEigensolver.inl  
DX11DrawTarget.cpp  
DX11Engine.cpp  
DX11InputLayoutManager.cpp  
HLSLDefiner.cpp  
HLSLShaderFactory.cpp  
Samples/Basics/DirectionalLightTexture/DirectionalLightTextureEffect.cpp  
Samples/Basics/GaussianBlurring/GaussianBlurringWindow.{h,cpp}  
Samples/Basics/GeometryShaders/GeometryShadersWindow.{h,cpp}  
Samples/Basics/LowLevelD3D11/Application.cpp  
Samples/Basics/Texturing/TexturingWindow.{h,cpp}  
Samples/Basics/VertexColoring/VertexColoringWindow.{h,cpp}  
Samples/Geometrics/AllPairsTriangles/AllPairsTrianglesWindow.{h,cpp}  
Samples/Geometrics/ShortestPath/ShortestPathWindow.{h,cpp}  
Samples/Imagics/SurfaceExtraction/SurfaceExtractionWindow.{h,cpp}  
Samples/Physics/MassSprings3D/MassSprings3DWindow.{h,cpp}

The file had a template parameter hard-coded as `float` when it should have been `Real`.

IntrSphere3Frustum3.inl

**December 3, 2014.** The `Matrix2x2`, `Matrix3x3`, and `Matrix4x4` classes derived from `Matrix` existed solely to provide constructors for  $2 \times 2$ ,  $3 \times 3$ , and  $4 \times 4$  matrices. We added two constructors to `Matrix`, one having an input `std::array<Real, NumRows*NumCols>` and one that has the input `std::initialize`, allowing an arbitrary

number of inputs. We have removed the derived classes, but you can still use the class names because we have added template aliasing to define them properly. For example, the alias for  $2 \times 2$  matrices is

```
template <typename Real>
using Matrix2x2 = Matrix <2,2,Real>;
```

We also eliminated special static members and used instead `Matrix` specials. The comparison operators now use the lexicographically based ones for `std::array`.

```
Matrix.{h,inl}
Matrix2x2.{h,inl}
Matrix3x3.{h,inl}
Matrix4x4.{h,inl}
GMatrix.{h,inl}
ApprEllipse2.inl
ApprEllipsoid3.inl
ContOrientedBox3.inl
ContScribeCircle2.inl
ContScribeCircle3Sphere3.inl
IntrEllipse2Ellipse2.inl
IntrEllipsoid3Ellipsoid3.inl
OdeImplicitEuler.inl
Rotation.inl
Camera.cpp
Samples/Imagics/SurfaceExtraction/SurfaceExtractionWindow.cpp
```

Fixed a comment about the static member required by the class when you expose a conditional define.

```
UIntegerFP32.inl
```

The `UpdateConstants` function needed conditional compilation to handle either matrix-vector multiplication convention.

```
DirectionalLightTextureWindow.cpp
```

The general vector and matrix classes were modified to have the same interfaces as their template-based counterparts.

```
GMatrix.{h,inl}
GVector.{h,inl}
Matrix.{h,inl}
Vector.{h,inl}
```

**December 4, 2014.** Removed the macro `GTE_MAKE_HLSL_STRING`. This macro was handy, allowing you to embed HLSL code in a CPP file, view it, and modify it as if it were regular C++ code. The macro builds

a string that is sent to the HLSL compiler, but before doing so we used `<regex>` to substitute matches in regular expressions involving preprocess macros such as `#if` and `#ifdef`. Unfortunately, the macro does not work on Linux or Macintosh machines as a general string building mechanism using gcc compilers. Our built-in effects such as `Texture2Effect` all had preprocessor defines involving `#ifdef GTE_USE_MAT_VEC` to control whether the shader should use the matrix-vector or vector-matrix multiplication convention. The C++ syntax highlighting made it appear as if the correct code blocks were exposed. The Microsoft Visual Studio 2013 compiler builds the string first, so in fact the code blocks that appeared to be active were actually not. The `HLSLDefiner` class has a mechanism for setting macro names in HLSL files before compilation; for example, it sets the string `"GTE_USE_MAT_VEC"` to the string `"1"` or `"0"` according to the convention active in the C++ code. It turns out this is incorrect, because you would instead need `#if GTE_USE_MAT_VEC` in the HLSL files. As soon as you switch to using the vector-matrix convention in C++ code, the HLSL files are incorrectly compiled and some sample applications no longer work. We also sometimes had to rewrite some HLSL lines of code because the macro was confused by the content of that code that interfered with the preprocessor's interpretation of the macro. In the end, this turned out to be a bad idea. After removal of the macro, the embedded shader code was replaced with quoted strings. Other shaders in HLSL files had to be modified to produce the correct code for vector-matrix convention. The samples have now all been tested using either matrix-vector or vector-matrix multiplication convention and using either row-major or column-major storage of the matrices (4 possible configurations). We discovered one bug in the `Transform` class, where the translation of the underlying  $4 \times 4$  matrix needed to be built differently depending on the multiplication convention. It showed up only when you use the GTEngine scene graph support and some node in the graph has a local transform with a nonzero translation.

```

ShaderFactory.{h,cpp}
ContanstColorEffect.cpp
Fluid{2,3}AdjustVelocity.cpp
Fluid{2,3}ComputeDivergence.cpp
Fluid{2,3}EnforceStateBoundary.cpp
Fluid{2,3}InitializeSource.cpp
Fluid{2,3}InitializeState.cpp
Fluid{2,3}SolvePoisson.cpp
Fluid{2,3}UpdateState.cpp
GenerateMeshUVs.cpp
LightAmbientEffect.cpp
LightDirectionPerPixelEffect.cpp
LightDirectionPerVertexEffect.cpp
LightPointPerPixelEffect.cpp
LightPointPerVertexEffect.cpp
LightSpotPerPixelEffect.cpp
LightSpotPerVertexEffect.cpp
OverlayEffect.cpp
TextEffect.cpp
Texture{2,3}Effect.cpp
VertexColorEffect.cpp
Samples/Basics/DirectionalLightTexture/DirectionalLightTextureEffect.cpp
Samples/Basics/GeometryShaders/Shaders/RandomSquares.hlsl
Samples/Basics/GeometryShaders/Shaders/RandomSquaresIndirect.hlsl
Samples/Basics/MultipleRenderTargets/MultipleRenderTargetsWindow.cpp
Samples/Basics/MultipleRenderTargets/Shaders/MultipleRenderTargets.hlsl

```

Samples/Basics/ShaderReflection/TextureArrays.hlsl  
 Samples/Basics/ShaderReflection/Texturing.hlsl  
 Samples/Basics/ShaderReflection/VertexColoring.hlsl  
 Samples/Basics/StructuredBuffers/Shaders/StructuredBuffers.hlsl  
 Samples/Basics/TextureArrays/Shaders/TextureArrays.hlsl  
 Samples/Geometrics/AllPairsTriangles/Shaders/DrawUsingVertexID.hlsl  
 Samples/Geometrics/AllPairsTriangles/Shaders/TriangleIntersection.hlsl  
 Samples/Geometrics/AllPairsTriangles/Shaders/VertexColorIndexed.hlsl  
 Samples/Graphics/BlownGlass/Shaders/VolumeRender.hlsl  
 Samples/Graphics/PlaneMeshIntersection/Shaders/PlaneMeshIntersection.hlsl  
 Samples/Graphics/WireMesh/Shaders/WireMesh.hlsl  
 Samples/Imagics/SurfaceExtraction/Shaders/DrawSurfaceIndirect.hlsl  
 Samples/Physics/Fluids3D/Shaders/VolumeRender.hlsl  
 Samples/Physics/MassSprings3D/Shaders/DrawUsingVertexID.hlsl

As mentioned, we replaced the macroized embedded HLSL code in built-in effects with quoted strings. A new folder was added, `GeometricTools/GTEngine/Shaders` that contain HLSL files with this code (no quoted strings). These are just for reference and are not loaded from disk during engine/application run time. Other HLSL files used in specialized applications are loaded from disk, but the HLSL files are in the application project directory trees.

Shaders/ConstantColorEffect.hlsl  
 Shaders/DirectionalLightTextureEffect.hlsl  
 Shaders/Fluid{2,3}AdjustVelocity.hlsl  
 Shaders/Fluid{2,3}ComputeDivergence.hlsl  
 Shaders/Fluid{2,3}EnforcePoissonBoundary.hlsl  
 Shaders/Fluid{2,3}EnforceStateBoundary.hlsl  
 Shaders/Fluid{2,3}GenerateVortex.hlsl  
 Shaders/Fluid{2,3}InitializeSource.hlsl  
 Shaders/Fluid{2,3}InitializeState.hlsl  
 Shaders/Fluid{2,3}SolvePoisson.hlsl  
 Shaders/Fluid{2,3}UpdateState.hlsl  
 Shaders/Fluid{2,3}ZeroPoisson.hlsl  
 Shaders/GenerateMeshUVs.hlsl  
 Shaders/LightAmbientEffect.hlsl  
 Shaders/LightDirectionPerPixelEffect.hlsl  
 Shaders/LightDirectionPerVertexEffect.hlsl  
 Shaders/LightPointPerPixelEffect.hlsl  
 Shaders/LightPointPerVertexEffect.hlsl  
 Shaders/LightSpotPerPixelEffect.hlsl  
 Shaders/LightSpotPerVertexEffect.hlsl  
 Shaders/MultipleRenderTargetsPShader{0,1,2,3,4}.hlsl  
 Shaders/OverlayEffectColorPShader.hlsl  
 Shaders/OverlayEffectGrayPShader.hlsl  
 Shaders/OverlayEffectVShader.hlsl  
 Shaders/TextEffect.hlsl  
 Shaders/Texture{2,3}Effect.hlsl

Shaders/VertexColorEffect.hlsl

We discovered a bug in the `Transform` class, where the translation of the underlying  $4 \times 4$  matrix needed to be built differently depending on the multiplication convention. It showed up only when you use the GTEngine scene graph support and some node in the graph has a local transform with a nonzero translation.

`Transform.{h,inl}`

We had added the capability to select (`GTE_USE_MAT_VEC` or `GTE_USE_VEC_MAT`) and (`GTE_USE_ROW_MAJOR` or `GTE_USE_COL_MAJOR`). This capability has been removed because it has the potential to cause mismatches in CPP code. The comments in the file had indicated this. The conclusion is that if you want conventions different from our defaults, you will have to modify `GTEngineDEF.h` to select yours, and you will have to modify this file every time you grab a newer distribution.

`GTEngineDEF.h`

The points were not rotating with the trackball (the segments and sphere were). Subscribed the points up to the automatic update mechanism of class `Window`.

`Samples/Geometrics/MinimumVolumeSphere3D/MinimumVolumeSphere3D.h`  
`Samples/Geometrics/MinimumVolumeSphere3D/MinimumVolumeSphere3D.cpp`

Converted an `#ifdef` to `#if defined()`.

`Samples/Graphics/VideoStreams/VideoStreamsWindow.cpp`

**December 7, 2014.** Factored out the calls to `memcpy` and `memcpy_s` to a wrapper function `Memcpy` to encapsulate the platform differences in a single location.

`GTEngine.{h,vcxproj,vcxproj.filters}`  
`GaussianElimination.{h,inl}`  
`GenerateMeshUV.{h,inl}`  
`LinearSystem.{h,inl}`  
`MinimizeN.{h,inl}`  
`SingularValueDecomposition.{h,inl}`  
`SymmetricEigensolver.{h,inl}`  
`DX11Buffer.cpp`  
`DX11Texture.cpp`  
`HLSLShader.cpp`  
`HLSLShaderVariable.cpp`  
`Font.cpp`

MarchingCubes.cpp  
 Image.cpp  
 Samples/Basics/GeometryShaders", "GeometryShadersWindow.cpp  
 Samples/Basics/MultipleRenderTargets", "MultipleRenderTargetsWindow.cpp  
 Samples/Basics/TextureArrays", "TextureArraysWindow.cpp  
 Samples/Geometrics/ConvexHull3D", "ConvexHull3DWindow.cpp  
 Samples/Geometrics/MinimumVolumeBox3D", "MinimumVolumeBox3DWindow.cpp  
 Samples/Imagics/MedianFiltering", "MedianFilteringWindow.cpp  
 Wrapper.{h,cpp}

The function body for `Contain` was in the header file. Moved it to the inline file to be consistent with style.

PlanarMesh.h

A new document describing a variation of an iterative eigensolver for symmetric  $3 \times 3$  matrices. A source code implementation and a sample application are provided.

GTEngine.{h,vcxproj,vcxproj.filters}  
 GTBuildAll.sln  
 SymmetricEigensolver3x3.{h,inl}  
 Samples/Mathematics/SymmetricEigensolver3x3/SymmetricEigensolver3x3.{sln,vcxproj}  
 Samples/Mathematics/SymmetricEigensolver3x3/SymmetricEigensolver3x3.{vcxproj.filters,cpp}  
 RobustEigenSymmetric3x3.pdf (*A Robust Eigensolver for 3x3 Symmetric Matrices*)

**December 8, 2014.** Started the process of consolidating and sharing code for various geometric primitives by using templates for which the dimension is one of the parameters. This will occur in stages. The list of new files for the first stage is shown next.

GTEngine.{h,vcxproj,vcxproj.filters}  
 AlignedBox.{h,inl}  
 DistPointAlignedBox.{h,inl}  
 DistPointLine.{h,inl}  
 DistPointOrientedBox.{h,inl}  
 DistPointRay.{h,inl}  
 DistPointSegment.{h,inl}  
 DistSegmentSegment.{h,inl}  
 Hyperellipsoid.{h,inl}  
 Hypersphere.{h,inl}  
 Line.{h,inl}  
 OrientedBox.{h,inl}  
 Ray.{h,inl}  
 Segment.{h,inl}  
 ApprEllipse2.{h,inl}  
 ApprEllipsoid3.{h,inl}



ApprGaussian{2,3}.h  
 ApprQuadratic{2,3}.h  
 ApprOrthogonalLine{2,3}.h  
 Capsule3.h  
 ContCapsule3.h  
 ContCircle2.h  
 ContCylinder3.h  
 ContEllipse2.h  
 ContEllipsoid3.h  
 ContOrientedBox{2,3}.inl  
 ContOrientedBox3.inl  
 ContScribeCircle3Sphere3.h  
 ContScribeSphere3.h  
 ConvexHull{2,3}.h  
 Cylinder3.h  
 Delaunay{2,3}.h  
 DistLine{2,3}Line{2,3}.h  
 DistLine{2,3}Ray{2,3}.h  
 DistLine{2,3}Segment{2,3}.h  
 DistLine3AlignedBox3.h  
 DistPoint2Ellipse2.h  
 DistPoint3Ellipsoid3.h  
 DistRay{2,3}Ray{2,3}.h  
 DistRay{2,3}Segment{2,3}.h  
 DistRay3AlignedBox3.{h,inl}  
 DistRay3OrientedBox3.{h,inl}  
 DistRay3Rectangle3.h  
 DistRay3Triangle3.h  
 DistSegment3AlignedBox3.{h,inl}  
 DistSegment3OrientedBox3.{h,inl}  
 DistSegment3Rectangle3.h  
 DistSegment3Triangle3.h  
 IntpQuadraticNonuniform2.{h,inl}  
 IntrCircle2Circle2.h  
 IntrAlignedBox{2,3}AlignedBox{2,3}.h  
 IntrAlignedBox{2,3}OrientedBox{2,3}.{h,inl}  
 IntrCapsule3Capsule3.h  
 IntrEllipse2Ellipse2.{h,inl}  
 IntrHalfspace3Ellipsoid3.h  
 IntrHalfspace3OrientedBox3.h  
 IntrHalfspace3Segment3.h  
 IntrHalfspace3Sphere3.h  
 IntrLine2AlignedBox2.h  
 IntrLine2Circle2.h  
 IntrLine2Line2.h  
 IntrLine2OrientedBox2.h  
 IntrLine2Ray2.h  
 IntrLine2Segment2.h

IntrLine2Triangle2.h  
 IntrLine3AlignedBox3.h  
 IntrLine3Cone3.h  
 IntrLine3Cylinder3.h  
 IntrLine3Ellipsoid3.h  
 IntrLine3OrientedBox3.h  
 IntrLine3Plane3.h  
 IntrLine3Sphere3.h  
 IntrLine3Triangle3.h  
 IntrOrientedBox2Circle2.h  
 IntrOrientedBox{2,3}OrientedBox{2,3}.{h,inl}  
 IntrOrientedBox3Frustum3.{h,inl}  
 IntrOrientedBox3Sphere3.h  
 IntrPlane3Cylinder3.h  
 IntrPlane3Ellipsoid3.h  
 IntrPlane3OrientedBox3.h  
 IntrPlane3Plane3.h  
 IntrRay2AlignedBox2.h  
 IntrRay2Circle2.h  
 IntrRay2OrientedBox2.h  
 IntrRay2Ray2.h  
 IntrRay2Segment2.h  
 IntrRay2Triangle2.h  
 IntrRay3AlignedBox3.h  
 IntrRay3Cone3.h  
 IntrRay3Cylinder3.h  
 IntrRay3Ellipsoid3.h  
 IntrRay3OrientedBox3.h  
 IntrRay3Plane3.h  
 IntrRay3Sphere3.h  
 IntrRay3Triangle3.h  
 IntrSegment{2,3}AlignedBox{2,3}.h  
 IntrSegment2Circle2.h  
 IntrSegment{2,3}OrientedBox{2,3}.h  
 IntrSegment2Segment2.h  
 IntrSegment2Triangle2.h  
 IntrSegment3Capsule3.h  
 IntrSegment3Cone3.h  
 IntrSegment3Cylinder3.h  
 IntrSegment3Ellipsoid3.h  
 IntrSegment3Plane3.h  
 IntrSegment3Sphere3.h  
 IntrSegment3Triangle3.h  
 IntrSphere3Cone3.h  
 MinimumAreaBox2.h  
 MinimumAreaCircle2.h  
 MinimumVolumeBox3.{h,inl}  
 MinimumVolumeSphere3.h

Picker.{h,cpp}  
 Projection.h  
 Samples/Geometrics/DistanceSegments3/DistanceSegments3.cpp  
 Samples/Geometrics/MinimumAreaBox2D/MinimumAreaBox2DWindow.cpp  
 Samples/Geometrics/MinimumVolumeBox3D/MinimumVolumeBox3DWindow.cpp  
 AlignedBox{2,3}.{h,inl}  
 Circle2.{h,inl}  
 Ellipse2.{h,inl}  
 Ellipsoid3.{h,inl}  
 Point{2,3}AlignedBox{2,3}.{h,inl}  
 Point{2,3}Line{2,3}.{h,inl}  
 Point{2,3}OrientedBox{2,3}.{h,inl}  
 Point{2,3}Ray{2,3}.{h,inl}  
 Point{2,3}Segment{2,3}.{h,inl}  
 DistSegment{2,3}Segment{2,3}.{h,inl}  
 Line{2,3}.{h,inl}  
 OrientedBox{2,3}.{h,inl}  
 Ray{2,3}.{h,inl}  
 Segment{2,3}.{h,inl}  
 Sphere3.{h,inl}

Implemented separate code for segment-segment intersection using exact rational arithmetic.

DistSegmentSegmentExact.{h,inl}  
 Samples/Geometrics/DistanceSegments3/DistanceSegments3.cpp  
 DistanceSegmentsRobust.{h,inl}

Implemented the special case symmetric eigensolver for  $2 \times 2$  matrices.

SymmetricEigensolver2x2.{h,inl}

**December 9, 2014.** Another stage of consolidating code to support objects of multiple dimension, classes [Hyperplane](#), [Halfspace](#), and [Triangle](#).

GTEngine.{h,vcxproj,vcxproj.filters}  
 Halfspace.{h,inl}  
 Hyperplane.{h,inl}  
 Triangle.{h,inl}  
 ConvexHull3.h  
 Delaunay3.h  
 DistLine3Triangle3.h  
 DistPoint3Triangle3.h  
 DistPoint3Plane3.h  
 IntrHalfspace3Capsule3.h

```
IntrHalfspace3Cylinder3.h
IntrHalfspace3Ellipsoid3.h
IntrHalfspace3OrientedBox3.h
IntrHalfspace3Segment3.h
IntrHalfspace3Sphere3.h
IntrHalfspace3Triangle3.h
IntrLine{2,3}Triangle{2,3}.h
IntrPlane3Plane3.h
IntrPlane3Triangle3.h
IntrRay3Triangle3.h
IntrSegment3Triangle3.h
SeparatePoints3.inl
Tetrahedron.h
Halfspace3.{h,inl}
Plane3.{h,inl}
Triangle2.{h,inl}
```

Removed the class [GeometricPrimitive](#). We thought it would store more information per object type, but given it is a fancy base class for comparison operators, it is not necessary.

```
GTEngine.{h,vcxproj,vcxproj.filters}
Arc2.{h,inl}
Capsule3.{h,inl}
Circle3.{h,inl}
Cone3.{h,inl}
Cylinder3.{h,inl}
Ellipse3.{h,inl}
Frustum3.{h,inl}
Polygon2.h
Polyhedron3.h
Rectangle3.{h,inl}
Tetrahedron3.{h,inl}
Torus3.{h,inl}
GeometricPrimitive.{h,inl}
```

In [SymmetricEigensolver](#), the test for a sort request in the function to get a single eigenvector was incorrect. Added functions to [SingularValueDecomposition](#) to get one singular value or one column of an orthogonal matrix. This is useful when you do not need an entire matrix.

```
SymmetricEigensolver.inl
SingularValueDecomposition.{h,inl}
```

**December 12, 2014.** Replaced the code for distance queries point-ellipse and point-ellipsoid with point-hyperellipsoid, where the dimension of the hyperellipsoid is now a template parameter. Added unit tests

for the code to compute the point-ellipse and point-ellipsoid distance. The tests provide 100 percent code coverage. Updated the PDF that describes the algorithm to reflect some modifications made in the code.

[DistancePointEllipseEllipsoid.pdf](#) (*Distance from a Point to an Ellipse, an Ellipsoid, or a Hyperellipsoid*)  
[GTEngine.{h,vcxproj,vcxproj.filters}](#)  
[ApprEllipse2.h](#)  
[ApprEllipsoid3.h](#)  
[DistPointHyperellipsoid.{h,inl}](#)  
[DistPoint2Ellipse2.{h,inl}](#)  
[DistPoint3Ellipsoid3.{h,inl}](#)

Fixed a porting bug in [IntrLine2Line2](#) that had the cases swapped between parallel-and-equal and parallel-and-not-equal lines.

[IntrLine2Line2.inl](#)

Removed unused variables (LLVM on Macintosh complained).

[ContCapsule3.inl](#)

Return type of [SetMaxSizeToZero](#) needed to be void (LLVM on Macintosh complained).

[UIntegerAP32.h](#)  
[UIntegerFP32.h](#)

LLVM on Macintosh complained about the [SolveSystem<Real>](#) function call, requiring the `template` keyword to modify the function call. The fitter classes have a non-templated [SolveSystem](#) and a templated [SolveSystem](#), but they have different numbers of inputs. Perhaps C++ 11 requires the disambiguation anyway.

[BSplineCurveFit.inl](#)  
[BSplineSurfaceFit.inl](#)

## 28 Updates to Version 1.5

**November 6, 2014.** Implemented a robust algorithm for computing the distance between line segments in any dimension. Revised the PDF for computing distance between segments in 3D to describe the new algorithm. A GPU implementation is available in the sample application.

[GTEngine.{h,vcxproj,vcxproj.filters}](#)  
[GTBuildAll.sln](#)

DistanceSegmentsRobust.{h,inl}  
Samples/Geometrics/DistanceSegments3/DistanceSegments3.{sln,vcxproj,vcxproj.filters,cpp}  
Samples/Geometrics/DistanceSegments3/DistanceSeg3Seg3.hsl  
DistanceLine3Line3.pdf (*Distance Between Two Line Segments in 3D*)

Added a class to simplify counting how many bits of precision are needed by a sequence of expressions. This is useful to determine how large **N** must be in the template class **BSUInteger<N>** for **BSRational** to work properly in a geometric algorithm.

GTEngine.{h,vcxproj,vcxproj.filters}  
BSPrecision.{h,cpp}

Added a copy constructor and assignment operator.

MinHeap.{h,inl}

Added an equality comparison operator.

FeatureKey.{h,inl}

**November 7, 2014.** Implemented the TODO items in **BSRational**, adding conversions to **float** or **double** that produce correctly rounded results using round-to-nearest-ties-to-even. Added **std::min** and **std::max** functions for **BSNumber** and **BSRational**.

BSNumber.h  
BSRational.{h,inl}

**November 8, 2014.** Added **static\_assert** statements to ensure that the templates are instantiated only for dimensions 3 or 4.

Vector3.inl  
AxisAngle.{h,inl}  
Rotation.inl

Fixed a build break in the explicit instantiation tests for the **IsValid** debug support function.

MinHeap.inl

**November 9, 2014.** Modified an accessor to return the actual **UIntegerType** object rather than a pointer to the array it manages. This allows you to query how many unsigned integers are stored by the object.

BSNumber.{h,inl}

**November 18, 2014.** Removed the division of `delta` by `WHEEL_DELTA` in the message handler for the message `WM_MOUSEWHEEL`. The documentation indicates the `delta` is supposed to be in multiples of `WHEEL_DELTA`, but finer-resolution mouse wheels can send values smaller than `WHEEL_DELTA`. The `delta` passed to `Window::OnMouseWheel(delta,x,y,modifiers)` is now whatever the message has stored in the `WPARAM` value.

Window.h  
WindowSystem.cpp

**November 25, 2014.** Overhauled the arbitrary precision library to improve the performance and to improve readability. The unsigned integer arithmetic was factored out of `BSNumber` into two classes, one for arbitrary precision with storage of type `std::vector` and one for user-selected fixed precision with storage of type `std::array`. Both classes share code for the arithmetic logic unit. Many computations are now performed in-place to avoid expensive allocation, deallocation, and memory copies. A new PDF is posted that greatly expands on the library compared to the discussion in the *GPGPU Programming for Games and Science* book. The document serves as a discussion about the design of the library and a reference for how to use it. Examples are provided for using `BSPrecision` to determine the template parameter of `UIntegerFP<N>` that represents the maximum number of bits required to compute the exact results for a sequence of expressions.

GTEngine.{h,vcxproj,vcxproj.filters}  
BSNumber.{h,inl}  
BSRational.{h,inl}  
BSPrecision.{h,cpp}  
Samples/Geometrics/ConstrainedDelaunay2D/ConstrainedDelaunay2DWindow.h  
Samples/Geometrics/ConvexHull2D/ConvexHull2DWindow.h  
Samples/Geometrics/ConvexHull3D/ConvexHull3DWindow.cpp  
Samples/Geometrics/Delaunay2D/Delaunay2DWindow.h  
Samples/Geometrics/Delaunay3D/Delaunay3DWindow.h  
Samples/Geometrics/DistanceSegments3/DistanceSegments3.cpp  
Samples/Geometrics/MinimumAreaBox2D/MinimumAreaBox2DWindow.h  
Samples/Geometrics/MinimumAreaCircle2D/MinimumAreaCircle2DWindow.h  
Samples/Geometrics/MinimumVolumeBox3D/MinimumVolumeBox3DWindow.h  
Samples/Geometrics/MinimumVolumeSphere3D/MinimumVolumeSphere3DWindow.h  
Samples/Geometrics/TriangulationCDT/TriangulationCDTWindow.h  
Samples/Geometrics/TriangulationEC/TriangulationECWindow.h  
Samples/Mathematics/GenerateMeshUVs/GenerateMeshUVsWindow.cpp  
Samples/Mathematics/Interpolation2D/Interpolation2DWindow.h  
UIntegerALU32.{h,inl}  
UIntegerAP32.{h,inl,cpp}  
UIntegerFP32.{h,inl}  
ArbitraryPrecision.pdf (*GTEngine: Arbitrary Precision Arithmetic*)

## 29 Updates to Version 1.4

**September 27, 2014.** Removed the include of `atlcomcli.h` and added a simple wrapper for the COM objects. This eliminates the dependency of GTEngine on Microsoft's Active Template Library (ATL) so that the engine compiles using Microsoft Visual Studio 2013 Express Edition (which does not ship with MFC or ATL).

`WICFileIO.{h,cpp}`

**September 28, 2014.** The engine was designed to allow you to run versions of DirectX 10 and previous. However, the default target strings to the `ShaderFactory::Create*` compilation functions were hard-coded to use Shader Model 5 (DirectX 11). A static member was added, `std::string ShaderFactory::defaultShaderModel`, whose default is "5.0". If you want to use DirectX 10.0 in any of our samples, you must add two lines of code in the `main` function. For example, in the sample file `GTEngine/Basics/VertexColoring/VertexColoring.cpp` there is a block of code that sets members of `parameters`. Add two more lines,

```
parameters.featureLevel = D3D_FEATURE_LEVEL_10_0;
ShaderFactory::defaultShaderModel = "4_0";
```

DirectX 10.0 corresponds to Shader Model 4.0. If instead you want to run the sample with DirectX 10.1, then use

```
parameters.featureLevel = D3D_FEATURE_LEVEL_10_1;
ShaderFactory::defaultShaderModel = "4_1";
```

You may select a default shader model that is less powerful than what the feature level supports. For example, you can select feature level 11.0 yet have a default shader model of "4.1" for compiling the shaders. The sample file for blended terrain had hard-coded targets provided explicitly in the calls to the shader factory; these were replaced by strings using `defaultShaderModel`.

`ShaderFactory.{h,cpp}`  
`Samples/Graphics/BlendedTerrain/BlendedTerrainEffect.cpp`

During drag-resize of the window boundary, `Window::OnResize` needed to trigger a redraw. Added a call to `Window::OnIdle` to allow the application to redraw.

`Window.cpp`

**October 2, 2014.** Added a new sample that illustrates shaders that combine texturing and per-pixel directional lighting.

`GTBuildAll.sln`  
`Samples/Basics/DirectionalLightTexture/DirectionalLightTexture.{sln,vcxproj,vcxproj.filters,cpp}`  
`Samples/Basics/DirectionalLightTexture/DirectionalLightTextureWindow.{h,cpp}`  
`Samples/Basics/DirectionalLightTexture/DirectionalLightTextureEffect.{h,cpp}`



**October 5, 2014.** Added a query `IsOriented()` to determine whether the mesh is orientable (all triangles in a connected component have the same topological orientation). Added a query `GetComponents(...)` to compute the connected components of the edge-triangle graph of the mesh.

`ETManifoldMesh.{h,cpp}`

Added a smaller helper class to generate a set of unique vertices from a triangle soup or from a collection of indexed triangles.

`GTEngine.{h,vcxproj,vcxproj.filters}`  
`UniqueVerticesTriangles.{h,inl}`

The file did not compile when `GTE.IMAGICS_ASSERT_ON_INVALID_INDEX` was exposed. Changed an index `i` to `d`. Moved the code contain this preprocessor symbol to the inline file so that our test framework will trap such problems. Made similar changes to test `GTE.VERIFY_PRIMITIVE_TYPE` in the `IndexBuffer` class. The inline file is new.

`Image.{h,inl,cpp}`  
`IndexBuffer.{h,inl,cpp}`

**October 6, 2014.** Revised the design of the sample application to be more clear about the concepts it illustrates. The original design had a  $512 \times 256$  application with the left subwindow showing the rendered square and the right subwindow showing the linearized depth of the rendering. The new design has a  $512 \times 512$  window and allows you to select any of 7 overlays. See the sample application webpage for details and screen captures.

`Samples/Basics/MultipleRenderTargets/MultipleRenderTargets.cpp`  
`Samples/Basics/MultipleRenderTargets/MultipleRenderTargetsWindow.{h,cpp}`  
`Samples/Basics/MultipleRenderTargets/Shaders/MultipleRenderTargets.hlsl`

**October 7, 2014.** Removed some of the flag testing in the `Initialize` call because they do not occur for structured buffers.

`HLSLStructuredBuffer.cpp`

Added `LogWarning` statements to the `TestIntersection` calls when a bounding sphere radius is zero. The picking system requires the bounding spheres to be computed, but the user is responsible for calling `UpdateModelBound` on a `Visual` object before passing it to the picking system. The `LogWarning`, when it occurs, is a hint that perhaps you did not call the update function.

`BoundingSphere.cpp`

The typecast of `mCounterStaging` in `GetNumActiveElements` is not necessary. In a previous version of the class, `mCounterStaging` was in a base class and declared as `ID3D11Resource*`, which at that time required the typecast.

`DX11StructuredBuffer.cpp`

The CPU copy of the power factor is modified in the application code but on each change the engine needed to update the GPU copy.

`Samples/Graphics/BlendedTerrain/BlendedTerrainWindow.cpp`

**October 8, 2014.** The `SetEnvironment` functions needed their search paths modified because of the merging of the old `Numerics` sample folder into `Mathematics`.

`Samples/Mathematics/PartialSums/PartialSums.cpp`  
`Samples/Mathematics/PlaneEstimation/PlaneEstimationWindow.cpp`  
`Samples/Mathematics/RootFinding/RootFinding.cpp`

**October 12, 2014.** Ported the Wild Magic code for triangulation of polygons, nested polygons, and trees of nested polygons using ear clipping.

`GTBuildAll.sln`  
`GTEngine.{h,vcxproj,vcxproj.filters}`  
`TriangulationByEarClipping.pdf` (*Triangulation by Ear Clipping*)  
`TriangulateEC.{h,inl}`  
`Samples/Geometrics/TriangulationEC/TriangulationEC.{sln,vcxproj,vcxproj.filters,cpp}`  
`Samples/Geometrics/TriangulationEC/TriangulationECWindow.{h,cpp}`

**October 13, 2014.** The segment-object and ray-object tests use the line-object test to produce a t-interval of intersection corresponding to the line. The t-interval is then intersected with the segment t-interval or ray t-interval to determine the final intersection. The interval-interval test results needed to be used in the final determination. This was a porting error from Wild Magic to GTEngine.

`IntrRay3Capsule3.inl`  
`IntrRay3Cone3.inl`  
`IntrRay3Cylinder3.inl`  
`IntrRay3Ellipsoid3.inl`  
`IntrRay3Sphere3.inl`  
`IntrSegment3Capsule3.inl`  
`IntrSegment3Cone3.inl`  
`IntrSegment3Cylinder3.inl`  
`IntrSegment3Ellipsoid3.inl`  
`IntrSegment3Sphere3.inl`

**October 14, 2014.** Some code contained assignments of `ETManifoldMesh` objects, but the class does not have a copy constructor or assignment operator. The `std::map` members have dynamically allocated objects, so the assignments lead to memory leaks. Implemented a `Clear()` function, because the application code really wants to reset the mesh objects rather than copy them, but added a copy constructor and assignment operator in case other applications do require copies.

```
ETManifoldMesh.{h,cpp}  
GenerateMeshUV.inl  
ConvexHull3.inl  
Delaunay2.inl  
ConstrainedDelaunay2.inl
```

**October 15, 2014.** The `DoQuery` function had a case where `result.intersect` was uninitialized on return. Restructured the code to be clearer about setting members of `result` and removed the `Logger` code. Revised the test code for both line-capsule and line-cylinder and moved it into the formal unit test suite.

```
IntrLine3Capsule3.inl  
IntrLine3Cylinder3.{h,inl}
```

**October 16, 2014.** Added a convenient `GetComponents` function that returns `TriangleKey` objects rather than pointers from the containers of the calling `ETManifoldMesh` object. This allows you to clear or destroy the mesh before consuming the components.

```
ETManifoldMesh.{h,cpp}
```

Added tests for edges that have length zero and assigned reasonable weights. Such degeneracies can happen unexpectedly due to floating-point rounding errors; for example, you might start with a mesh with distinct vertices and run a smoothing filter that can lead to duplicate vertices.

```
GenerateMeshUV.inl
```

**October 18, 2014.** Added two member functions that can be used to address some practical problems that arise when working with planar meshes. The extensive comments in the header file explain what the problems can be and how to deal with them.

```
PlanarMesh.{h,inl}
```

**October 19, 2014.** Fixed the conversions from matrix or quaternion to axis-angle. The Wild Magic code had a wrapper `Math<Real>::ACos(z)` that tested for out-of-range `z`, clamping the input to `[-1,1]` by using if-then statements. This code was replaced by clamping using `std::min` and `std::max`, but was incorrectly implemented. Also, the implicit conversion from `Rotation<N,Real>` to Euler angles did not work because the caller needs to specify the order of axes. The implicit conversion was replaced by an `operator()` member that allows the user to specify the order. Our internal unit tests were updated accordingly.

Rotation.{h,inl}  
Transform.inl

**October 20, 2014.** The volume equation for a dodecahedron was in error.

PlatonicSolids.pdf (*Platonic Solids (parameters, vertices, mesh connectivity)*)

**October 23, 2014.** Ported the min-heap template class from Wild Magic. The class is intended to be a priority queue with the additional behavior that non-root heap nodes can have their weights modified followed by an update step that restores the heap to a min-heap. This is useful in several geometric algorithms. The comments in the header file provide more details and an example use in a geometric algorithm.

GTEngine.{h,vcxproj,vcxproj.filters}  
MinHeap.{h,inl}

These 2D sample applications were designed to illustrate computational geometry algorithms and draw the results in a fixed-side window. The lambda expressions used for drawing, however, require that the window not be resized because they access the screen texture whose size is determined by the initial window size. In the `main` function, we now set `parameters.allowResize = false`.

Samples/Geometrics/ConstrainedDelaunay2D/ConstrainedDelaunay2D.cpp  
Samples/Geometrics/ConvexHull2D/ConvexHull2D.cpp  
Samples/Geometrics/Delaunay2D/Delaunay2D.cpp  
Samples/Geometrics/Delaunay2D/Delaunay2DWindow.cpp  
Samples/Geometrics/MinimumAreaBox2D/MinimumAreaBox2D.cpp  
Samples/Geometrics/MinimumAreaCircle2D/MinimumAreaCircle2D.cpp  
Samples/Geometrics/TriangulationEC/TriangulationEC.cpp  
Samples/Geometrics/TriangulationEC/TriangulationECWindow.h  
Samples/Geometrics/TriangulationEC/TriangulationECWindow.cpp

Modified the `Load` functions to have a parameter that allows you to disable the pixel type check. This is useful when one application saves the file, another loads it, the pixel types are compatible, but the run-time type information does not match.

Image1.{h,inl}  
Image2.{h,inl}  
Image3.{h,inl}

Added an include command to ensure the file compiles if the pre-compiled header system is disabled.

GenerateMeshUVs.cpp

**October 24, 2014.** Added code for triangulation of a simple polygon, a polygon with holes, or a tree of nested polygons. The code uses constrained Delaunay triangulation. The sample application shows how you can take advantage of the convex hull that the code generates, where the triangles are classified as inside the polygon or outside the polygon.

```
GTEngine.{h,vcxproj,vcxproj.filters}  
GTBuildAll.sln  
TriangulateCDT.{h,inl}  
Samples/Geometrics/TriangulationCDT/TriangulationCDT.{sln,vcxproj,vcxproj.filters,cpp}  
Samples/Geometrics/TriangulationCDT/TriangulationCDTWindow.{h,cpp}
```

**October 25, 2014.** Added the ability to control `ITERATOR_DEBUG_LEVEL` globally by defining values for this in `GTEngineDEF.h`. The global exposure required some header files to have includes of `GTEngineDEF.h`. In debug configurations, the maximum amount of iterator debugging is enabled in Microsoft Visual Studio. This can often lead to very long debug times, which might be painful during development. Turning it off can speed up the times, but of course you will not have the benefit of trapping iterator problems or range checking. Three files needed the `GTE_IMPEXP` flag added (DLL configurations have not yet been added, however).

```
GTEngineDEF.h  
ApprQuery.h  
Array2.h  
AtomicMinMax.h  
Constants.h  
DCPQuery.h  
FeatureKey.h  
FIQuery.h  
GeometricPrimitive.h  
Histogram.h  
IEEEBinary.h  
LogToMessageBox.h  
LogToOutputWindow.h  
Memory.h  
RangeIteration.h  
RootsBisection.h  
RootsBrentsMethod.h  
RootsPolynomial.h  
SingularValueDecomposition.h  
ThreadSafeMap.h  
ThreadSafeQueue.h  
TIQuery.h  
UniqueVerticesTriangles.h  
Vector.h
```

On Linux and Macintosh, the file needed an include of `<cstring>` for `memset` to be defined. Microsoft Visual Studio implicitly allows this function without the include.

MassSpringArbitrary.h

## 30 Updates to Version 1.3

**September 14, 2014.** The `#Samples` and `#Tools` folder names are not friendly to Linux because of the leading hash mark. The folders were moved to the corresponding folders without the hash marks. The `#Data` subfolder of `Samples` was also renamed (to `Data`), which required changing the path handling in several sample applications. Also, the `Samples/Numerics` applications were moved to the `Samples/Mathematics` folder because there is really no important distinction between the two types (just as in Wild Magic).

```
GTBuildAll.sln
Samples/Basics/GaussianBlurring/GaussianBlurringWindow.cpp
Samples/Basics/MultipleRenderTargets/MultipleRenderTargetsWindow.cpp
Samples/Basics/StructuredBuffers/StructuredBuffersWindow.cpp
Samples/Basics/TextureArrays/TextureArraysWindow.cpp
Samples/Basics/Texturing/TexturingWindow.cpp
Samples/Graphics/BlendedTerrain/BlendedTerrainWindow.cpp
Samples/Graphics/Picking/PickingWindow.cpp
Samples/Imagics/Convolution/ConvolutionWindow.cpp
Samples/Mathematics/BSplineSurfaceFitter/BSplineSurfaceFitterWindow.cpp
Samples/Mathematics/GenerateMeshUVs/GenerateMeshUVsWindow.cpp
Samples/Mathematics/Interpolation2D/Interpolation2DWindow.cpp
```

Ported several Wild Magic physics library files to GTEngine.

```
GTEngine.{h,vcxproj,vcxproj.filters}
MassSpringArbitrary.{h,inl}
MassSpringCurve.{h,inl}
MassSpringSurface.{h,inl}
MassSpringVolume.{h,inl}
ParticleSystem.{h,inl}
PolyhedralMassProperties.{h,inl}
RigidBody.{h,inl}
```

Changed the second `public` to `private`. This is a cosmetic change with no difference in the behavior of the application. In the constructor for `CpuMassSpringVolume`, reordered the initialization list according to C++ standards (initialization order is member order).

```
Samples/Physics/MassSprings3D/CpuMassSpringVolume.{h,cpp}
Samples/Physics/MassSprings3D/GpuMassSpringVolume.h
```

**September 15, 2014.** Added a base class `ParametricCurve` for the various curve classes. This is effectively a port and consolidation of the Wild Magic `Curve{2,3}`, `SingleCurve{2,3}`, and `MultipleCurve{2,3}` classes. Added set/get accessors for individual control points and weights for the B-spline and NURBS curve classes. Unit tests have been written for the base class and the derived classes.

```
GTEngine.{h,vcxproj,vcxproj.filters}  
BezierCurve.{h,inl}  
BSplineCurve.{h,inl}  
NURBSCurve.{h,inl}  
NaturalSplineCurve.{h,inl}  
TCBSplineCurve.{h,inl}  
ParametricCurve.{h,inl}
```

**September 16, 2014.** Ported the Wild Magic physics sample named `Rope`, which illustrates 1-dimensional mass-spring systems.

```
GTBuildAll.sln  
Samples/Physics/Rope/Rope.{sln,vcxproj,vcxproj.filters,cpp}  
Samples/Physics/Rope/RopeWindow.{h,cpp}  
Samples/Physics/Rope/PhysicsModule.{h,cpp}  
Samples/Data/Rope.bmp
```

Added classes for computing the Frenet frame for a parametric curve. Added a class for representing tube surfaces with specified medial curve and radial function. Wild Magic had such a class, but it was tied to the graphics system. The `GTEngine` class is independent of the graphics system.

```
GTEngine.{h,vcxproj,vcxproj.filters}  
FrenetFrame.{h,inl}  
TubeSurface.{h,inl}
```

**September 17, 2014.** Fixed an error in the comments about which knots are equispaced for an open uniform curve.

```
BasisFunction.h
```

**September 18, 2014.** Added a base class `ParametricSurface` for several of the surface classes. Added a class for computing the Darboux frame for a parametric surface. These are effectively a port of the Wild Magic class `ParametricSurface`.

```
GTEngine.{h,vcxproj,vcxproj.filters}  
DarbouxFrame.{h,inl}  
BSplineSurface.{h,inl}
```

[NURBSSurface.{h,inl}](#)  
[ParametricSurface.{h,inl}](#)

The uv-coordinate generation is slow when the number of vertices is very large. The bottleneck was the iteration over the `std::map` objects that store the adjacent vertex information. The sparse linear system solver now creates a data structure that stores the relevant information in an array and performs much better.

[GenerateMeshUV.{h,inl}](#)

The implementation of slerp had one more term in its arrays than what the theory specifies in *D. Eberly, A fast and accurate algorithm for computing SLERP, The Journal of Graphics, GPU, and Game Tools, vol. 15, no. 3, pp. 161-176, October 21, 2011.*

[Quaternion.inl](#)

**September 19, 2014.** Ported the Wild Magic physics sample named `Cloth`, which illustrates 2-dimensional mass-spring systems.

[GTBuildAll.sln](#)  
[Samples/Physics/Cloth/Cloth.{sln,vcxproj,vcxproj.filters,cpp}](#)  
[Samples/Physics/Cloth/ClothWindow.{h,cpp}](#)  
[Samples/Physics/Cloth/PhysicsModule.{h,cpp}](#)  
[Samples/Data/Cloth.bmp](#)

Added a class for representing rectangle surfaces with specified surface but used for sampling to build triangle meshes. Wild Magic had such a class, but it was tied to the graphics system. The `GTEngine` class is independent of the graphics system.

[RectangleSurface.{h,inl}](#)

The linear system solver used successive replacement rather than simultaneous replacement. Switched to simultaneous replacement, using ping-pong buffers, to allow for simple multithreading. The class now accepts a parameter that specifies how many threads are dedicated to the linear system solver. Added an include of `<string>` so that the file would compile by itself as the only include in a cpp file.

[GenerateMeshUV.{h,inl}](#)

**September 20, 2014.** The member `mNumBytes` was set twice in the else-clause in the constructor.

[Resource.cpp](#)



**September 22, 2014.** An include of `<iostream>` was needed to access `std::cout`.

`GenerateMeshUVsWindow.cpp`

Modified the functions to return the number of actual iterations used during bisection rather than just a Boolean result.

`RootsBisection.{h,inl}`  
`IntrEllipse2Ellipse2.inl`  
`IntrEllipsoid3Ellipsoid3.inl`

**September 24, 2014.** Added an explicit namespace scope on `ShaderFactory` in the `GTE_MAKE_HLSL_STRING` macro so that the macro can be used outside a `using namespace gte` block.

`ShaderFactory.h`

**September 25, 2014.** Added a new class `ComputeModel` that allows you to pass information to algorithm implementations whether to use the GPU, multiple threads on the CPU, or single threading on the CPU. Derived classes can provide additional behavior such as callbacks to report progress of an algorithm.

`GTEngine.{h,vcxproj,vcxproj.filters}`  
`ComputeModel.{h,cpp}`  
`GenerateMeshUV.{h,inl}`  
`GenerateMeshUVs.cpp`  
`Samples/Mathematics/GenerateMeshUVs/GenerateMeshUVsWindow.cpp`

The number of bytes for an image was stored as a 32-bit integer. This is a limitation for 64-bit processors that can allocate more than 2GB of memory. Modified several members to be `size_t`, which is a 32-bit unsigned integer on a 32-bit processor or a 64-bit unsigned integer on a 64-bit processor. Any functions that use `int` for 1-dimensional indices were modified to use `size_t`.

`Image.{h,inl,cpp}`  
`Image2.{h,inl}`  
`Image3.{h,inl}`  
`ImageUtility2.{h,inl,cpp}`  
`ImageUtility3.{h,inl,cpp}`

## 31 Updates to Version 1.2

**August 30, 2014.** Added the ability to specify the matrix storage convention and matrix-vector multiplication convention externally. The comments in the file explain the rationale and consequences of doing so.

GTEngineDEF.h

Added new template functions to allow conversions between N-tuples and (N+1)-tuples. These include [HLift](#), [HProject](#), [Lift](#), and [Project](#). The comments in the header file explain what each function does. The [HLift](#) and [HProject](#) functions are particularly useful for conversions between [Vector3<Real>](#) and [Vector4<Real>](#); objects.

Vector.{h,inl}

The [SetSegment](#) and [GetSegment](#) functions needed to distinguish between disjoint line segments and contiguous line segments.

IndexBuffer.cpp

**August 31, 2014.** Added support for picking point primitives and line segment primitives. The picking for triangles uses intersection tests. The picking for points and segments uses distance tests. The sample application was updated to show how this works. The line-segment distance code had a porting bug that was fixed; the returned distance was incorrectly set to zero when the segment closest point was an interior point.

Picker.{h,cpp}  
PickRecord.{h,inl,cpp}  
DistLine3Segment3.inl  
Samples/Graphics/Picking/PickingWindow.{h,cpp}

Modified our header dependency tool to trap problems when precompiled headers are disabled. The include of [GTEngine.h](#) in [GTEnginePCH.h](#) needed to be disabled to trap problems in cpp files. The following files had missing dependencies when we did this.

Camera.cpp  
Command.cpp  
ConstantBuffer.cpp  
DrawTarget.cpp  
DX11Engine.{h,cpp}  
Environment.cpp  
ETManifoldMesh.cpp  
Fluid2InitializeSource.cpp  
Fluid2InitializeState.cpp  
Fluid3InitializeSource.cpp  
Fluid3InitializeState.cpp  
Histogram.cpp  
HLSLBaseBuffer.h  
HLSLParameter.h

```
HLSLResource.h
HLSLShader.h
HLSLShader.cpp
HLSLShaderVariable.h
HLSLShaderType.h
IEEEBinary16.cpp
Image.cpp
IndexBuffer.cpp
LightingEffect.cpp
Logger.cpp
LogToMessageBox.cpp
LogToOutputWindow.cpp
MarchingCubes.cpp
OverlayEffect.cpp
Resource.cpp
Texture.cpp
TextEffect.cpp
Timer.cpp
TriangleKey.cpp
TSManifoldMesh.cpp
VertexFormat.cpp
VEManifoldMesh.cpp
WICFileIO.cpp
Window.cpp
```

**September 3, 2014.** Changed the `LogError` messages to `LogInformation` when an insertion will violate the manifold mesh requirement. Some applications might find it useful to attempt an insertion, using the returned null pointer as an indication to take an alternative action. You can set your `Logger` listeners to ignore `LogInformation` messages (or just ignore ones that are sent to `MessageBox` or `OutputWindow`); however, we also added the ability to turn off the `LogInformation` message specifically for these classes via a class member function.

```
VEManifoldMesh.{h,cpp}
ETManifoldMesh.{h,cpp}
TSManifoldMesh.{h,cpp}
```

Added class member function to get 1-dimensional indices or tuples for various neighborhood configurations of a pixel. Modified the image processing utilities to use these member functions. Added a static assertion to the image classes that requires the `PixelType` to be trivially copyable, a requirement of the design of the `Image` classes. Removed the `PixelRGBA8` and `PixelBGRA8` classes because the engine does not use them (nor are they that useful). Removed the `GteStandardImages.cpp` file that explicitly instantiated image classes. The engine design has been not to force explicit instantiation of template classes. The mass-spring system class used `Image3<Vector3<float>>`, but the template type is not trivially copyable. The code was easily modified to use `std::vector<Vector3<float>>`.

```
GTEngine.{vcxproj,vcxproj.filters}
```

```
GTEngineDEF.h
Image1.{h,inl}
Image2.{h,inl}
Image3.{h,inl}
ImageUtility2.{h,cpp}
ImageUtility3.{h,cpp}
Samples/Physics/MassSprings3D/CpuMassSpringVolume.{h,cpp}
Samples/Physics/MassSprings3D/MassSprings3DWindow.cpp
```

**September 11, 2014.** Ported the Wild Magic B-spline curve and surface code for least-squares fitting of data, including the sample applications.

```
GTEngine.{h,vcxproj,vcxproj.filters}
GTBuildAll.sln
BSplineCurveFit.{h,inl}
BSplineSurfaceFit.{h,inl}
Samples/Mathematics/BSplineCurveFitter/BSplineCurveFitter.{sln,vcxproj,vcxproj.filters,cpp}
Samples/Mathematics/BSplineCurveFitter/BSplineCurveFitterWindow.{h,cpp}
Samples/Mathematics/BSplineSurfaceFitter/BSplineSurfaceFitter.{sln,vcxproj,vcxproj.filters,cpp}
Samples/Mathematics/BSplineSurfaceFitter/BSplineSurfaceFitterWindow.{h,cpp}
```

The `mKeys` member of the class was a `std::vector` type and is used heavily in the range-iteration-based for-loop in `GetIndex`. Because of the checked iterators used in that loop, the performance in debug builds was horrific. Changed the type of `mKeys` to a native array to improve the performance for debugging.

```
BasisFunction.{h,inl}
```

In order to re-use a `MeshFactory` object with a different vertex format, the array that keeps track of whether texture coordinate channels occur had to be cleared when creating the vertex buffer.

```
MeshFactory.cpp
```

Added a new class that generates texture coordinates automatically for a mesh with rectangle or disk topology. The algorithm is based on barycentric mapping, mean-value weights, and Gauss-Seidel iteration for large sparse linear systems. Added a new class that manages a planar mesh and allows fast and exact point-in-triangle queries and computation of barycentric coordinates. This was added to support resampling of meshes with automatically generated texture coordinates.

```
GTEngine.{h,vcxproj,vcxproj.filters}
GenerateMeshUV.{h,inl}
PlanarMesh.{h,inl}
```

Fixed a comment that was cut-and-paste from another similar file.

[LightDirectionPerPixelEffect.h](#)

**September 13, 2014.** A new sample application that demonstrates using the class [GenerateMeshUV](#) to automatically generate texture coordinates for a mesh that has rectangle or disk topology. The sample also illustrates resampling using the class [PlanarMesh](#).

[GTBuildAll.sln](#)

[Samples/Mathematics/GenerateMeshUVs/GenerateMeshUVs.{sln,vcxproj,vcxproj.filters,cpp}](#)

[Samples/Mathematics/GenerateMeshUVs/GenerateMeshUVsWindow.{h,cpp}](#)

## 32 Updates to Version 1.1

**August 26, 2014.** Refactored the basic lighting effects to share code, fixing several bugs in the process. Two new classes were added, [LightingConstants](#) and [LightingEffect](#). Added a new sample application to illustrate the effects; this is a port of the Wild Magic 5 Lights sample.

[GTEngine.{h,vcxproj,vcxproj.filters}](#)

[GTBuildAll.sln](#)

[VisualEffect.{h,cpp}](#)

[LightAmbientEffect.{h,cpp}](#)

[LightDirectionPerPixelEffect.{h,cpp}](#)

[LightDirectionPerVertexEffect.{h,cpp}](#)

[LightPointPerPixelEffect.{h,cpp}](#)

[LightPointPerVertexEffect.{h,cpp}](#)

[LightSpotPerPixelEffect.{h,cpp}](#)

[LightSpotPerVertexEffect.{h,cpp}](#)

[Samples/Graphics/Lights/Lights.{sln,vcxproj,vcxproj.filters,cpp}](#)

[Samples/Graphics/Lights/LightsWindow.{h,cpp}](#)

[LightingConstants.{h,cpp}](#)

[LightingEffect.{h,inl,cpp}](#)

[LightAmbientEffect.inl](#)

[LightDirectionPerVertexEffect.inl](#)

[LightDirectionPerPixelEffect.inl](#)

[LightPointPerVertexEffect.inl](#)

[LightPointPerPixelEffect.inl](#)

[LightSpotPerVertexEffect.inl](#)

[LightSpotPerPixelEffect.inl](#)

The MSDN documentation for [ID3D11DeviceContext::IASetVertexBuffers](#) and [ID3D11DeviceContext::Draw\(numVertices, startVertex\);](#) appears not to mention that [startVertex](#) is relative to the [offsets\[\]](#) passed to [IASetVertexBuffers](#). Fixed

the enabling of vertex buffers to set the offsets to zero. The `DX11Engine::DrawPrimitive` function passes the vertex buffer offset through the `startVertex` parameter.

`DX11VertexBuffer.cpp`

**August 29, 2014.** Added `HasMember` functions to test for the existence of member data with the specified name.

`ConstantBuffer.{h,cpp}`  
`TextureBuffer.{h,cpp}`

A small amount of refactoring of `Picker` to prepare for supporting point and line primitives (distance based). The triangle picking code was tested using a new sample application.

`GTBuildAll.sln`  
`Samples/Graphics/Picking/Picking.{sln,vcxproj,vcxproj.cpp}`  
`Samples/Graphics/Picking/PickingWindow.{h,cpp}`

Fixed a bug in the `Shader` constructor when generating the member layouts for constant buffers and texture buffers. The indices into the layout arrays were not incremented, which led to incorrect behavior for shaders with two or more such buffers.

`Shader.cpp`

Fixed a bug in the `GenerateLayout` member function. The shader type's offset was used to determine member offset in the structure, but the shader variable's offset has to be used instead (at the root of the recursion).

`HLSLBaseBuffer.cpp`

A change in the semantics for `Environment::GetPath` when no directories exist was not propagated to the append-consume buffer sample application, causing a bogus assertion when trying to find the HLSL file associated with the application.

`Samples/Basics/AppendConsumeBuffers/AppendConsumeBuffers.cpp`

The hiding of the trackball rotation matrix inside the `Window` class prevented picking from working properly. The registration system that updated shader constants with projection-view-world transforms from the world transforms of associated objects needed a redesign. The trackball rotation is no longer applied implicitly. You can access it via a public member function. The `Register/Unregister` calls were replaced by two subscription

interfaces, one to subscribe to changes in the camera changes and have the pvw-matrices automatically updated—this is what the `Register/Unregister` system did. However, there is interaction between updating world transforms and pvw-matrices for effects, so a second subscription interface is used to have world transforms of objects automatically updated when the virtual trackball moves. The redesign led to many changes in sample applications. While we were in there, we cleaned up and refactored some of the samples to make the code more readable (consistent use of `bool SetEnvironment` and `bool CreateScene`). The `Windowi` class also has a new member function for computing a picking line for the current viewport and camera settings. This is used in conjunction with the `Picker` class.

```
Window.{h,inl,cpp}
Samples/Basics/GaussianBlurring/GaussianBlurringWindow.{h,cpp}
Samples/Basics/GeometryShaders/GeometryShadersWindow.{h,cpp}
Samples/Basics/MultipleRenderTargets/MultipleRenderTargetsWindow.{h,cpp}
Samples/Basics/StructuredBuffers/StructuredBuffersWindow.{h,cpp}
Samples/Basics/TextureArrays/TextureArraysWindow.{h,cpp}
Samples/Basics/Texturing/TexturingWindow.{h,cpp}
Samples/Basics/VertexColoring/VertexColoringWindow.{h,cpp}
Samples/Geometrics/AllPairsTriangles/AllPairsTrianglesWindow.cpp
Samples/Geometrics/ConvexHull3D/ConvexHull3DWindow.{h,cpp}
Samples/Geometrics/Delaunay3D/Delaunay3DWindow.{h,cpp}
Samples/Geometrics/MinimumVolumeBox3D/MinimumVolumeBox3DWindow.{h,cpp}
Samples/Geometrics/MinimumVolumeSphere3D/MinimumVolumeSphere3DWindow.cpp
Samples/Geometrics/ShortestPath/ShortestPathWindow.{h,cpp}
Samples/Graphics/BlendedTerrain/BlendedTerrainWindow.cpp
Samples/Graphics/BlownGlass/BlownGlassWindow.{h,cpp}
Samples/Graphics/Lights/LightsWindow.cpp
Samples/Graphics/PlaneMeshIntersection/PlaneMeshIntersectionWindow.{h,cpp}
Samples/Graphics/WireMesh/WireMeshWindow.{h,cpp}
Samples/Imagics/SurfaceExtraction/SurfaceExtractionWindow.cpp
Samples/Mathematics/Interpolation2D/Interpolation2DWindow.cpp
Samples/Physics/Fluids2D/Fluids2DWindow.{h,cpp}
Samples/Physics/Fluids3D/Fluids3DWindow.{h,cpp}
Samples/Physics/MassSprings3D/MassSprings3DWindow.{h,cpp}
```

### 33 Updates to Version 1.0

**August 13, 2014.** The files were missing the `#pragma once` guards against multiple inclusions.

```
Constants.h
MarchingCubesTable.h
SingularValueDecomposition.h
```

**August 15, 2014.** Fixed a typographical error in Equation (14). Replaced the  $\LaTeX$   $\_2\epsilon$  verbatim commands with `lstlisting` commands for more readable pseudocode.

[AreaIntersectingEllipses.pdf](#) (*The Area of Intersecting Ellipses*)

**August 17, 2014.** These modifications are related to the porting of the Wild Magic interpolation code to GTEngine.

Ported most of the Wild Magic interpolation code to GTEngine. A sample application illustrates use of the interpolators for 2D height-field data.

```
GTEngine.{h,vcxproj,vcxproj.filters}  
IntpAkima1.{h,inl}  
IntpAkimaUniform1.{h,inl}  
IntpAkimaUniform2.{h,inl}  
IntpAkimaUniform3.{h,inl}  
IntpBicubic2.{h,inl}  
IntpBilinear2.{h,inl}  
IntpLinearNonuniform2.{h,inl}  
IntpQuadraticNonuniform2.{h,inl}  
IntpSphere2.{h,inl}  
IntpThinPlateSpline2.{h,inl}  
IntpThinPlateSpline3.{h,inl}  
IntpTricubic3.{h,inl}  
IntpTrilinear3.{h,inl}  
IntpVectorField2.{h,inl}  
Samples/Mathematics/Interpolation2D/Interpolation2D.{sln,vcxproj,vcxproj.filters,cpp}  
Samples/Mathematics/Interpolation2D/Interpolation2DWindow.{h,cpp}  
Samples/Data/Checkerboard.png
```

Added wrappers for the meshes produced by Delaunay triangulation and tetrahedralization. Access to the input vertices of the DelaunayN classes was required to support this. The wrappers allow the interpolators to interact with general triangles mesh that are not produced by the Delaunay code. (Wild Magic forced you to use Delaunay meshes.)

```
Delaunay2.{h,inl}  
Delaunay3.{h,inl}  
Delaunay2Mesh.{h,inl}  
Delaunay3Mesh.{h,inl}
```

Added a mesh creator for regular triangle meshes ('half' a rectangle mesh).

```
MeshFactory.{h,cpp}
```

When computing barycentric coordinates, replaced the separate Dot and Cross functions by the single calls to DotCross.



Vector3.inl

Added functions `AllocateMapN` and `DeallocateMapN` for  $N = 2, 3, 4$ . This allows for wrapping an already existing 1-dimensional array with multidimensional array access.

Memory.{h,inl}

**August 19, 2014.** These modifications are related to getting the code, not including the Windows-specific graphics and application code, to compile on Linux and Macintosh OS X. The first batch of changes were consequences of trying to compile on Macintosh OS X. The second batch is due to Linux compilation, although changes in the first batch no doubt were needed anyway on Linux.

Hide the Windows-specific information from the other platforms.

GTEngine.h  
GTEngineDEF.h

The compiler did not like the `#pragma once` in the precompiled header file.

GTEnginePCH.h

The LLVM compiler successfully compiled `Delaunay2Mesh` and `Delaunay3Mesh` in our header verification tool when you compile in a single file. However, when a build-project is initiated, LLVM attempted to use the template parameter `Rational` as if it were an actual type and complained when trying to instantiate `Vector{2,3}::ComputeBarycentrics`. In particular, we had a line `if (std::abs(det) > epsilon)` for which LLVM said `std::abs` is ambiguous and that it did not match any of the standard functions for floating-point types. For now, we modified the code for `ComputeBarycentrics` to use `if (det < -epsilon || det > epsilon)`.

Vector2.inl  
Vector3.inl

LLVM does not have versions of the secure `memcpy_s` that Microsoft Visual Studio does. Added conditional compilation to handle this.

GaussianElimination.inl  
LinearSystem.inl  
MinimizeN.inl

Eliminated the typedef of `Function`. LLVM had difficulties with this in the derived classes. Removed the (WM5) `using` statements and added the explicit scoping by `this→`.

OdeSolver.{h,inl}  
OdeEuler.{h,inl}  
OdeImplicitEuler.{h,inl}  
OdeMidpoint.{h,inl}  
OdeRungeKutta4.{h,inl}

Removed the explicit last parameter to `ComputeBarycentrics`. The default parameter has the same value.

`IntpQuadraticNonuniform2.inl`

The file `<iterator>` needed to be included to access the definitions of `std::begin`, `std::end`, and `std::reverse_iterator`. Microsoft Visual Studio 2013 allowed the compilation without it, but not LLVM.

`RangeIteration.h`

The class had two member functions that required two implicit conversions to return values. One of them has to be explicit, and LLVM requires this.

`Transform.inl`

The definition of `size_t` appears to be built into Microsoft Visual Studio 2013. On LLVM, it is defined in `<cstddef>`, so this header file needed to be included.

`Memory.h`

The declaration for triangle barycentric coordinates was the incorrect size.

`DistPoint3Triangle3.h`  
`DistTriangle3Triangle3.h`

The header needed to include `<set>` because the class has a member using this container.

`ConvexHull3.h`

We have an internal tool that include each header file in a cpp file and tests whether it compiles. This is designed to expose a header file that might not include any dependencies it has. If the header is for template classes or functions, we also explicitly instantiate those in order to trap any compiler errors. Naturally, the tool has precompiled headers disabled. Surprisingly, some code passed the tests when compiling with Microsoft Visual Studio 2013 but the same code failed compilation on LLVM. For example, the `GetContainer` function in `GteContEllipsoid3.inl` incorrectly had a `Vector2` input when it should have been `Vector3`. This code passed the explicit instantiation compiler test using Microsoft Visual Studio 2013.

ContEllipsoid3.inl

Microsoft's compilers still violate the ANSI C++ standard that requires template derived classes to explicitly scope any access to template base class members or functions via `this→mBaseMember` and `this→BaseFunction`. In Wild Magic, we chose the `using` statement in the derived-class headers but decided against this in GTEngine because of the potential change in access rights (public, protected, private).

ConstrainedDelaunay2.inl  
DistPoint2OrientedBox2.inl  
DistPoint3OrientedBox3.inl  
IntrAkimaUniform1.inl  
IntrLine2OrientedBox2.inl  
IntrLine3OrientedBox3.inl  
IntrRay2OrientedBox2.inl  
IntrRay3OrientedBox3.inl  
IntrSegment2OrientedBox2.inl  
IntrSegment3OrientedBox3.inl  
Matrix2x2.inl  
Matrix3x3.inl  
Matrix4x4.inl  
Quaternion.inl  
Transform.inl  
Vector2.inl  
Vector3.inl  
Vector4.inl

Added typename modifiers to some variable declarations. Microsoft Visual Studio 2013 allowed the declarations without the modifiers, but not LLVM.

BSNumber.inl  
Delaunay2Mesh.inl  
Delaunay3Mesh.inl  
DistRectangle3Rectangle3.inl  
DistTriangle3Triangle3.inl

`BSNumber` had a declaration to make `BSRational` a friend. Microsoft Visual Studio 2013 allowed the original code, but not LLVM. Forward declared the `BSRational` template and modified the friend statement. The same mechanism had been used in Wild Magic to satisfy all compilers.

BSNumber.h

Microsoft Visual Studio 2013 allows you to make calls to math library functions such as `std::abs` and `sqrt` without including `<cmath>`. Added the include to satisfy LLVM.

BandedMatrix.h  
GaussianElimination.h  
GVector.h  
IntpAkima1.h  
IntpAkimaUniform2.h  
IntpAkimaUniform3.h  
Minimize1.h  
RootsBrentsMethod.h  
SingularValueDecomposition.h  
SymmetricEigensolver.h  
Vector.h

Removed an incorrect static cast of a 32-bit value to a 64-bit value when the return value of the function is in fact 32-bit.

BitHacks.cpp

The explicit instantiation of the oppositeFace array required a `template <>` modifier.

TetrahedronKey.cpp

The explicit instantiation of image classes needed to be inside a namespace block.

StandardImages.cpp

Removed the AlignedMemory class from the engine. It is not used, and the `_aligned_malloc` and `_aligned_free` calls do not exist on Macintosh OS X.

GTengine.{h,vcxproj,vcxproj.filters}  
AlignedMemory.{h,inl}

The changes below were necessary after the previous ones to get the code to compile on Linux.

The explicit instantiations had to occur inside a namespace block. A `using namespace gte` was not sufficient.

EdgeKey.cpp  
TriangleKey.cpp  
TetrahedronKey.cpp

The class uses the var-args system so we needed to include `<cstdarg>`.

Image.cpp

The files use `std::numeric_limits` and needed to include `<limits>`.

ImageUtility2.cpp  
DistLine3Rectangle3.h  
DistLine3Triangle3.h  
DistPoint3Circle3.h  
DistPoint3Tetrahedron3.h  
IntrIntervals.h  
IntrLine2AlignedBox2.h  
IntrLine2Line2.h  
IntrLine3AlignedBox3.h  
IntrLine3Plane3.h  
IntrCircle2Circle2.h  
NearestNeighborQuery.h

The files use `memcpy` or `memset` and needed to include `<cstring>`. The conditional compilation is now based on WIN32 (or not).

BasisFunction.h  
GaussianElimination.inl  
IntpAkimaUniform2.h  
IntpAkimaUniform3.h  
LinearSystem.inl  
MinimizeN.{h,inl}  
SurfaceExtractor.h  
SingularValueDecomposition.{h,inl}  
SymmetricEigensolver.{h,inl}

The files use `std::min`, `std::max`, `std::sort`, or `std::nth_element` and needed to include `<algorithm>`.

BSNumber.h  
ConvexHull2.h  
ContEllipse2MinCR.h  
MinimumAreaCircle2.h  
MinimumVolumeSphere3.h  
NearestNeighborQuery.h