

# About the CD-ROM

This book includes a standard PC format CD-ROM. Figures from each chapter are included in the figures folder for each chapter. As you read the book you may want to look at the same figure on the CD-ROM as the one referenced in the chapter; the figures are full size and in color on the CD-ROM and are named with the same reference number used in the text.

## The Folders

The CD-ROM contains the following folders and files:

- Chapter1 through Chapter 10 each contain a subfolder with the name \figures which contain full-size, color copies of the figures referenced in the text. No figures are provided for Figure 10.11, or Chapters 11, 12, or 13 due to copyright issues or none being used in the chapters.
- Sample Documents contains several design document templates to examine and use.
- Resource contains: an HTML file that has a list of links to useful Web sites. Double-click it to open it up in Internet Explorer's browser.
- Software contains:
  - A free trial version of Adobe Photoshop CS, the leading digital imaging and editing application used in game development.
  - A copy of Terragen, a free 3D landscape creation program, excellent for creating skybox textures.
  - A copy of Open Office, a completely free, open-source office suite that was used to write this book, and compatible with Microsoft Office.

- A fully functional demo copy of the Unreal Engine, used for most of the in-game illustrations in this book.
- Demo\_Level contains the following files:
  - DemoMap.urt, A small explorable level used to create many example screenshots for the book, which can be loaded and run within the Unreal Engine Demo included on the CD-ROM. Copy this file into the Unreal Engine's /maps folder after installation.
  - Book\_Demo\_Textures.utx, the textures needed to view the demo map. Copy this file into the Unreal Engine's /textures folder after installation.
  - Book\_Demo\_Staticmesh.usx, the objects needed to view the demo map. Copy this file into the Unreal Engine's /staticmesh folder after installation.

## **System Requirements**

### **System Requirements for Included Software**

System requirements for all of the software included on this CD-ROM can be found in the Readme.txt file in each individual folder within the main Software folder.

### **Minimum System Requirements**

To view the figures included on the CD-ROM you must have the following system requirements:

Windows<sup>®</sup> XP / 2000 / 98 / 95

Intel<sup>®</sup> or AMD processor at 300 MHz

192MB RAM

Graphics card and monitor supporting 1024 x 768 viewing resolution at 16-bit color  
minimum

Windows-compliant pointing device

CD-ROM drive

☞ Internet Explorer 4.0 or higher

☞ To use the Unreal Engine, you will need DirectX