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## SlimDX SDK

SlimDX runtime library provides a set of classes for direct access to the DirectX graphics pipeline. It is designed to be embeddable in your own applications. Currently it is a 3.5 framework. It is a C++ wrapper around the Windows DirectX SDK header files. It is distributed as a single DLL file which contains an import library for .Net applications. The Windows runtime library contains a reference to the header file for the DirectX runtime which contains the interface functions, which can be used to call DirectX API calls in a managed way. The framework includes an extensive documentation set, which is automatically generated using the EDoc tool in the SDK. Releases SlimDX releases are versioned and can be downloaded from the SlimDX web site. A known limitation is that SlimDX is missing specific SDK features. For example, SlimDX lacks support for GenerateMipmaps. To be exact, GenerateMipmaps() is only supported on Windows Vista and above. The oldest version of the SDK is DirectX SDK 6.1. The latest version is SlimDX 3.0.

Features Memory management The entire graphics pipeline is encapsulated in a single object. This allows the developer to allocate and dispose of entire objects instead of having to repeatedly call Dispose() and then reallocate. This also simplifies error checking by disabling some parts of the graphics pipeline, such as vertex shaders and vertex buffer objects, without having to manually check for errors at the point of use. DirectX interoperability Many DirectX features, such as Direct3D10, Direct3D11, and Direct3D12, are supported. New features can be added at any time without breaking existing applications. Sample applications Several sample applications are distributed with the SDK. These allow easy demonstration of a variety of techniques in use today. The samples are also useful to get started with any API without having to download a complete runtime library. See also Direct3D SlimDX DirectX DirectX SDK List of Direct3D 11 games List of Direct3D 12 games References External links SlimDX web site SlimDX GitHub repository Microsoft DirectX SDK website Category:C Sharp libraries Category:DirectX Category:Video game development software Category:Video game development software for Linux Category:Video game development software for MacOS Category:Video game development software for

## What's New in the?

Overview: SlimDX is a universal library of DirectX interfaces that enable the creation of native, managed, and scripting language UIs for Windows Store, Windows Phone, Xbox, and Windows Desktop applications. You can use SlimDX from .NET or from native Win32 code. The library provides a collection of classes and COM interfaces that are essential in getting an application up and running, and enable the application developer to make better use of Windows APIs. The SDK provides interfaces for creation, management, and activation of Direct3D, DirectDraw, DirectMusic, DirectSound, and various types of audio hardware. The library also includes many interfaces to the DirectX graphics driver. SlimDX is designed to be simple to use and requires no prior knowledge of the API to get started. The API includes a complete library for core DirectX functionality and is object-oriented for flexibility. The SlimDX SDK is a development environment for use in Windows Runtime (WinRT) and .NET applications. The WinRT SDK is currently supported for Windows 8 and Windows Phone. The .NET SDK is supported for Windows 7 and Windows Server 2008 R2. The SDK is based on .NET Framework 4.5. SlimDX - ComTypeHelper is a COM helper library for SlimDX. You can use it to add COM types to your projects, to add COM help pages for your COM interfaces, or for any other needs that are related to COM. Developer's Guide: The SlimDX SDK has an extensive documentation. See documentation page for more details. SlimDX SDK includes complete information for developer to use and includes an advanced tutorial for beginners to start with SlimDX. SlimDX SDK Features: SlimDX can be used in different scenarios. In the Windows Runtime, the core library is already included with Windows Store and Windows Phone apps. This provides a complete set of Direct3D functionality, including creation, management, and activation of Direct3D objects, creation of DirectDraw surfaces, and creation of DirectSound objects. For .NET applications, SlimDX has been made available as a separate library, but the functionality is identical. The assembly used to create objects for .NET has been kept in separate library, as it can be used in many scenarios. Other features include: Core DirectX Interfaces: The core part of the library provides classes for creation, management, and activation of Direct3D, DirectDraw, DirectMusic, and DirectSound objects. These interfaces are designed to be used from C# or C++. ComTypeHelper : The ComTypeHelper provides a simple COM automation interface for C# and C++ developers. COM automation in .NET is extremely limited and is usually limited to writing properties. COM Help Pages: The COM Help Pages are automatically generated based on the COM interfaces and COM types used in the application. This makes it very easy to

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**System Requirements For SlimDX SDK:**

Windows XP SP3 or Windows Vista SP2 or higher 1.2 GHz Dual Core CPU 512 MB RAM 1.8 GB free disk space 800 x 600 display resolution 600 MHz DirectX 9.0 How To Install? Download the game from the link above and install it by following the instructions. Credits Please consider adding this to your Blender-Projects homepage. Blender is Free/Libre Open-Source Software under GNU General Public License, Version 2 or any later version. It is

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