

# ***Midway Math***

## **Build Instructions and Source Code Notes**

RELEASE  
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If you've download *Midway Math* with the intention of playing, building, modifying, or laughing at it, below are some general notes about what to expect. Many of the shortcomings discussed below were simply due to a lack of time. Without further ado:

1. The game was developed using the DirectX 8.1b SDK. The workspace references many DirectX "common" modules found in the **DXSDK\samples\Multimedia\Common** directory. You may need to adjust these references to suit your development environment.
2. I used Microsoft Visual C++ 6 SP5 to build.
3. The game depends on the *Tokamak* physics library, version 1.0.10, which should be included in the source code.
4. The project can currently only be built in **Debug** configuration, and I suspect it won't run on machines without the Debug versions of the C runtime libraries. The code would need to change pretty dramatically to build a version that doesn't define **\_DEBUG**.
5. The game will always leave a MMApp.log file in the same directory as the executable after being run. This is because a custom Logger class was used in **Debug** mode.
6. Most parts of the main game source and some parts of the engine source are sparsely commented, and in some places, hacked up during a late night coding session. I also gave up on the mod logs half way through development.

If you're having trouble following the code, I suggest you take a look at the MidwayMathApp class as a starting point. Set a breakpoint at the Initialize function and step through the code to see Direct3D being started, objects being loaded, etc.

7. Yes, I know the code is full of resource leaks and empty destructors. Hopefully though I made sure that it didn't leak during normal game play.
8. I *bought* the crate models and textures. Please don't use them outside of Midway Math, they were pretty cheap on Turbo Squid.
9. The skybox textures came from DigiBen's tutorials on skyboxes from [www.gametutorials.com](http://www.gametutorials.com).

I think that's about it. If you get the game to run on your machine, consider that an accomplishment. Feel free to email me at the address below. I'll probably tell you "I'm done with all that spaghetti code" but it's worth a shot anyway.