

Introduction to 3D Game Programming with DirectX 10

Errata

Chapter 5

- Page 112, figure 5.13: The code shows:

```
{"TEXCOORD", 0, DXGI_FORMAT_R32G32_FLOAT, 0, 24, D3D10_INPUT_PER_VERTEX_DATA, 0},  
{"TEXCOORD", 0, DXGI_FORMAT_R32G32_FLOAT, 0, 32, D3D10_INPUT_PER_VERTEX_DATA, 1}
```

It should be:

```
{"TEXCOORD", 0, DXGI_FORMAT_R32G32_FLOAT, 0, 24, D3D10_INPUT_PER_VERTEX_DATA, 0},  
{"TEXCOORD", 1, DXGI_FORMAT_R32G32_FLOAT, 0, 32, D3D10_INPUT_PER_VERTEX_DATA, 0}
```

Chapter 6

- Page 190, line 4: “Figure 6.13 shows...”

Should be: “Figure 6.14 shows...”

Chapter 7

- Page 213, last paragraph: “For instance, if the resource was not created with the D3D10_BIND_SHADER_RESOURCE bind flag (which indicates the texture will be bound to the pipeline as a **depth/stencil buffer**)...”

Should be: “For instance, if the resource was not created with the D3D10_BIND_SHADER_RESOURCE bind flag (which indicates the texture will be bound to the pipeline as a **shader resource**)...”