```
17a18,20
> #include "MLAA.h"
>
> mlaa::MLAA *aa;
112a116,121
> ID3D10Texture2D*                    g_pFinalTex = NULL;
> ID3D10ShaderResourceView*           g_pFinalSRV = NULL;
> ID3D10ShaderResourceView*           g_pFinalSRGBSRV = NULL;
> ID3D10RenderTargetView*             g_pFinalRTV = NULL;
> ID3D10RenderTargetView*             g_pFinalSRGBRTV = NULL;
>
875c884
<     Desc.Format = DXGI_FORMAT_R8G8B8A8_UNORM;
---
>     Desc.Format = DXGI_FORMAT_R8G8B8A8_TYPELESS;
876a886
>     V_RETURN( pd3dDevice->CreateTexture2D( &Desc, NULL, &g_pFinalTex ) );
886a897,899
>     V_RETURN( pd3dDevice->CreateRenderTargetView( g_pFinalTex, &RTVDesc, &g_pFinalRTV ) );
>     RTVDesc.Format = DXGI_FORMAT_R8G8B8A8_UNORM_SRGB;
>     V_RETURN( pd3dDevice->CreateRenderTargetView( g_pFinalTex, &RTVDesc, &g_pFinalSRGBRTV ) );
897a911,915
>     V_RETURN( pd3dDevice->CreateShaderResourceView( g_pFinalTex, &SRVDesc, &g_pFinalSRV ) );
>     SRVDesc.Format = DXGI_FORMAT_R8G8B8A8_UNORM_SRGB;
>     V_RETURN( pd3dDevice->CreateShaderResourceView( g_pFinalTex, &SRVDesc, &g_pFinalSRGBSRV ) );
>
>     aa = new mlaa::MLAA(pd3dDevice, Desc.Width, Desc.Height);
1066c1084
<     pd3dDevice->ClearRenderTargetView( pRTV, ClearColor );
---
>     pd3dDevice->ClearRenderTargetView( g_pFinalRTV, ClearColor );
1068c1086
<     pd3dDevice->ClearDepthStencilView( pDSV, D3D10_CLEAR_DEPTH, 1.0, 0 );
---
>     pd3dDevice->ClearDepthStencilView( pDSV, D3D10_CLEAR_DEPTH | D3D10_CLEAR_STENCIL, 1.0, 0 );
1121a1140,1141
>     pd3dDevice->OMSetRenderTargets( 1, &g_pFinalSRGBRTV, pDSV );
>
1161a1182
>         pd3dDevice->OMSetRenderTargets( 1, &g_pFinalSRGBRTV, pDSV );
1168a1190,1193
>     aa->goColor(g_pFinalSRV, g_pFinalSRGBSRV, pRTV, pDSV);
>
>     pd3dDevice->OMSetRenderTargets( 1, &pRTV, pDSV );
>
1189a1215,1222
>
>     SAFE_RELEASE( g_pFinalTex );
>     SAFE_RELEASE( g_pFinalSRV );
>     SAFE_RELEASE( g_pFinalSRGBSRV );
>     SAFE_RELEASE( g_pFinalRTV );
>     SAFE_RELEASE( g_pFinalSRGBRTV );
>
>     SAFE_DELETE(aa);
```