

## Acronym dependence (deciphering guide)

General :

AFAICR	As Far As I Can Remember
AFAIK	As Far As I Know
ASAP	As Soon As Possible
ATM	At The Moment
BTW	By The Way
FAQ	Frequently Asked Question
FWIW	For What It's Worth
FWVLIW	For What Very Little It's Worth
FYI	For Your Information
HTH	Hope This Helps
IANAL	I Am Not A Lawyer
IIRC	If I Remember Correctly
IMHO	In My Humble Opinion
IMNSHO	In My Not So Humble Opinion
ISTR	I Seem To Remember
ML	Mailing List
OP	Original Poster
OT	Off Topic
PITA	Pain In The Ass
STFU	Shut The Fuck Up
VBG	Very Big Grin
WRT	With Regard To
WTF	What The Fuck
YMMV	Your Mileage May Vary

Collision detection :

AABB	Axis-Aligned Bounding Box
BSP	Binary Space Partitioning
BVH	Bounding Volume Hierarchy
LSS	Line Swept Sphere
OBB	Oriented Bounding Box
PSS	Point Swept Sphere
QuOSPO	Quantized Orientation Slabs with Primary Orientations
RSS	Rectangle Swept Sphere

Code-related :

AGP	Accelerated Graphics Port
BOFH	Bastard Operator From Hell
BRDF	Bidirectional Reflectance Distribution Function
BSOD	Blue Screen Of Death
CW/CCW	Clock Wise / Counter Clock Wise
DCEM	Dynamic Cubic Environment Mapping
DIPVB	DrawIndexedPrimitiveVB

DXML	DirectX Mailing List
EMBM	Environment-Mapped Bump Mapping
FPS (1)	Frame Per Second
FPS (2)	First Person Shooter
FVF	Flexible Vertex Format
GPU	Graphics Processing Unit
IB	Index Buffer
IHV	Independent Hardware Vendor
IOTD	Image Of The Day
HAL	Hardware Accelerated Layer
HEL	Hardware Emulation Layer
POVL	Plain Old Vertex Lighting
RTFM	Read The Fucking Manual
RTM	Released To Manufacturing
T&L (TnL)	Transform & Lighting
VB	Vertex Buffer