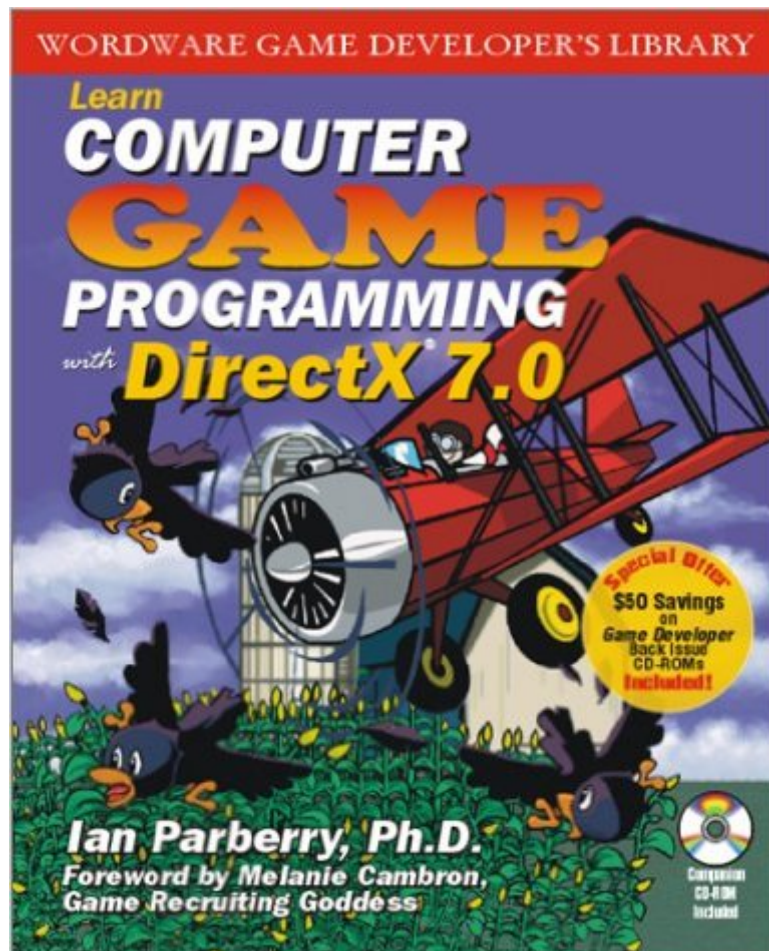


The book was found

Learn Computer Programming With Direct X 7.0



Synopsis

Another addition to the Wordware Game Developer's Library, *Learn Computer Game Programming with DirectX 7.0* provides beginning programmers with the foundations of computer game programming using Microsoft's DirectX 7.0 software. Computer science professor Ian Parberry details the construction of a game demo in 14 easy stages using DirectDraw, DirectSound, the Windows API, and the Windows registry, including a detailed explanation of the program's C++ code.

Book Information

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Average Customer Review: 4.0 out of 5 stars [See all reviews](#) (40 customer reviews)

Best Sellers Rank: #4,671,926 in Books (See Top 100 in Books) #66 in [Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX](#) #5545 in [Books > Computers & Technology > Programming > Introductory & Beginning](#) #9217 in [Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games](#)

Customer Reviews

If you have already programmed a complete game using DirectX then you don't need this book. If you know the VC++ compiler so well that you know just exactly all of the dozen or so switches that you need to set to get DirectX 7 to compile for you, then you don't need Chapter 1. [LaMothe's otherwise very useful book preaches instead of covering this vital detail, so I was only able to follow him as far as some earlier version of DirectX went.] If you know how to read in a bitmap and show it, then you do not need Chapter 2. [I found a bug or two in LaMothe's code for this, but Parberry treats those points correctly.] If you know how to use back buffers and page flipping for smooth animation then you do not need Chapter 3. If you know how to control the timing of an animation, then you do not need Chapter 4. If you have dealt with the multiple images on one bitmap that make up a moving sprite then you do not need Chapter 5. If you know how to clip sprites then you do not need Chapter

6.If you know how to scroll horizontally with the foreground moving by faster than the background (parallax scrolling), then you do not need Chapter 7.If you know some basics of AI such as having objects in various states, moving in intelligent looking ways, and if you know how to implement a rule based system to give a higher level language for programming the intelligent objects, then clearly you have no need for Chapter 8.If you know how to use one program to act entirely differently in different phases of a game, then you do not need Chapter 9.If you know how to load sounds for Direct Sound, can mix, and play the sounds, then you do not need Chapter 10.

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