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# Spells Of Fury: Building Windows 95 Games Using DirectX 2



## Synopsis

Provides thorough explanations of Visual C++ and the Win32 SDK; usage examples for DirectInput and DirectSound; coverage of networking and multiplayer programming; and source code, art, and executables on the CD. Original. (Intermediate).

## Book Information

Paperback: 634 pages

Publisher: Waite Group Pr (July 1996)

Language: English

ISBN-10: 1571690670

ISBN-13: 978-1571690678

Product Dimensions: 1.5 x 7 x 9 inches

Shipping Weight: 2.4 pounds

Average Customer Review: 3.8 out of 5 stars [See all reviews](#) (8 customer reviews)

Best Sellers Rank: #8,600,626 in Books (See Top 100 in Books) #94 in [Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX](#) #5607 in [Books > Computers & Technology > Operating Systems > Windows > Windows Desktop](#) #12031 in [Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games](#)

## Customer Reviews

In the day & age where everybody wants to create the next QUAKE it's nice to see a book that's main focus is on 2d and multiplayer RPG development with direct X. Every book I have purchased in the past has an entire 4 chapter section dedicated to DIRECT 3D and maybe a chapter or so for 2d programming with direct draw. So what's the beginner to do? I mean if you can't create a 2d game what chance do you have of creating a 3d game? Well with the help of this book you'll learn all the fundamentals of game programming as well as how to use some of the Direct X features. Yes the book only deals with Direct X 3 and the latest direct X version is 6 but any sample included on the CD can be compiled using the directX 6.0 sdk with out having to make any modifications. New features have been added to direct X but beginners need to learn the basics first and this book is the place to start

The book has good information about how to use DirectX for developing games. However, there are lots of problems either related to the text or related to the example programs. (The latter being the worst). The example codes are a) not well commented, b) most of them do not run as they suppose

to; c) the programmer (who is not the author) defines functions (methods) never used in the main program; etc. This book can be useful for someone interested in developing games, but be aware that you will need to rewrite most of the code again (after you understand what the original code was trying to do, which will take a lot of your time). Also be aware that the author does not reply e-mails, what is really sad. I have been in contact with authors of other books and this connection between author-user is a very healthy thing to have. Normally both have something to learn from this connection.

Even though DirectX will soon be up to version 6, *Spells of Fury* is still applicable to programming games in Windows. The book is ideally suited for someone trying to get into programming games in general plus doing them on Windows platform. I wouldn't bother using the source code on the CD. Be a trooper and write all of it out on your own. You'll find that you will learn more that way.

I skipped a couple newer DX books and bought this one as I'd heard many good things about it. Unfortunately I'm not very pleased. Although all of the code is still relevant to newer versions of DirectX, the level of explanation is very light. On the plus side, there is a lot of code, but one is simply left to figure out many important details. Basic/summarized descriptions appear all over the place which even a non-programmer might understand (To load a DIB, first, read the header, then... etc), but many of the "nitty-gritty" details are either completely skipped or only given a very cursory examination. Overall, it's not worthless, but there has to be something better.

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