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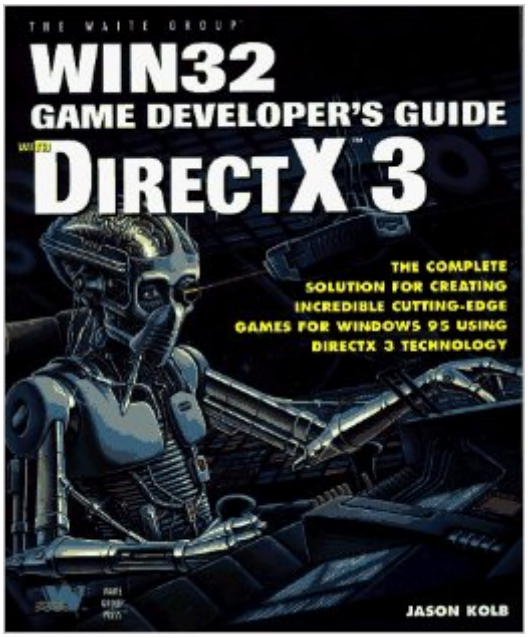
# Win32 Game Developers Guide With Directx 3

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## Synopsis

Designed for use with Win32 programming, DirectX 3 is the premier gaming platform for bringing cutting-edge game ideas to life. With Win32 Game Developer’s Guide with DirectX 3 and your rudimentary knowledge of Windows 95 OS, you’ll learn how to harness DirectX 3’s awesome power for the complete multi-user gaming solution. This book details how DirectX 3 simplifies the development of leading-edge games by enlisting the blistering speed of Win32 programming for repetitive tasks. Travel on a journey through DirectDraw, the heart of DirectX graphics, with an info-packed graphics primer. Read advanced chapters on interacting with game players using DirectInput API, adding sound effects and music using DirectSound, and allowing users to battle live opponents over a modem or network using DirectPlay. This guide will razor-sharpen your game programming skills, deepen your knowledge of Artificial Intelligence, and offer strategy for distributing your finished, killer games.

## Book Information

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## Customer Reviews

Absolutely the worst DirectX book ever written (so far) for the following reasons: 1. Obtuse explanations. 2. Poor writing style. Needed better outlining and "headings" for organizational purposes. 3. In my opinion, the worst class library ever developed in the history of class libraries. 4. Just pasted code sections of his horrible class library and went over it few lines at a time. 5. And speaking of code, he put some of the "ugiliest" code I have ever seen on those pages - what a waste of paper.

The good aspect of this book was it explained the basics of DirectX fairly well and easy to understand. What was important to me was understanding the basic concepts of DirectX and I like the book in that regards. The bad aspect of this book was some sections of the DirectX were not fully developed such as the DirectPlay section which could have used more examples. There were other sections I felt were not fully developed either but the biggest for me was the DirectPlay section. And the ugly aspect of this book was when I would compile (Borland C++) the books source code there would be several warnings and errors in the compilation. I would have to go manually into the source code and fix the bugs, this tended to make me a little angry at times. :

This book is a great find for experienced programmers who know nothing about DirectX. Some might complain about the wrapper functions, but they work fine if you don't fight them, and I've had great success incorporating them into my own programs. My chief gripes are the blocky pictures (some of the worst I've seen) and the lack of coverage for Direct3D Immediate Mode and DirectPlay. Of course in DX 3 you have to use execute buffers, which would take up too much space to explain, but DirectPlay could've used some for examples. Also, the supposedly "finished" game at the end of the book that tied everything together was designed horribly and ran rather slow. However, it's an overall good book and I would recommend it to any experience programmers wanting to make the jump to DirectX.

One of the big reasons for reaching for a book on DirectX programming is that while the SDK documentation and examples are generally complete in content, they leave you wanting for both the 'big picture' and for a strategic feel for how to adapt DirectX for your specific needs.This book does nothing to help bridge that gap. The author makes early assumptions about the sort of program you want to write, then goes about writing wrapper classes that obscure all of the functional features of DirectX just to fit his unhelpful viewpoint. You'll spend most of your time with this book trying to track down what DirectX functions are called when, and if they're really necessary, or just the excess baggage of the author's desire to use the same code example for the entire text

This was not a good book at all. The code is extremely hard to read because he puts everything in wrapper functions which are put in more wrapper functions which are put in even more wrapper functions, most of which are totally unnecessary. Throughout the book he builds on the same program, only showing you the modifications made, so you have try to remember what the previous

version looked like to try and put it all together. Very confusing. Kind of a pity too because it looks like he covers alot of excellent information, it's just very hard to read his sample code. if you are a veteran windows programmer, you may be able to make some sense out of it but i recommend DirectDraw Programming by Bret Timmons although it ONLY covers DirectDraw =

This is a terrible book on DirectX. It seems that the author doesn't want to teach you DirectX, but would rather just have you cut and paste his code into your program and use it without understanding how it works. Example: "We won't dig into code here; we'll just skim over it..."(166). That is no way to teach someone. He makes DirectDraw much more complicated than it really is. I do know a good bit of DirectX now, but no thanks to this book. Also, all of his programs are poor quality. I still consider myself a beginner DirectX programmer, but I can thow together better programs in one day, no joke, they're that bad!

This book presents experienced programmers with some help in understanding how to use DirectX. It assumes you already know how to program in Windows. Examples are concrete for the most part, with line by line descriptions of each one. Some take a little time to get through your head, though. The book tends to focus on the programming itself and not on how a certain item might be useful in an actual game. But all in all, it's a rather helpful book. One thing that's missing, though, is a handy reference of all DirectX functions briefly explaining each one. The one included with the DirectX SDK is none too helpful..

I've scores of programming books, this one maintains a prominent position on my bookshelf. Some may have a problem with the informal style in which the topics are presented; personally I much prefer it over the typical and unwarranted formal pedantics that are found in too many texts. This is an exceptional choice for DirectX programming. I can't help but think, based on some of the other reviews, that some may be intimidated by the coding level. The book's really not for a novice; but as a complementing text for the programming professional or hobbyist it's a great choice

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