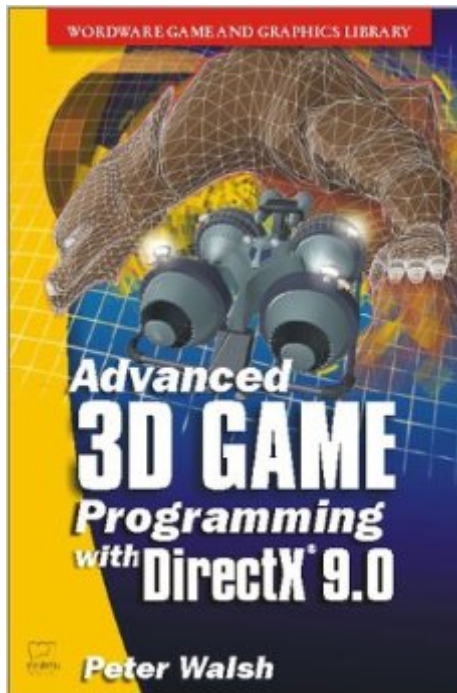# Advanced 3D Game Programming With DirectX 9 (Wordware Game Developer's Library)

Synopsis

Targets experienced computer game programmers as well as those interested in computer game development.

Book Information

Series: Wordware Game Developer's Library

Paperback: 600 pages

Publisher: Wordware Publishing, Inc.; 1st edition (May 25, 2003)

Language: English

ISBN-10: 1556229682

ISBN-13: 978-1556229688

Product Dimensions: 6.2 x 1.1 x 9 inches

Shipping Weight: 1.6 pounds

Average Customer Review: 2.3 out of 5 starsÂ Â See all reviewsÂ (7 customer reviews)

Best Sellers Rank: #1,091,801 in Books (See Top 100 in Books)   #14 inÂ Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX   #489 inÂ Books > Computers & Technology > Digital Audio, Video & Photography > Video Production   #780 inÂ Books > Computers & Technology > Games & Strategy Guides > Game Programming

Customer Reviews

"Advanced 3D Game Programming with DirectX 9.0" by Peter Walsh covers a broad range of subjects critical to making games: graphics, artificial intelligence, networking, and mathematics. Priced at just under $60, the book contains eleven chapters that span approximately 520 pages.The first chapter, "Windows" describes how to create a window and respond to some of the common Windows messaging events. The chapter defines several custom classes that loosely resemble code created by Visual Studio's workspace wizard but cleaner and in a Win32 flavor. These classes form the framework for a generic Windows game.The next three chapters (Getting Started with DirectX, DirectInput, and DirectSound) show how to compile and link DirectX with your application and initialize two of the sub-systems found in DirectX, DirectSound and DirectInput. The sub-systems are briefly highlighted and wrapper classes are given to simplify their usage. The DirectInput and DirectSound chapters focus on initialization of each system rather than exploring the more sophisticated uses of each system like force feedback or dynamic audio mixing.Chapters on 3D math, artificial intelligence, and networking follow. The math chapter provides basic math definitions like the dot and cross products as well as container classes for vectors and matrices. The

AI chapter is brief. Readers seeking to gain a deeper understanding should read the chapter in conjunction with a decent college text that describes fundamental search routines like A* or Djkstra's algorithm. Lastly, the networking chapter relies on WinSock without mentioning DirectPlay. Classes are provided to encapsulate the network layer of a game.

Advanced 3D Game Programming with DirectX 9 (Wordware Game Developer's Library) Advanced 3-D Game Programming With Directx 7.0 (Wordware Game Developer's Library) Real-Time Strategy Game Programming Using MS DIRECTX 6.0 (Wordware Game Developer's Library) Introduction to Computer Game Programming with DirectX 8.0 (Wordware Game Developer's Library) Advanced 3D Game Programming With Directx 10.0 (Wordware Game and Graphics Library) Strategy Game Programming with DirectX 9 (Wordware Game and Graphics Library) ShaderX2: Introduction & Tutorials with Directx 9 (Wordware Game Developer's Library) Delphi Developer's Guide to XML (Wordware Delphi Developer's Library) Cross Platform Game Development (Wordware Game Developer's Library) Programming Game AI By Example (Wordware Game Developers Library) Direct3D SHADERX: Vertex & Pixel Shader Tips and Techniques (Wordware Game Developer's Library) ADO.NET Programming with CDR (Wordware programming library) Tomes of KYLIX: The Linux API (Wordware Delphi Developer's Library) Tomes of Delphi: Alogrithm and Data Structure (Wordware Delphi Developer's Library) C++ Builder 6 Developers Guide with CDR (Wordware Delphi Developer's Library) FileMaker Pro 6 Developer's Guide to XML/XSL (Wordware Library for FileMaker) Isometric Game Programming with DirectX 7.0 w/CD (Premier Press Game Development (Software)) Visual Basic Game Programming with DirectX (Premier Press Game Development (Software)) Special Effects Game Programming with DirectX w/CD (Premier Press Game Development (Software)) 3D Game Programming With Directx 8.0 (Game Development Series)