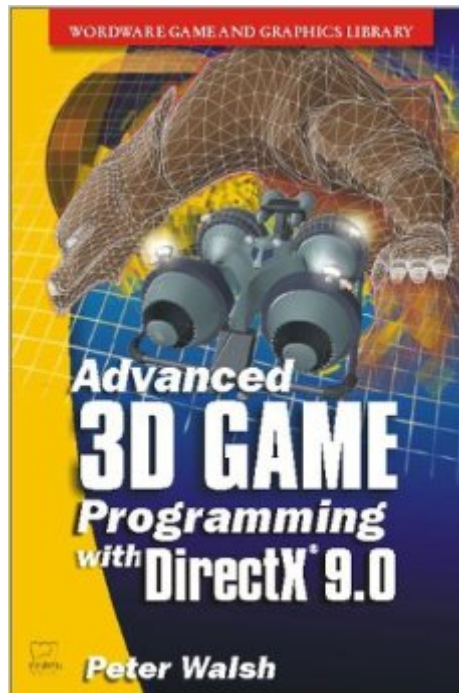


The book was found

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

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Average Customer Review: 2.3 out of 5 stars [See all reviews](#) (7 customer reviews)

Best Sellers Rank: #1,091,801 in Books (See Top 100 in Books) #14 in [Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX](#) #489 in [Books > Computers & Technology > Digital Audio, Video & Photography > Video Production](#) #780 in [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 Dijkstra's algorithm. Lastly, the networking chapter relies on WinSock without mentioning DirectPlay. Classes are provided to encapsulate the network layer of a game.

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