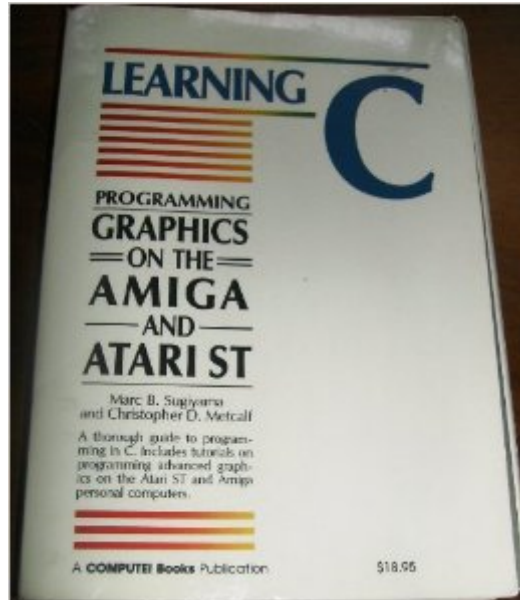# Learning C: Programming Graphics On The Amiga And Atari St

Synopsis

Programmers new to C as well as those experienced with the C language will find this book full of useful information on programming graphics in C on the Commodore Amiga and the Atari ST. Written for those who have experience working with the ST or Amiga, this book first explores the fundamentals of the C language, then shows how to use C to create dramatic graphics on the Amiga and ST. Specific libraries of routines for the Amiga and the ST are supplied. Each of the program examples will run without modification on both the Amiga and ST. The appendices include clear explanations of how to use these libraries in your own programs. Write your own exciting graphics programs once you've mastered the fundamentals of C, and your code will work on either the Amiga or ST. Written in a clear and concise style and includes all the programs, fully tested and ready to type in, compile, and link.

Book Information

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Learning C: Programming Graphics on the Amiga and Atari st Classic 80s Home Video Games Identification & Value Guide: Featuring Atari 2600, Atari 5200 Atari 7800, Coleco Vision, Odyssey, Intellivision, Victrex Commodore: The Amiga Years Advanced Graphics Programming Using OpenGL (The Morgan Kaufmann Series in Computer Graphics) The Art and Science of Digital Compositing, Second Edition: Techniques for Visual Effects, Animation and Motion Graphics (The Morgan Kaufmann Series in Computer Graphics) Mobile 3D Graphics: with OpenGL ES and M3G (The Morgan Kaufmann Series in Computer Graphics) Gaming: From Atari to Xbox (Computing and

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