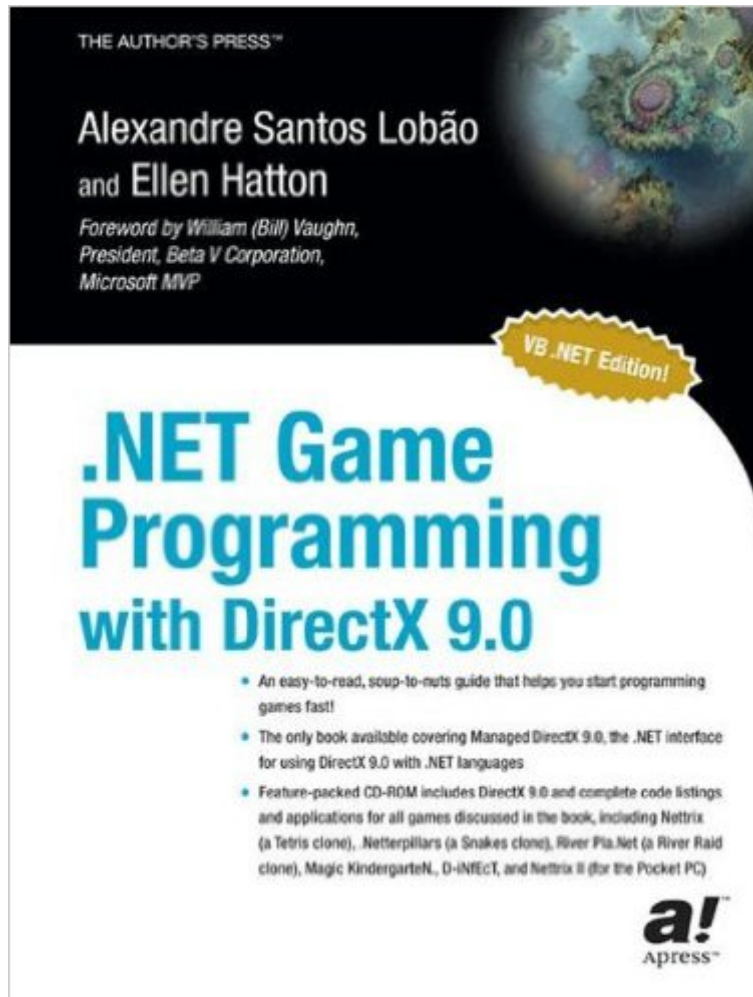# The book was found

.NET Game Programming With DirectX 9.0

Synopsis

Written in easy-to-understand language, this book is a must-read if you'd like to create out-of-the-ordinary, yet simple games. Authors Alexandre Lobao and Ellen Hatton demonstrate the ease of producing multimedia games with Managed DirectX 9.0 and programming the games with Visual Basic .NET on the Everett version of Microsoft's Visual Studio. The authors emphasize simplicity, but still explore important concepts of Managed DirectX 9.0, such as Direct3D, DirectSound, DirectMusic (using the COM interface), DirectInput (including force-feedback joysticks), DirectShow, and DirectPlay. Additional chapters discuss game programming technologies: Speech API for generating character voices, GDI+ for simple games, and multithreading. A bonus chapter even shows you how to port a simple game to a Pocket PC. The book includes two chapters' worth of sample games. The first presents a game with simple features; the second extends that game and presents additional concepts. A library of game programming helper classes is also created, step by step, in both chapters.

Book Information

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Customer Reviews

If you want to read something of 3D forget this book.This book cover 2D programming.There are a chapter talking about 3D (basic concepts).

I've gotten about halfway through this book in the past two weeks and I feel like I'm learning enough where I can start writing my own simple games once I'm done with it. I started from knowing VB.net

pretty well (for business apps), but not knowing the first thing about DirectX or Game Programming. That said, the editing of the code samples in this book is atrocious. The code samples in the book almost never match those on the CD and you have to figure out "what they mean" most of the time, debugging stuff yourself. Another dumb thing is that whoever wrote the code doesn't know how to use arrays, and always Dims a 4 element array as MyArray(4) instead of (3). Lastly, they don't tell you to enable "key preview" on your forms, so if you didn't know to do that from reading it in another .Net book, the keyboard handler functions would never work for you. Bottom line is that this book can help you learn elementary game programming in VB.net, as long as you know the language reasonably well (decent VB6 would be enough), and you won't get too frustrated trying to reconcile the code in the book and on the CD. It's too bad: If they had gotten their act together, this could have been a 5 star book.

I've been buying books from for years now, and not once have I actually written a review about one. However, this book is so terrible that I felt compelled to send out a warning to all those considering this book.The whole time I was reading it, the only thing I could think of was all of the naive programmers out there who might just be learning and not realize all of the bad practices this book is advising. Not to mention a complete misunderstanding of how Object Oriented Programming is to be used. According to Mr. Lobao, EVERYTHING derives from a game engine - a sprite, a tile, a font, etc...I can't believe a book like this ever made it to press. I also find it laughable that the foreward is written by a Microsoft MVP whose focus is in ADO.NET, and the technical reviewer specializes in data warehousing and internet solutions. Um, since this is a book about GAME programming, shouldn't someone who actually knows a bit about GAME programming actually review the thing?

I should have waited until there was reviews on this book before I bought it. Im trying to get the hang of multiplayer game programming in a 3D environment and the introductional text to this book sounded very promising. When I got it the book I got very disappointed when I discoved that it almost only covered 2d programming and only had one chapter on 3d and that was very basic stuff. The topic multiplayer only covered peer2peer technology and almost nothing on client-server which is more interesting when programming multiplayer for more then 4 connected players.For persons interested in 2d game programming i suppose this book could be of good value though.

I can forgive the horrible editing, I suppose: sadly, I've gotten used to it, as it seems endemic to the

computer book industry (and there are no errata on the publisher's web site). I could forgive the horrible misunderstanding of inheritance concepts in object-oriented programming (a sprite derives from a game field???). Mostly I could forgive these because the authors have a nice, clear style, and seem to understand fundamental game development principles that I am still learning, like collision detection. But when I was able to greatly enhance the performance of the example in chapter 3 because I already understood culling even though the authors don't, I became annoyed. And I just gave up when the example from chapter 4 ran at an unplayable speed: I just couldn't navigate the river in this game, the performance was so bad, and that was without moving enemies or the ability to shoot. Additionally, this example crashed both computers I tried it on twice. I won't even try to resell this as a used book: I'd be doing the buyer a disservice.

This is a pretty good book. It is very easy to read although the subjects discussed aren't really trivial. The book touches on a wide array of topics, ranging from GDI+ to DirectInput and DirectAudio, as well as DirectDraw.However, the potential buyer should be aware that this is a very basic book. If you want to write the next Doom, this book will not teach you how to do that. In fact, considering that this book has "DirectX" in the title, it covers very little 3D programming. However, this book DOES teach the basics of game development and almost all aspects that go along with that, from simple graphics to controlling sound, and controllers such as force feedback joysticks. But as I said: Most of it is pretty basic. But if you have no experience with game development whatsoever, reading this book will be an excellent first step...

I was lucky enough NOT to buy this book. I sat down in Barnes & Noble this weekend and read the first 60 pages and skimmed briefly through the rest. I would hate to try and recommend this book to anyone. A beginner may learn a few things, but it's riddled with errors and some terrible programming techniques, that I would hate to see a beginner pick those techniques up as "the way to do it."I think authors should take more care in the editing procedure. Even a casual re-reading by the author would have, I should think, exposed many problems, which could have been fixed before going to press.A couple errors:- Saying you'll take errors if you try and use a certain technique with indexed pixel formats, like JPEG. Excuse me? JPEG is not, never has been, and never will be an indexed pixel format image. Sorry!- Saying "In .NET all the arrays must be defined without boundaries, which are later assigned in the code.So we must always use Redim before assigning values to an array." What?! Are you nuts??The biggest chuckle I got was when, in the first chapter, he is careful to code his own "Rectangle" storage so that he can save an addition (+) operation. But,

if you look at the code for drawing the blocks, he is as inefficient as you can get: creating and destroying entire device contexts for EACH BLOCK. Yeah, for each (X,Y) block, he calls "ArrGameField(X, Y).Show(WinHandle)", which in turn does "Graphics.FromHwnd(WinHandle)". Crazy!!

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