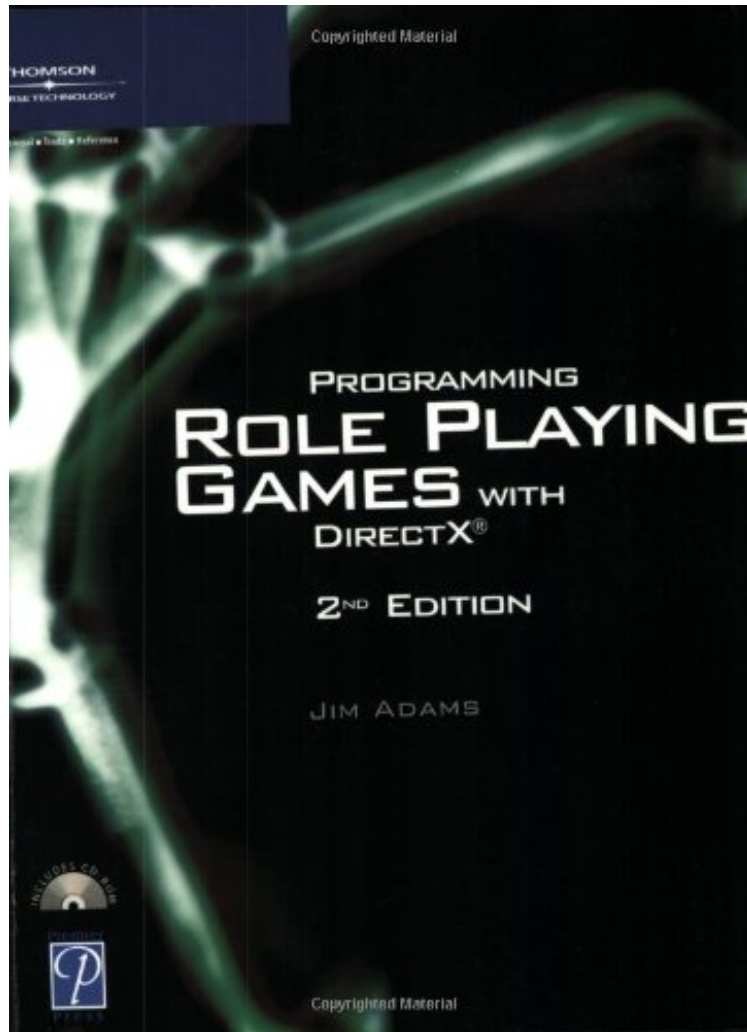


[Download] Programming Role Playing Games with DirectX (Game Development Series)

Programming Role Playing Games with DirectX (Game Development Series)

Jim Adams

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Jim Adams : Programming Role Playing Games with DirectX (Game Development Series) before purchasing it in order to gage whether or not it would be worth my time, and all praised Programming Role Playing Games with DirectX (Game Development Series):

30 of 33 people found the following review helpful. The best book I've found on this topic by farBy PatrickI found the 1st edition of this book to be the best book on this topic I have found. I use much of the code and many of the concepts from this book in a hobby level multi-user RPG I have written. My review of that book is attached below.Because I greatly appreciated the content of the 1st edition, I also bought the second edition.Basically, the second edition is the first edition updated for DirectX 9.0. The text and the code are practically verbatim with small changes here and there

to account for changes in technology and probably minor improvements the author wanted to make from the first edition. The most obvious difference (aside from using DirectX 9.0), is that the first few chapters from the first edition have been removed. The discussion on how to design rpgs from a story line perspective, intro to C++ and a few other things were removed as well as the last chapter on marketing your game. Editorially I can see why they did that. It makes the book much more focused on the "meat" of programming an RPG using DirectX. Also, I personally barely paid any attention to those chapters in the first book anyway as I focused on the programming myself. However, I thought they added an element of style to the book that was quite nice, so I miss them a little. In summary, this book is pretty much the same as the first edition in all of the important ways. Since I thought extremely highly of that book, I think extremely highly of this one too.-----Review of Programming Role Playing Games with DirectX 8.0I had a specific objective in mind when I bought this book. I'm in the process of writing a hobby level multi-user RPG for me and maybe up to a hundred or so other players (not many hundreds or thousands). I have a solid background in C++, less so in DirectX. I've bought many books on game programming to help me with this process and to my surprise I've found this one simply amazing while most of the others I've found to be little more than expensive doorstops. :) Like all the books of this nature, I read it in very much a "pick and choose" manner, focusing on chapters I liked and extracted code from the CD for places where it helped me. I found the material covered and, more importantly, the code representation of that material to be extremely helpful in my coding process. I believe the tips and code the book provides (which all compile and provide very reasonable and practical applications for the ideas demonstrated) saved me (literally) hundreds of hours of research (not to mention trial and error) finding methods that work and work well and covered all of the core components I would want in a role-playing game. It covered multi-player over the internet, 2d and 3d rendering in directX, how to construct combat, spells, chat, and inventory systems and a variety of other items. Naturally, I had to do a lot of customization to make the game do what I wanted it to do and I had to merge several of the ideas discussed into my own framework (for example the multi player network section is covered more or less stand alone where clearly other parts of the book need to be integrated with it to form a real game), but the result is I have a basic game up and running in a fraction of the time it would have otherwise taken, which no other book has ever really brought me. 0 of 2 people found the following review helpful. Four Stars By William McColl great book 0 of 6 people found the following review helpful. Timely service By pr0grammer This was a replacement order for my original that got damaged. It arrived on time and intact. Very pleased with the delivery time.

In comparison to the popular first edition, "Programming Role Playing Games with DirectX (1931841098), this second version covers the updated version of DirectX (DirectX 9). Readers learn how to use DirectX 9 to create a complete role-playing game. This comprehensive guide contains everything the reader needs to know, while at the same time incorporating reader feedback and eliminating the bare-boned basics contained in the first edition. It begins by teaching the reader how to use the various components of DirectX 9 (DirectX Graphics, DirectX Audio, DirectX Input, and DirectX Play). Once readers have a basic understanding of DirectX 9, they can move on to building the basic functions needed to create a game - from drawing 2D and 3D graphics to creating a scripting system. All this information is then wrapped up as the reader sees how to create an entire game - from start to finish!

Introduction Part 1: Working with this Book 1. Preparing for the Book Part 2: DirectX Basics 2. Drawing with DirectX Graphics 3. Interacting with DirectX Input 4. Playing Sound and Music with DirectX Audio and DirectX Show 5. Networking with DirectX Play 6. Creating the Game Core Part 3: Role-Playing Game Programming 7. Using 2D Graphics 8. Creating 3D Graphics Engines 9. Mixing 2D and 3D Graphics Engines 10. Implementing Scripts 11. Defining and Using Objects 12. Controlling Players and Characters 13. Working with Maps and Levels 14. Creating Combat Sequences 15. Getting Online with Multiplayer Gaming Part 4: The Finishing Touches 16. Putting Together a Full Game Appendix A: Bibliography Appendix B: What's on the CD-ROM About the Author Jim Adams has been programming since age nine. For the past 22 years, he has worked various jobs in the business and entertainment industry. He stays active in the game programming community by writing technical articles and moderating a message forum on www.gamedev.net. He has contributed to several books on game development and maintains a core library of DirectX functions to assist in game development. Jim is the author of the book "Programming Role Playing Game with DirectX" (Premier Press, 1931841098) and "Advanced Animation with DirectX" (Premier Press, 1592000371).