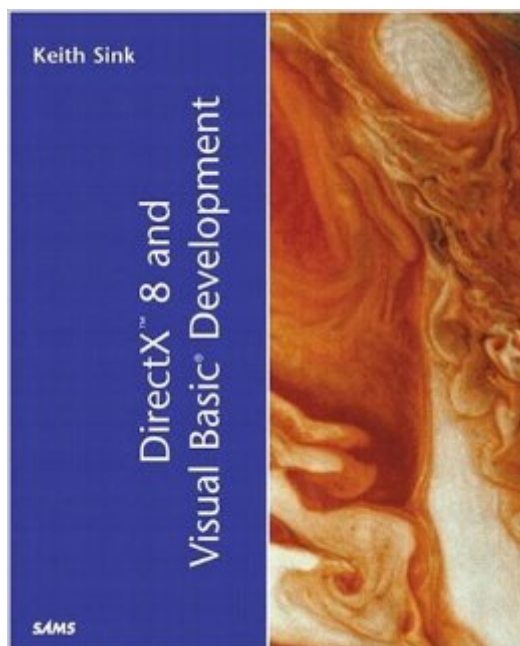


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# DirectX 8 And Visual Basic Development



## Synopsis

DirectX 8 and Visual Basic Development fills an unmet need in the marketplace as the first book to explain how to use Visual Basic .NET and DirectX 8 to create sophisticated multi-media applications. Topics include networked games, 3D multimedia applications, enable Force Feedback joystick devices in their own applications, multimedia applications that allow for multiple user input devices, and multimedia applications that use music and sound. Real world examples explain how to use these tools effectively, professionally, and quickly.

## Book Information

Paperback: 480 pages

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Product Dimensions: 7.4 x 1.1 x 9.1 inches

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Average Customer Review: 3.1 out of 5 stars [See all reviews](#) (25 customer reviews)

Best Sellers Rank: #4,150,467 in Books (See Top 100 in Books) #61 in [Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX](#) #1083 in [Books > Computers & Technology > Programming > Languages & Tools > Visual Basic](#) #1510 in [Books > Computers & Technology > Programming > Microsoft Programming > .NET](#)

## Customer Reviews

Keith Sink, DirectX8 and Visual Basic Development (Sams, 2002)It's 2003, now, and the world is slowly migrating to Microsoft's .NET standard (well, those who aren't using Linux, anyway). Here's a prediction, built on past observation of the process: companies who have been developing apps in Visual Basic for years will get copies of VB.NET, expecting a no-brainer transition from one to the other. Their programmers will import the programs, and immediately die of massive aneurysms at seeing the number of errors (especially the number of seemingly unfixable errors, if you happen to be programming in DirectX or any other API where classes expose other modules, which is verboten in .NET's "managed code" environment). This will leave the companies stranded and unwilling to move to .NET. They will be stuck behind those companies whose programmers have read DirectX8 and Visual Basic Development.Keith Sink's book was written at the perfect time, and he often goes step by step through processes both writing code for VB6 and for VB.NET, making

the book an invaluable resource for .NET VB programmers who are converting VB6 programs (or who are programming in an area where there are far more VB6 books than .NET books, which is, well, just about every area you can think of). Even if you're not planning on using DirectX, seeing the way things transition from one language to the other in one aspect of the language should give you a clue on how to make the transitions in other areas. Sink doesn't mention at any point that there's actually a Microsoft.DirectX library in .NET. But then, neither does Microsoft's documentation. Nor does its upgrade wizard. (I only found about it after asking a random question on a message board.

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