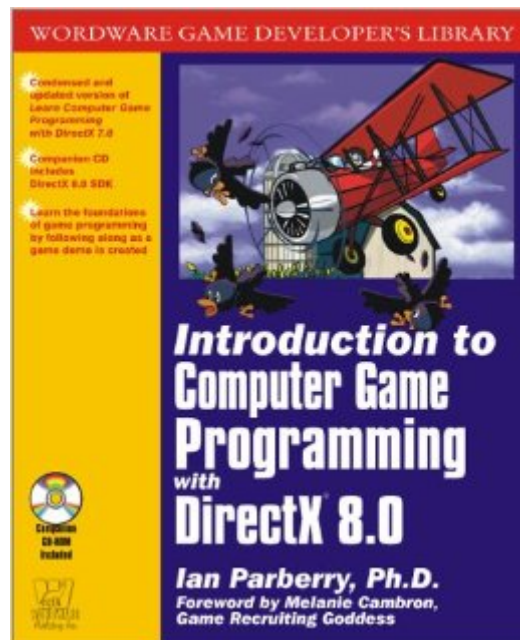


The book was found

Introduction To Computer Game Programming With DirectX 8.0 (Wordware Game Developer's Library)



Synopsis

This book provides would-be computer game programmers with the foundations of game programming using Microsoft Direct X 8.0 software, the leading development environment of computer games.

Book Information

Series: Wordware Game Developer's Library

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Product Dimensions: 7.5 x 1 x 9.3 inches

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Average Customer Review: 2.6 out of 5 stars [See all reviews](#) (31 customer reviews)

Best Sellers Rank: #4,147,239 in Books (See Top 100 in Books) #60 in [Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX](#) #5128 in [Books > Computers & Technology > Programming > Introductory & Beginning](#) #7436 in [Books > Computers & Technology > Web Development & Design > Web Design](#)

Customer Reviews

I was hoping that some day we would see the demise of the long list of books of the form "Tricks of the Computer Game Experts Written for Dummies and Learnable in 7 Days" (subtitle: You want to be a game programmer; we want your money). Add this book to the end of that list, soon to be followed by other worthless books that also have little content, but apparently catch the eye of aspiring game programmers. The first warning is on the cover page: "Ian Parberry, Ph.D. / Foreward by Melanie Cambron, Game Recruiting Goddess". Be wary when an author must flaunt his degree, as if somehow that makes the book good. And "Game Recruiting Goddess"? Give us a break. Well, the preface is entertaining--ramblings about life in academia with an argument to support why the author is qualified to write a book on game programming. Not convincing. Having experience working for a game company would be more convincing. The second warning on the cover is the phrase "Condensed and updated version of Learn Computer Game Programming with DirectX 7.0". When you get to Chapter 1 "Read This First", here is where you get your surprise. From the book: "This book is a short, inexpensive version of the author's book Learn Computer Game Programming

with DirectX 7.0. If you already own that book, then don't buy this one. (*) This book does not contain Chapters 13-15." The new appendices "Now What", "High Color and Resolution" (new BMP file reader), and "AVI Movies and MIDI Music" (play an AVI, play MIDI music) are not significant. The CD includes DirectX 8.0 SDK (it is downloadable from Microsoft...). Nothing to warrant purchasing the book.

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