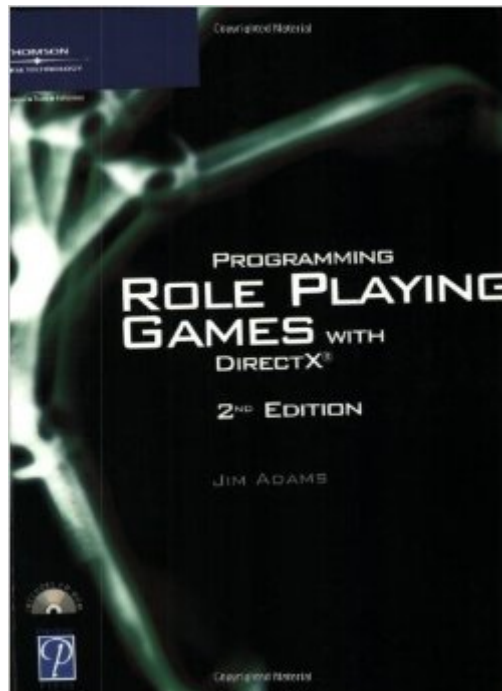


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# Programming Role Playing Games With DirectX (Game Development Series)



## Synopsis

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, DirectInput, and DirectPlay). 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!

## Book Information

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## Customer Reviews

I 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 8.0 I had a specific objective in mind when I bought this book.

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