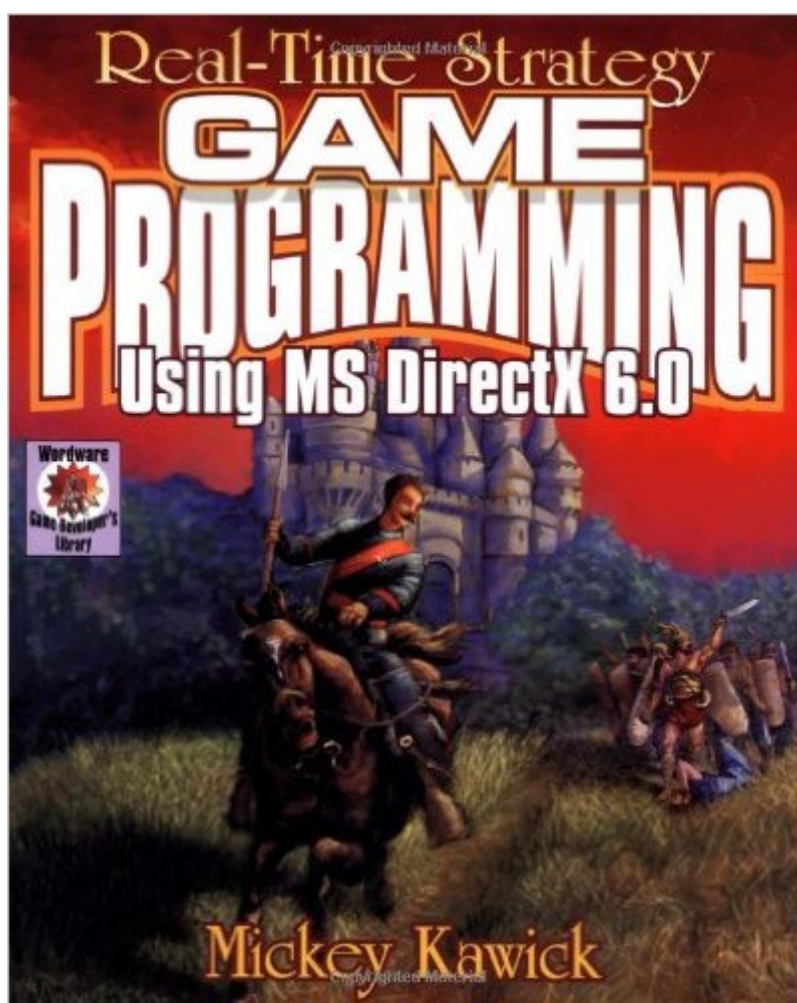# Real-Time Strategy Game Programming Using MS DIRECTX 6.0 (Wordware Game Developer's Library)

Synopsis

Delving into the concept of real-time strategy, this guide includes practical, hands-on programming and use of artificial intelligence; a unique graphics engine developed by the author; and multiple game design strategies along with programming code.

Book Information

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Customer Reviews

I agree with everyone who said this book could have been much better. It is an average book until chapter 13, then it becomes a great book. If he had compressed some of the earlier chapters, he could have put in so much more. I would have given this book a rating of 4.5, but I rounded up.What this book is: This is an advanced book. It has tons of code snippets, and more ideas on how to expand and personalize the code. It has a few chapters that could be shorten or taken out completely, namely the first 8 chapters, except chapter 5. These chapters have a lot of ideas, but if you are familiar with games and/or programming, you already know a lot of it.Chapter 9 briefly describes DirectDraw, for more see a differant book (I have found Windows Game Programming for Dummies good), but it doesn't claim to be a DirectX tutorial either.Chapter 10 has some good stuff on drawing lines and rectangles, not used too much in RTS games though.Chapter 11 teaches font and text building, could have been better, but has a lot of good information in it.Chapter 12 puts 10 and 11 together in a single class for you. Could have been shortened but oh well.Chapter 13 describes how to load graphics and keep track of them.Chapter 14 has some very good stuff on

blitting graphics to the screen. He teaches LLE compression which is one of the best ways to blit to the screen(compiled sprites are still a bit faster).Chapter 15 has a lot of good information on keeping track of animations.In chapter 16 He does a very good job of teaching landscape. He has a lot of good code examples, and suggestions on how we could add more to it.Chapter 17 is on the interface. Lots of good stuff in there.

Real-Time Strategy Game Programming Using MS DIRECTX 6.0 (Wordware Game Developer's Library) Advanced 3D Game Programming with DirectX 9 (Wordware Game Developer's Library) Introduction to Computer Game Programming with DirectX 8.0 (Wordware Game Developer's Library) Advanced 3-D Game Programming With Directx 7.0 (Wordware Game Developer's Library) Strategy Game Programming with DirectX 9 (Wordware Game and Graphics Library) Advanced 3D Game Programming With Directx 10.0 (Wordware Game and Graphics Library) ShaderX2: Introduction & Tutorials with Directx 9 (Wordware Game Developer's Library) Delphi Developer's Guide to XML (Wordware Delphi Developer's Library) Cross Platform Game Development (Wordware Game Developer's Library) Programming Game AI By Example (Wordware Game Developers Library) Direct3D SHADERX: Vertex & Pixel Shader Tips and Techniques (Wordware Game Developer's Library) Real-Time Systems and Programming Languages: Ada, Real-Time Java and C/Real-Time POSIX (4th Edition) (International Computer Science Series) Real-Time 3D Terrain Engines Using C++ and DirectX 9 (Game Development Series) ADO.NET Programming with CDR (Wordware programming library) Tomes of KYLIX: The Linux API (Wordware Delphi Developer's Library) Tomes of Delphi: Alogrithm and Data Structure (Wordware Delphi Developer's Library) C++ Builder 6 Developers Guide with CDR (Wordware Delphi Developer's Library) FileMaker Pro 6 Developer's Guide to XML/XSL (Wordware Library for FileMaker) Isometric Game Programming with DirectX 7.0 w/CD (Premier Press Game Development (Software)) Visual Basic Game Programming with DirectX (Premier Press Game Development (Software))