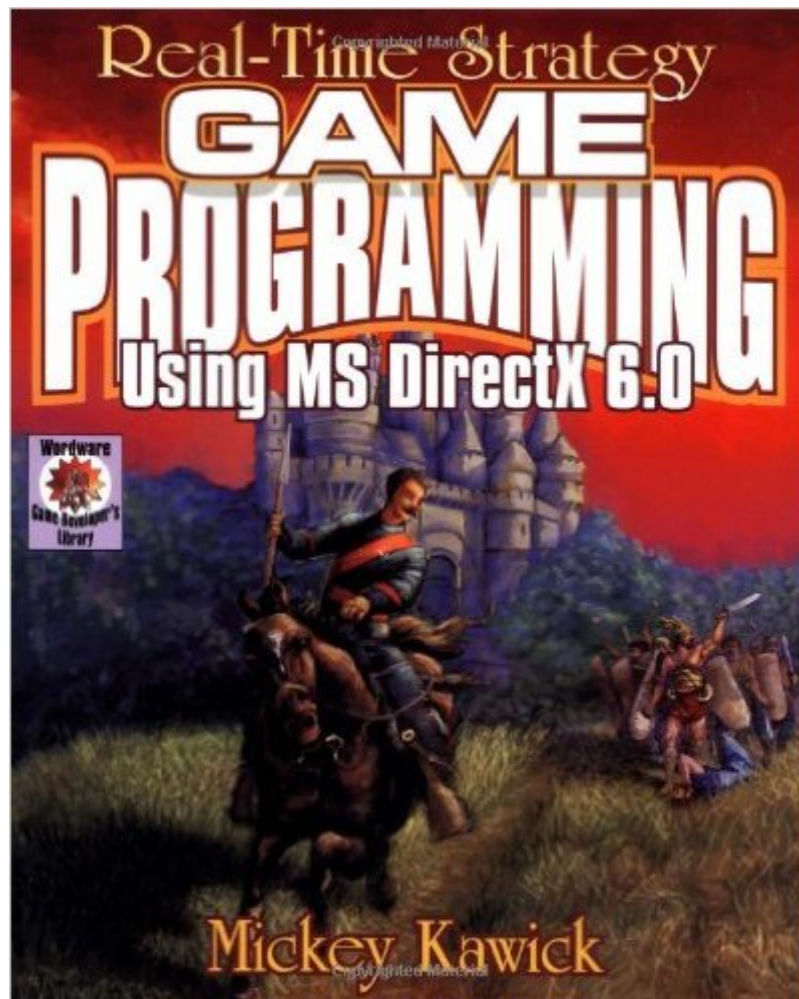


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# Real-Time Strategy Game Programming Using MS DirectX 6.0 (Wordware Game Developer's Library)



## 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

Series: Wordware Game Developer's Library

Paperback: 712 pages

Publisher: Wordware Publishing, Inc.; 3rd Printing edition (March 25, 1999)

Language: English

ISBN-10: 1556226446

ISBN-13: 978-1556226441

Product Dimensions: 7.5 x 1.5 x 9.2 inches

Shipping Weight: 2.8 pounds

Average Customer Review: 3.3 out of 5 stars [See all reviews](#) (68 customer reviews)

Best Sellers Rank: #1,457,225 in Books (See Top 100 in Books) #23 in [Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX](#) #1064 in [Books > Computers & Technology > Games & Strategy Guides > Game Programming](#) #1516 in [Books > Computers & Technology > Games & Strategy Guides > Strategy Guides](#)

## 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 different 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.

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