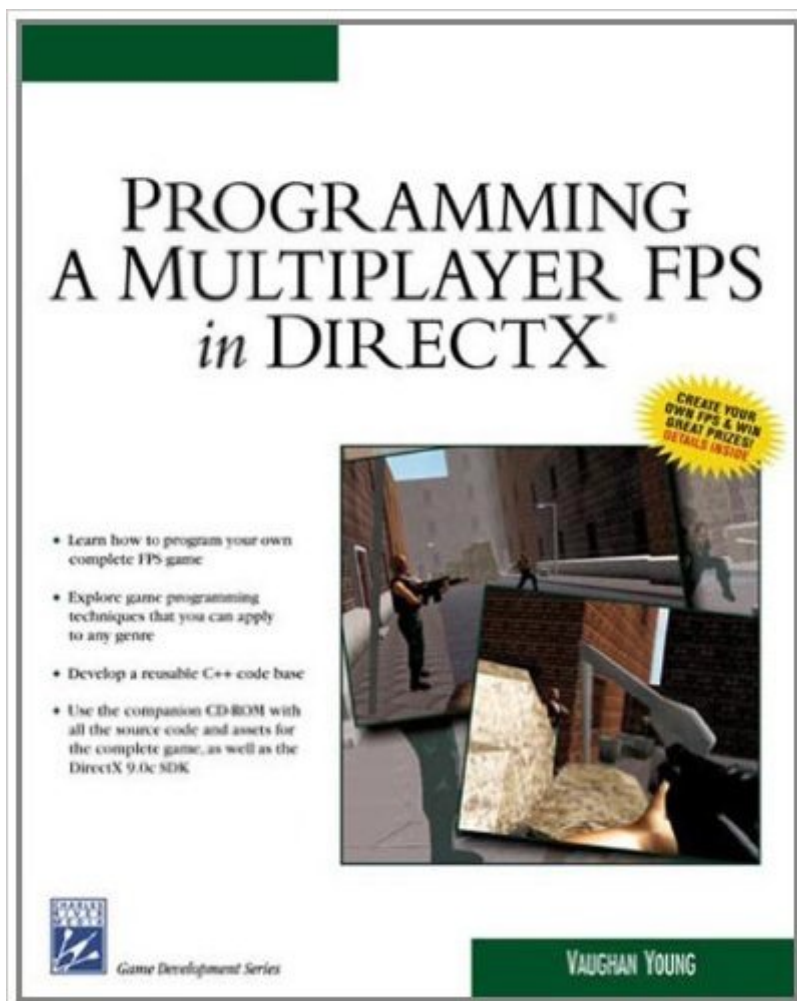


The book was found

# Programming A Multiplayer FPS In DirectX (Game Development Series)



## Synopsis

If you have experience with C++ and DirectX and have always wanted to program your own game, this is the book for you. Programming a Multiplayer FPS in DirectX takes you from the basic game design to a fully functioning game! All of the source code, assets, and tools are included- you just work through the tutorial-based chapters and watch the game come to life as you develop it. And as new features are added, you can begin playing with them to see them in action. Following a typical game development process, the book is separated into two distinct parts: Part One focuses on the design and development of the game engine, and Part Two concentrates on putting the game together using the engine. The theory has been kept to a minimum, so that you are following a hands-on approach and adding new functionality to your engine as you proceed. In the first part, you'll learn about the many facets of DirectX, C++, and object-oriented programming. You'll also learn how to design the engine and put the infrastructure into place. The next chapters will each add a new module to your engine including input, scripting, 3D rendering, sound, networking, and scene management. The second part covers the final development stages, including everything from game play to player management; it culminates with the complete multiplayer FPS game. Throughout the book you'll learn key topics that will bring you up to speed with industry proven techniques, while improving your confidence as a developer. And because DirectX is the most prevalent game development tool available, once you master this project, you'll have the skills you need to create a variety of games!

## Book Information

Series: Game Development Series

Paperback: 496 pages

Publisher: Charles River Media; 1 edition (December 20, 2004)

Language: English

ISBN-10: 1584503637

ISBN-13: 978-1584503637

Product Dimensions: 1.2 x 7.5 x 9 inches

Shipping Weight: 2.4 pounds

Average Customer Review: 4.1 out of 5 stars [See all reviews](#) (19 customer reviews)

Best Sellers Rank: #1,808,530 in Books (See Top 100 in Books) #27 in [Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX](#) #867 in [Books > Computers & Technology > Programming > Languages & Tools > C & C++ > C++](#) #1295 in [Books >](#)

## Customer Reviews

At my school we used this book for our networking class. (I had been begging our teacher to show us some directPlay stuff... yes, I'm aware that directPlay is ugh in terms of networking, but, it was a lot better than learning some java networking stuff. At least to me). This book was an invaluable tool for designing my networking system. I basically gutted this networking system and stacked on some variable size packets that I studied from one of the Lamothe (actual author: Todd Baron ) books. (weird book, guy talks about his exploits in ultimate online for like, almost a chapter before he goes on to explain about how you can hack the networking system for exploits. This book shows you how to implement a peer to peer network and then treat it like a server/client system. It's an interesting (I chose to just go strictly peer-to-peer in my system) approach. And I read in one of the Game Programming Gems a way to bypass some of the connectivity issues with peer to peer networks. Regardless, this book is an EXCELLENT study of networking for games. I read the networking chapter probably 20x during our project and it took me quite a while to figure out exactly what he was doing with it. In the end, it's a logical system that works fairly decently. We didn't use the rest of the code in the book too much. Some of the other people in my class modified the FPS game to do other things (made a shooting gallery, other's made some text based games on the networking code, etc). The source code is useful and there is an update available for it (his precious linked list had a memory leak in it... he really harps on about it). If you have never designed a game system before. This book is going to be a tremendous help.

[Download to continue reading...](#)

Programming a Multiplayer FPS in DirectX (Game Development Series) What is DirectX in Windows: This eBook explains what DirectX is and the utility that manages DirectX in the Windows environment. (PC Technology 9) Multiplayer Game Programming: Architecting Networked Games (Game Design) Android: Programming in a Day! The Power Guide for Beginners In Android App Programming (Android, Android Programming, App Development, Android App Development, ... App Programming, Rails, Ruby Programming) Programming #8: C Programming Success in a Day & Android Programming In a Day! (C Programming, C++ programming, C++ programming language, Android , Android Programming, Android Games) Programming #57: C++ Programming Professional Made Easy & Android Programming in a Day (C++ Programming, C++ Language, C++ for beginners, C++, Programming ... Programming, Android, C, C Programming) Real-Time 3D

Rendering with DirectX and HLSL (Book) and DirectX Essentials LiveLessons (Video Training)  
Bundle Android: App Development & Programming Guide: Learn In A Day! (Android, Rails, Ruby  
Programming, App Development, Android App Development, Ruby Programming) Apps: Mobile  
App Trends in 2015 (iOS, Xcode Programming, App Development, iOS App Development, App  
Programming, Swift, Without Coding) ((Android, Android ... App Programming, Rails, Ruby  
Programming)) Introduction To 3D Game Programming With Directx 9.0 (Wordware Game and  
Graphics Library) Introduction to 3D Game Programming with DirectX 9.0c: A Shader Approach  
(Wordware Game and Graphics Library) R Programming: Learn R Programming In A DAY! - The  
Ultimate Crash Course to Learning the Basics of R Programming Language In No Time (R, R  
Programming, ... Course, R Programming Development Book 1) Programming #45: Python  
Programming Professional Made Easy & Android Programming In a Day! (Python Programming,  
Python Language, Python for beginners, ... Programming Languages, Android Programming) The  
Multiplayer Classroom: Designing Coursework as a Game Android: Programming & App  
Development For Beginners (Android, Rails, Ruby Programming, App Development, Android App  
Development) SWIFT: PROGRAMMING ESSENTIALS (Bonus Content Included): Learn iOS  
development! Code and design apps with Apple's New programming language TODAY (iOS  
development, swift programming) Real-Time 3D Rendering with DirectX and HLSL: A Practical  
Guide to Graphics Programming (Game Design) Beginning DirectX 11 Game Programming  
Introduction to 3D Game Programming with DirectX 10 Beginning DirectX 10 Game Programming

[Dmca](#)