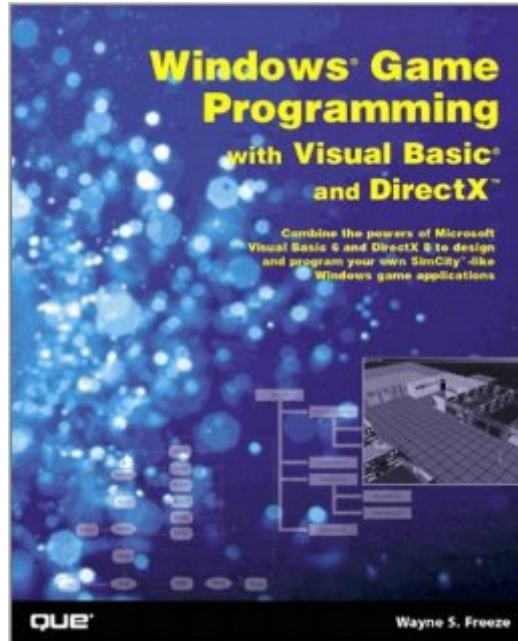


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# Windows Game Programming With Visual Basic And DirectX



## Synopsis

Windows Game Programming with Visual Basic and DirectX is the only game programming book on the market that pairs the ease of Visual Basic with the power and flash of DirectX applications. The book is written to teach the skills and thoughts behind game programming, with hands-on examples and a simulation game project that results in a complete application at the end of the book. Topics such as artificial intelligence, animation, sound effects, background music, and multiplayer setups will be covered in detail and put to work in the hands-on game project.

## Book Information

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Average Customer Review: 3.2 out of 5 stars [See all reviews](#) (16 customer reviews)

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## Customer Reviews

Wayne S. Freeze, Windows Game Programming with Visual Basic and DirectX (Que, 2002) First and foremost, a warning. Freeze's book, despite its publication date, deals exclusively in Visual Basic 6. If you're using VB.NET, a lot of this stuff is going to cause you to wonder what on earth Freeze is on about. I strongly suggest reading Keith Sink's DirectX 8 and Visual Basic Development in conjunction with this, and asking a lot of questions on a lot of VB.NET tech support mailing lists. (Microsoft's documentation on how to go from VB6-VB.NET with DirectX is not nonexistent, but it is such that nonexistent would have been better.) Given that .NET had already been in prerelease for over a year by this book's publication, one would think that, at the very least, the publisher would have made it very plain somewhere on the cover that the book dealt in a technology that's not compatible with the next generation of the language. An unforgivable oversight, especially if you happen to spend the full retail price for a copy of this book. That aside, Freeze's book is quite good

in the way it introduces the reader to the new, and largely esoteric, combination of Visual Basic and DirectX (the latter technology was exclusively the realm of C++ programmers until 2001, when DX8 began to include VB wrappers). He's not afraid to use repetition to get his point across, and he does so in a laid-back atmosphere that's quite different from what one sees in most how-to programming manuals. Freeze teaches the VB/DX intersection through the programming of a SimCity-style games called SwimMall, which is in and of itself at least worth a discounted copy of the book.

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