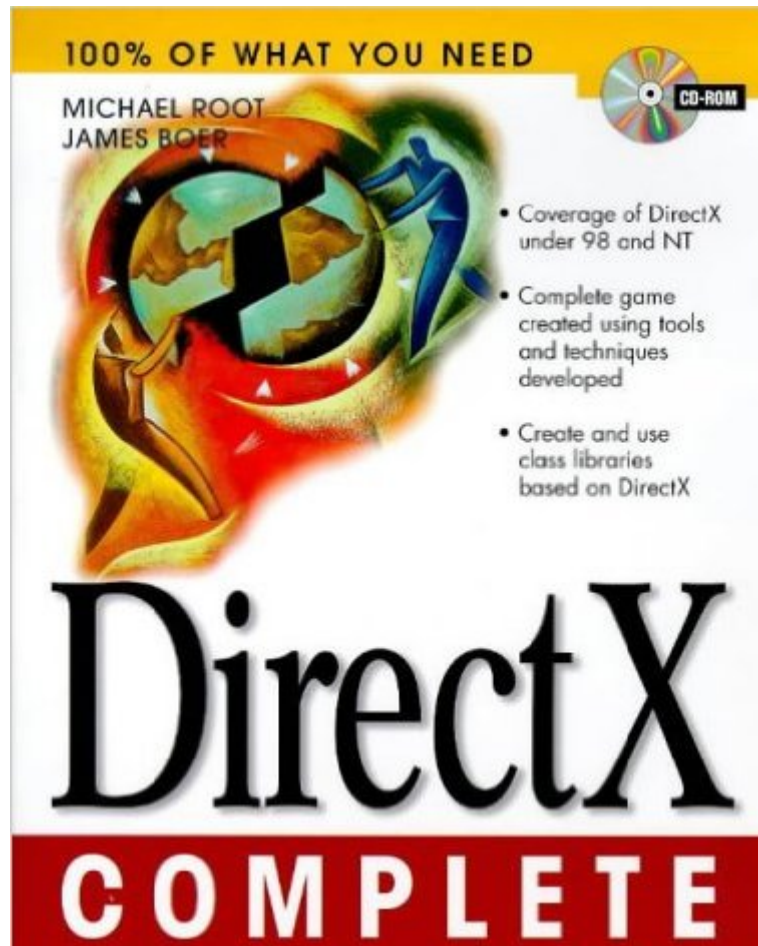


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# DirectX Complete



## Synopsis

With the "McGraw-Hill Complete Series" you get 100% of what you need to deliver fully functional applications fast. You get complete coverage of technical issues from experts who understand the problems you must solve.

## Book Information

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## Customer Reviews

A complete DirectX game, Meteor Blast, is included with this book, and consummates the explanations throughout the book with great satisfaction. This book is VERY detailed, and covers every aspect of DirectDraw, DirectSound, DirectInput, and DirectPlay needed to write a game. What it does \*not\* cover, as pointed out by other reviewers, are DirectX features that are not necessarily useful for writing a game. I am glad that the book does not get into Direct3D, DirectMusic, or any other API, which would needlessly complicate DirectX for game programming. I found the class libraries top notch, and was grateful that I was able to directly import the included .LIB file into my own game project, or even import the classes themselves into my Visual C++ workspace in order to inherit basic features from them for use in my own custom classes. To be honest, after learning about the operation of DirectX, I do not want to have to use the DirectX API directly! It is like the Win32 API: complicated, lengthy, and difficult to comprehend. It is good to know what is going on behind the scenes, but after that, I am pleased to be able to make use of these excellent class libraries. Unlike other reviewers, I had no problems compiling the sample Meteor Blast game with

Visual C++ 6, nor any other sample program. The DirectSound samples are intriguing, especially the sample DirectSound3D example that lets you position the listener with the mouse to hear how the sound would change based upon location. All I need to use DirectSound in my own game project is included in the SDXSound class developed in this book. The ability to play a wave file and then forget about it, having DirectSound do all of the mixing is great. I don't care about the WAVE file format.

One of the main purposes of this book, is to help the reader become comfortable using the various DirectX API's. This is done by using an easy to follow example based approach. Once the reader has gone through the examples and is comfortable with DirectX, a set of classes are developed to encapsulate certain parts of the DirectX API ( DirectDraw, DirectSound, DirectPlay, DirectInput, and DirectMusic ) to make it easier to use. Finally, the book culminates in an arcade style game using the classes developed. This book gives a good introduction for those who are new to the DirectX API, and provides a good reference for those who are already comfortable with it. I also want to address the comments that some of you have had over the last few weeks. 1. DirectX Support for Windows NT / Examples don't work for NT. DirectX is supported on Windows NT 5/Windows 2000, which is still in beta. This book examples are targeted toward supported platforms, which include Win95/98/ (NT5 when released). These examples will not work under NT 4.2. The examples don't compile. All of these examples programs were written for VC++ 5, and compile cleanly with that version, and except for the HelloWorld example, compile cleanly with VC++ 6. With the release of VC++ 6, Microsoft has tightened up it's compiler's compliance with certain ANSI C++ specifications. So, certain statements that the compiler used to be fine with, now generate an error. For example, the statement in the HelloWorld program which reads as follows : `hBrush = SelectObject(hDC, GetStockObject(WHITE_BRUSH));` now generates the following error in VC++ 6: HelloWorld\HelloWorld.

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