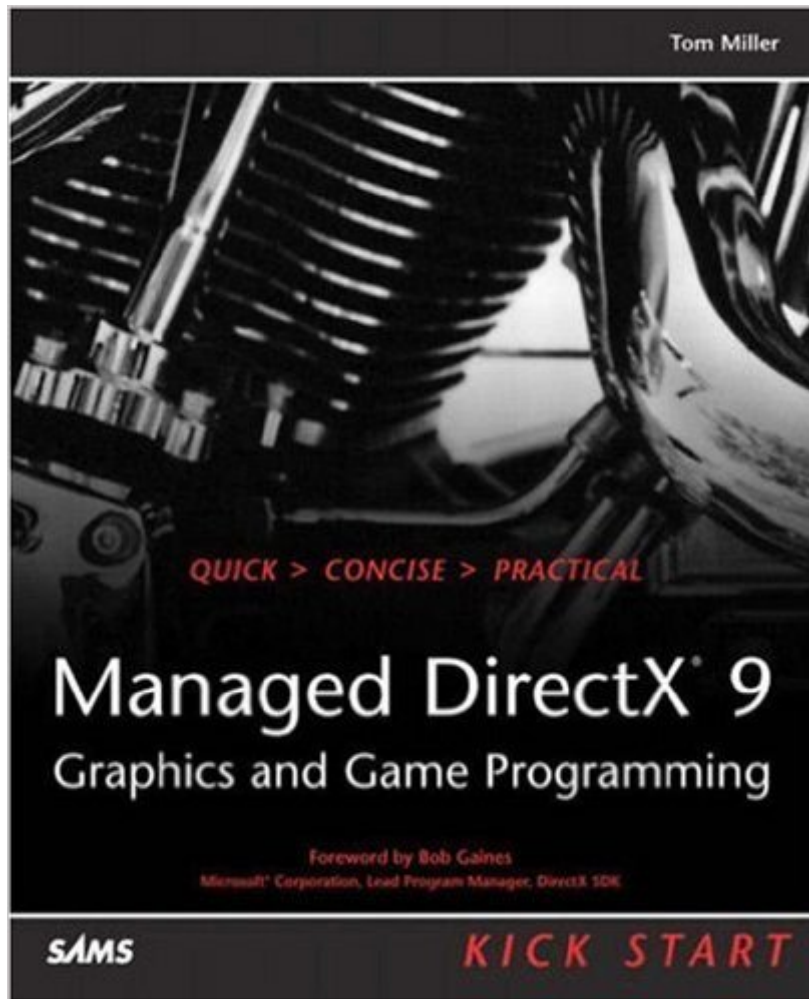# Managed DirectX 9 Kick Start: Graphics And Game Programming

Synopsis

Managed DirectX was released with the latest version of the core DirectX libraries in DirectX9. It enables developers using the new .NET languages (i.e. C#, VB.NET, etc.) to develop rich multimedia applications with DirectX. Unfortunately the Managed DirectX runtime was released without adequate documentation, and developers are having a hard time figuring out the best way to write managed applications. This book covers how to use the Managed DirectX objects, how they differ from the core DirectX libraries, and how to create these rich multimedia applications in C#. It also covers in depth graphics techniques and the new high-level shader language shipping with DirectX9.

Book Information

Paperback: 432 pages

Publisher: Sams Publishing (November 3, 2003)

Language: English

ISBN-10: 0672325969

ISBN-13: 978-0672325960

Product Dimensions: 8 x 1 x 8.7 inches

Shipping Weight: 1.6 pounds

Average Customer Review: 3.8 out of 5 starsÂ Â See all reviewsÂ (42 customer reviews)

Best Sellers Rank: #2,460,864 in Books (See Top 100 in Books)   #43 inÂ Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX   #1151 inÂ Books > Computers & Technology > Digital Audio, Video & Photography > Video Production   #2766 inÂ Books > Textbooks > Computer Science > Graphics & Visualization

Customer Reviews

This book truely is what it claims to be: A kickstart! It moves fast and may give people who are not familiar with Visual Studio .NET a hard time keeping up. But this is what I really liked about this book! You want to learn how to program? Find a different book! You want to get into DirectX development? Look no further!Just the first chapter explains more than practically any other book about Managed DirectX I have read. Sure, it doesn't have all the long and ellaborate explanations some of the other books have. But for some reason, I still felt like a had a better understanding of how to do things the 'right way' after reading this book. This may have to do with the fact that the author of the book is also the author of the API.The book covers a lot of ground. Most of the chapters deal with Direct3D (which is what I was interested in), although the author does touch on

other subjects such as DirectInput. The pace is fast and the author covers the whole range from primitive drawing techniques to using higher level concepts, such as meshes, and eve the HLSL (high level shader language), which many would consider an advanced topic. Well, I do anyway... ;-)The book doesn't just provide shallow introductions. In fact, the author doesn't even shy away from topics such as skeletal anomation of meshes, or writing pixel and vertex shaders to create specular highlights and per-pixel lighting effects.Well done! This book will explain a lot, and it does so quickly. However, if you have no experience with 3d graphics at all, you may want to follow up with another book, such as 'Introduction to 3D Game Programming with DX9' by Frank D.

Managed DirectX 9 Kick Start: Graphics and Game Programming What is DirectX in Windows: This eBook explains what DirectX is and the utility that manages DirectX in the Windows environment. (PC Technology 9) 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) Real-Time 3D Rendering with DirectX and HLSL: A Practical Guide to Graphics Programming (Game Design) Managed Care: What It Is and How It Works (Managed Health Care Handbook (Kongstvedt)) 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 Programming #45: Python Programming Professional Made Easy & Android Programming In a Day! (Python Programming, Python Language, Python for beginners, ... Programming Languages, Android Programming) Direct3D Programming Kick Start Directx 9 Graphics: The Definitive Guide To Direct3d (Wordware Applications Library) Beginning DirectX 11 Game Programming Introduction to 3D Game Programming with DirectX 10 Programming a Multiplayer FPS in DirectX (Game Development Series) Beginning DirectX 10 Game Programming Ultimate Game Programming with DirectX DOS: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of DOS programming (DOS, ADA, Programming, DOS Programming, ADA ... LINUX, RPG, ADA Programming, Android, JAVA) ASP.NET: Programming success in a day: Beginners guide to fast, easy and efficient learning of ASP.NET programming (ASP.NET, ASP.NET Programming, ASP.NET ... ADA, Web Programming, Programming) C#: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of C# programming (C#, C#

Programming, C++ Programming, C++, C, C Programming, C# Language, C# Guide, C# Coding)