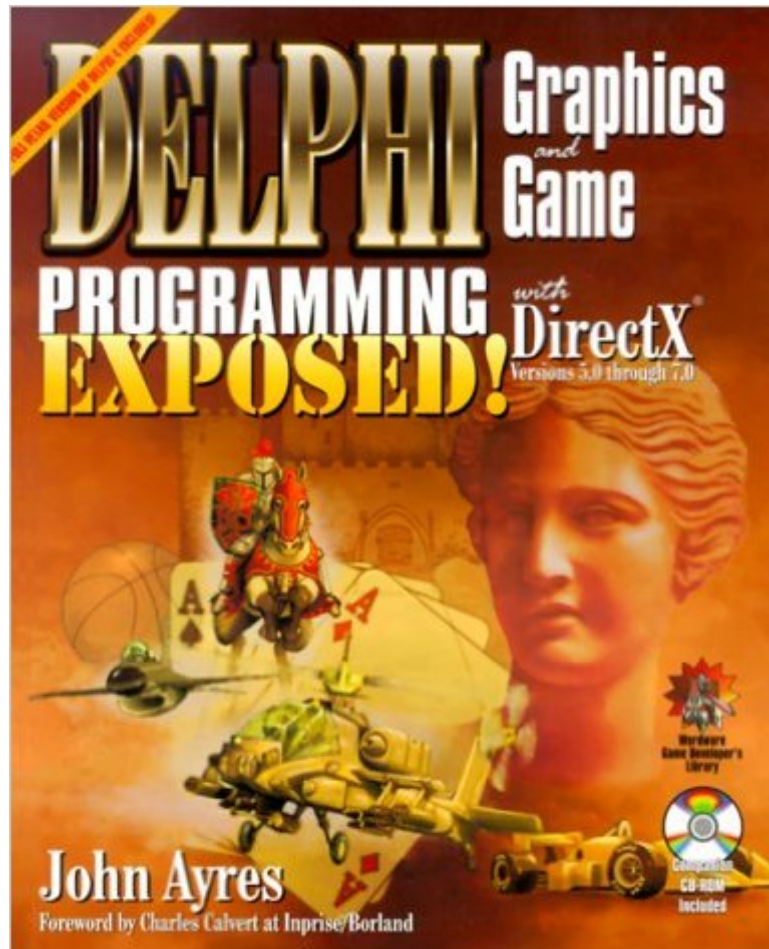


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# Delphi Graphics And Game Programming Exposed! With DirectX



## Synopsis

Delphi Graphics and Game Programming Exposed! with DirectX is a comprehensive reference describing high-performance graphics and game programming techniques in the Delphi development environment. Author John Ayres begins with a discussion of basic game programming and graphics concepts, and moves quickly into an introduction of DirectX, which gives Delphi developers a high-performance interface to system-level hardware while maintaining the benefits of the Windows operating system. Palettes, sprite animation, collision detection, and sound and music are also discussed. In addition the book includes a complete example game illustrating the different techniques discussed throughout, an appendix explaining how to use DirectSetup for installing DirectX, and a glossary of common words and phrases used in the game programming industry. The CD includes: • Source code from the book's projects • full retail version of Delphi 4 • 60-day trial version of Delphi 5 Enterprise • DirectX header files from Project JEDI • freeware sound effects, MIDI musical compositions, and the SpriteLib sprite library

## Book Information

Paperback: 544 pages

Publisher: Wordware Publishing, Inc. (February 7, 2000)

Language: English

ISBN-10: 1556226373

ISBN-13: 978-1556226373

Product Dimensions: 7.6 x 1.5 x 9.2 inches

Shipping Weight: 2.7 pounds

Average Customer Review: 2.4 out of 5 stars • See all reviews (32 customer reviews)

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## Customer Reviews

Simply put, this book is not that great. It's not BAD, per se, but it certainly doesn't live up to the title. What is actually "EXPOSED" by this book is the dire LACK of depth in the Delphi community for people who want to seriously tackle this subject and publish something in-depth about it. Given the fact that this book is really the only book quite like it, I do have to give Ayres credit for venturing out there and doing something about it. Also, I have no gripes about the writing QUALITY or style. I

think Ayres has a fluid and readable touch. HOWEVER, that's as far as I can go to really compliment this book. Frankly it just skims the surface of DirectX and Graphics programming in such a way that if you are an experimental or semi-experienced programmer you'd think it's overly simplistic information. There's just not enough MEAT in this book. You can get much more out of some C/C++ books that are MUCH older and that tackle the subject better. Many of the techniques explained in this book can be found in so many other places in superior depth and detail it surprises me that Ayres would spend so much time on the basics. Still, the book has its good points and serves its purpose. The title is very misleading, and this is really the crux of my gripe with the book. If this book were titled: "Delphi Graphics and Game Programming PRIMER" I would say this is easily 4 or 5 stars. But the word "EXPOSED" in the title is so far from true I can only recommend it for BEGINNER Delphi game programmers. Better to spend your time searching for good websites and emailing colleagues to get the real dirt. If you want to get serious about DirectX you're going to have to buckle up and learn the DirectX ropes in C/C++. I have no doubt about the capability of Delphi to deal easily with the challenges of serious game programming. I think it's a perfect platform, but you'll have to look deeper. The manual for Ted Gruber's FastGraph graphics library has more insight to game programming than this book.

I too thought there would be a little 3D in this book, but I can understand why there isn't. 3D Game programming is absurdly complex. You need to get the basic concepts and feel of game programming down in 2D (well, it's a good idea anyway). Many complain about not finding the CD Key... it's on a card that sticks out like a sore thumb in the back of the book. Look a little harder. This book is not a comprehensive guide to game or direct x programming (or Delphi). However, what it can do is provide you with the means to jump right in and make a game. What I'm talking about is ready-made basic 2D game engine's that can be modified to do just about anything. The book gets you the basics on graphics, sound, sprites, controls (even force feedback), special effects and a bit more. I was introduced to this book by taking a graphics class in my 4th year of college. We barely used the book (because we only touched a little direct x at the end), but I spent the end of that winter break and much of the following months making a Tetris style puzzle game. If you can get the example programs to compile/run, you should be able to modify them to do your bidding.

I own the John Ayres "Tomes" titles and they are superb. That proved to me that John is an excellent author. However, this book falls short of its title of "Exposed." It is written very well, explained very well, and the CD is what it should be, but this is not a book for the serious game programmer. It is a

good start but other than that, shop the Delphi web pages for code samples and look to C++ code for help. This book is a primer for beginning programmers and NOT for the advanced or intermediate like the back of the book says. END

I almost didn't buy this book after reading all of the bad reviews on it. After looking at it in a bookstore I decided to pitch in the 60 bucks to see if I could get anything out of it. All of the people having problems apparently don't have much experience with delphi's ide. I had no problems getting any of the examples to compile and work. I think it had more to do with readers skipping the first few chapters which happened to have a paragraph explaining how to add the directx header files to your delphi environment so it would compile. Also you can't expect to pick up a programming language and start writing games in it. I wonder how much experience some of the reviewers had with delphi itself. You should have a decent amount of experience using delphi before trying to tackle this book. The book covers 2d games, sound, input, and basic force feedback. If you are an intermediate delphi programmer looking to design 2d games with delphi this book is a very good place to start. Nothing 3d is covered in this book but if you don't know how do write a 2d game why would you even attempt to design a 3d game?Also this book includes the retail version of delphi 4, the directx headers, and all of the book's examples on cd.Thank you John Ayres!

I don't know what it is about this book but I liked it a lot.The book has a special vibe; it is casual but it leaves no detail out in what it's aimed at.Unlike other technical books where you would skip sections this book keeps you reading from begin to end.Sure it's not sophisticated, no 3D for instance.But it's great for example for people who're coming from Turbo Pascal like me and want to explore Delphi and games(using DirectX). So it is a good primer presented clear and understandable. And no no not beneath beginners.And great 2D games can be made with this book as a background.2D games still have their place in the entertainment world.I'm not saying that you should necessarily learn how to make 2D games to be able to make 3D games but it's an asset. You people shouldn't ignore the "gamemaking thinking" that comes with 2D game manufacturing. But as the author points out in the book if you really wanna make 'em big, you hafta have artists involved in your project.ps: if you notice that im from Belgium: I have the same edition and in English.

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