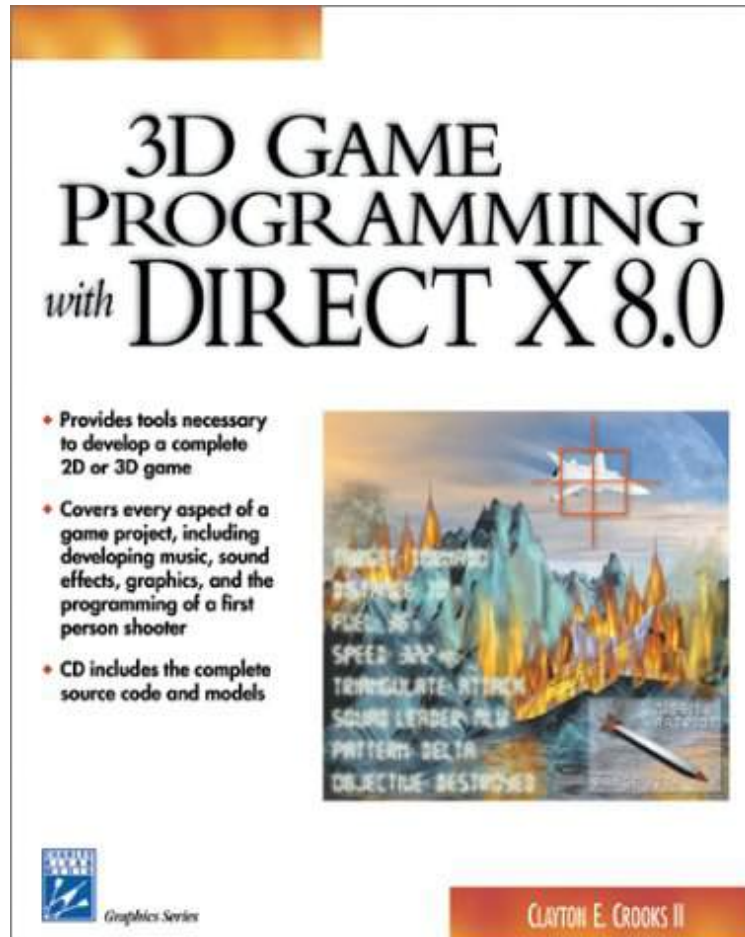


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By Clayton E Crooks



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I've read on DirectX have been far more comprehensive and all around educational. Although this is one of the few books out there that deals with DirectX using Visual BASIC, it didn't really explain anything about DirectX itself. It tells instead of teaches. Apart from that, right as Crooks drops you into D Using DirectX 8.0, this book and CD-ROM covers every aspect of a game project cycle, including developing music, sound effects, 2D and 3D graphics, and the programming of a first person shooter game. Written for beginner to intermediate level programmers and/or designers, this invaluable resource provides models, complete source code, and all the tools needed to create a complete game. The program used throughout is DirectX 8.0, an engine that can be used by Visual Basic. About the Author: Clayton E. Crooks II, Knoxville, TN, is a partner in Advanced Information Systems, a consulting company specializing in custom hardware and software solutions for education, small business, and government entities. His articles have appeared in

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