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An easytofollow guide on SlimDX game development with practical exercises in each chapter. Stepbystep instructions and example code put each topic into action in a working demo. If you are a game designer or game developer with a passion for video games and a desire to create your own from scratch, this is the book for you.

Game Development with SlimDX. (eBook, 2013) [WorldCat.org]

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Game Development with SlimDX: Fontanini, Michael ...

A programming library (known as a "wrapper") enabling the use of DirectX in the .Net framework, thus making it possible to use DirectX in managed code, like C#. The lead developer of SlimDX is Promit Roy.

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Our games are written in C++ using DirectX9 (using Microsoft's DXUT samples), when I contacted the other company I was informed they use C# and have built a framework of their own on top of SlimDX. I was told that if needed they could provide us access directly to the base library ie SlimDX

[SlimDX] Integration with C++ - Graphics and GPU ...

GameDev.net is your resource for game development with forums, tutorials, blogs, projects, portfolios, news, and more.

C#: How To Play A Movie With SlimDx? - Graphics and GPU ...

Game Development with SlimDX. Contents ; Bookmarks Getting Started. Getting Started. Setting up Visual Studio 2013 Express. Setting up SlimDX. Creating a framework. The GameWindow class. The GameLoop method. Testing our game window. Summary. Responding to Player Inputs. Responding to Player Inputs.

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