

Game Development With Slimdx By Michael Fontanini

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Game Development with SlimDX eBook: Michael Fontanini ...

Video games have been around for quite some time, but SlimDX has become a big thing in game development in recent years. It is a free open source framework that lets you bring your own virtual world to life using the power of DirectX. This tutorial gives you a good head start into the world of game development with SlimDX. You will learn everything you need to know to start making your own 2D and 3D games.

Game Development with SlimDX | LaptrinhX

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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