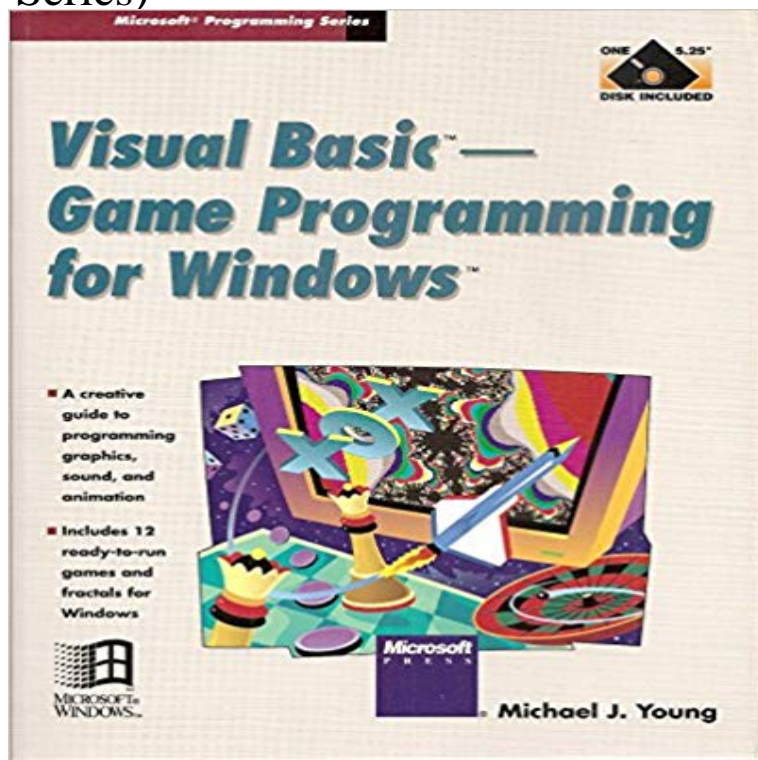


Visual Basic: Game Programming for Windows (Microsoft Programming Series)



This title brings the time-saving development power of Visual Basic to the creation of sophisticated Windows games and fractals. The book/disk pack provides 12 ready-to-run Windows games, complete with on-line help, playing instructions, source code and instructions for modifying the games. In addition, readers learn the fundamentals of game design and game programming, with an emphasis on Visual Basic programming techniques. Topics include creating device independent bitmaps, using drag and drop techniques, playing against the computer or another player, tracking player progress and keeping score, working with sound (using both the default PC speaker and the third part sound cards), controlling random events and generating fractals. Many tips and tricks that apply to games programming are applicable to business applications, including video performance, developing mathematical algorithms, creating on-line help and writing DLLS.

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