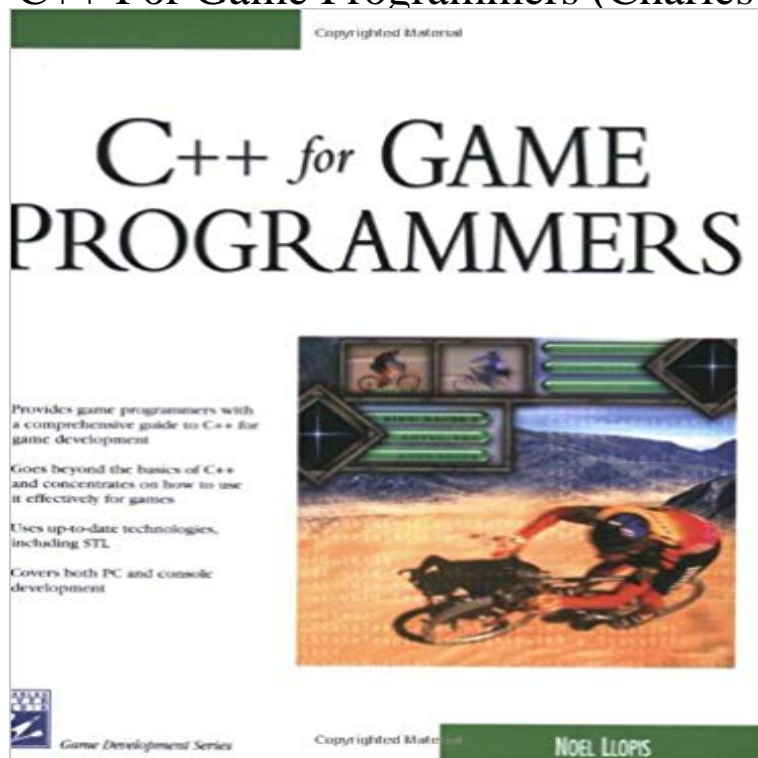


C++ For Game Programmers (Charles River Media Game Development)



C++ is the primary language used in game development; however, game programming has a unique set of challenges, which general application development techniques and recommendations don't apply to. Written to address this issue, C++ for Game Programmers provides practical suggestions for what C++ features to use in game development and why. Many of the misconceptions of C++ are clarified, and programmers learn the most effective methods for using the language to create games. This is primarily a book about ideas and concepts: it is not just a source of C++ code to use in your game project. Instead, C++ for Game Programmers covers how things work from a game-development perspective, and provides practical rules to follow. It points out the most effective C++ practices and steers developers away from the potentially dangerous ones. It describes common C++ techniques to solve specific problems faced by most developers, and focuses on techniques that have been proven in real games. Additionally, specific new technologies such as STL are covered in detail, along with the challenges specific to different platforms such as PCs or game consoles. The techniques presented apply to all aspects of game programming, including graphics, physics, and AI. C++ for Game Programmers is the perfect resource for game programmers looking to perfect their C++ skills, and experienced programmers interested in entering the game industry. Graphics, embedded systems, and real-time systems programmers facing the same challenges as game programmers will also benefit from the ideas and techniques covered.

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