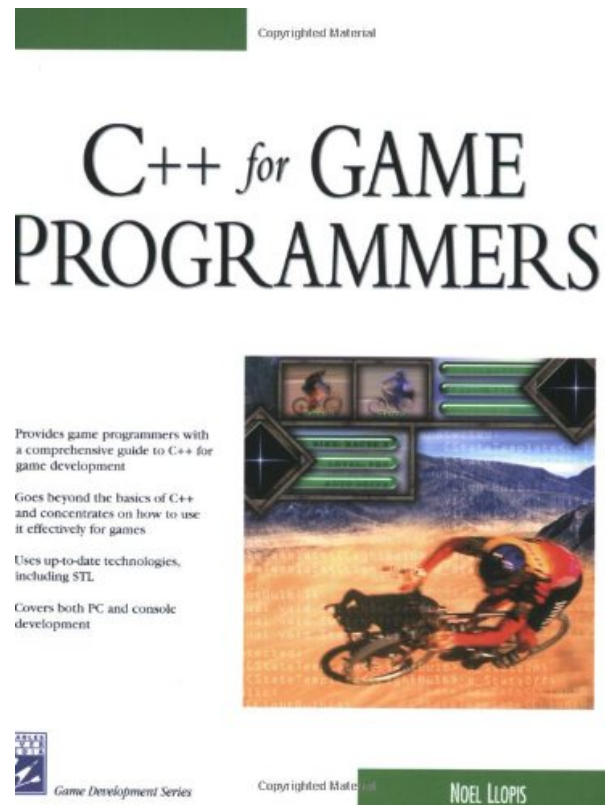


C++ FOR GAME PROGRAMMERS (CHARLES RIVER MEDIA GAME DEVELOPMENT) BY NOEL LLOPIS



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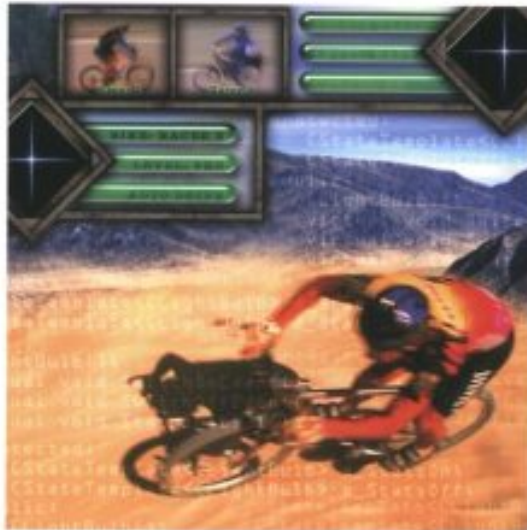
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About the Author

Noel Llopis (Timonium, MD) is a software engineer at Day 1 Studios. He developed the technology for the game MechAssault and is now busy researching and implementing the technology for upcoming games. He holds a B.S. in Computer Engineering from the University of Massachusetts Amherst, and an M.S. in Computer Science from the University of North Carolina at Chapel Hill. He is also is a member of the Gamasutra editorial advisory board, and has written several articles on programming techniques in the Game Programming Gems series. He is a regular speaker at the Game Developers Conference.

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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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29 of 33 people found the following review helpful.

Awesome! A Great C++ Book!

By Robert Smith

This book is not about game programming. It is about using C++ effectively to write game code. It is for "Programmers" who use C++ to write game code. Just wanted to clear that up for some of you boneheads who were expecting some kind of graphics tutorial.

Anyway, I devoured this book in a few days. It is written in the fasion of Scott Meyers indispensable "Effective C++" series. Noel explains what the compiler may or may not do for you. For instance, you may be surprised to learn that your inline functions may in fact not be inlined. Noel explains why and how to better your chances of getting your function truly inlined. If you are used to always writing copy constructors, Noel will show you when not to in game code. The breakdown of the virtual function table for an object with multiple inheritance was an eye opener. He also supplies a memory manager worth it's weight in gold! (How do you weigh code...?)

Also covered are the STL, Abstract Interfaces (great for implementing your graphics pipeline in BOTH Direct X and OpenGL), Plug In's (very cool coverage) as well as implementing your own Run Time Type Checker you can use in your Linux code as well (MicroSoft's RTTI bytes).

What Noel stresses throught the book is if your code is doing something a hundred thousand times each frame, you better know what it's really doing! The code snippets are perfect. They are not complete examples you can rip off and drop into your own code. But they do show you enough to make you say "Ah ha! Thats how its done." If you are a software engineer by profession, you will find yourself hurrying to work to see where you can improve that dog you are working on. I carry a book bag every day with 5 or 6 programming books that should be in every programmers library. This book is now one of them.

Finally, if you want a sample of Noels writing, run out and pick up a copy of the April 2004 issue of "Game Developer" magazine and check out his article on "Optimizing the Content Pipeline."

4 of 5 people found the following review helpful.

not just for game programmers

By choff

A 'best practices for C++' type of book using small snippets of code to illustrate the points. There is a lot here that can be applied to any type of C++ development. Makes a good addition to your Effective C++ and Design Patterns(GOF) books. You do own those, right?

1 of 7 people found the following review helpful.

Good book for learning C++ tips and tricks

By A Customer

I think this is a good book. I am not a game programmer, but this book contains a lot of sound advice and tips that I will apply to my current and future projects.

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