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PROGRAMMING
**ROLE
PLAYING
GAMES**
WITH DIRECTX 8.0

Premier Development



André LaMothe
CEO Xtreme Games LLC

PROGRAMMING ROLE PLAYING GAMES WITH DIRECTX[®]

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PROGRAMMING ROLE PLAYING GAMES WITH DIRECTX[®]

Jim Adams

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GAME DEVELOPMENT

Premier



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*To my wife 2E:
The love of my life and best friend till the end—
you are my sunshine.*



Acknowledgments

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About the Author

Jim Adams' current career, and his passion for programming, began at the age of nine when using an Atari computer and a few lines of code, he discovered that he could do just about anything his young mind imagined.

Over the years, with the help of increasingly advanced books on programming—and countless hours molding together small games—he moved from computer to computer until he finally discovered the world of IBM PCs. At the same time, he was progressing through the emerging programming languages—going from BASIC, to assembly, to PASCAL, to C, and finally to C++.

Thanks to Jim's knowledge and experience in programming games and business applications, he has led a satisfying career in game-making, writing, and consulting. He has written numerous articles and is coauthor of several books on consumer electronics and computer programming.

Jim is currently owner of The Collective Mind, a programming and consulting business. You can find Jim cruising the Internet and hanging out at various game-related Web sites.



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