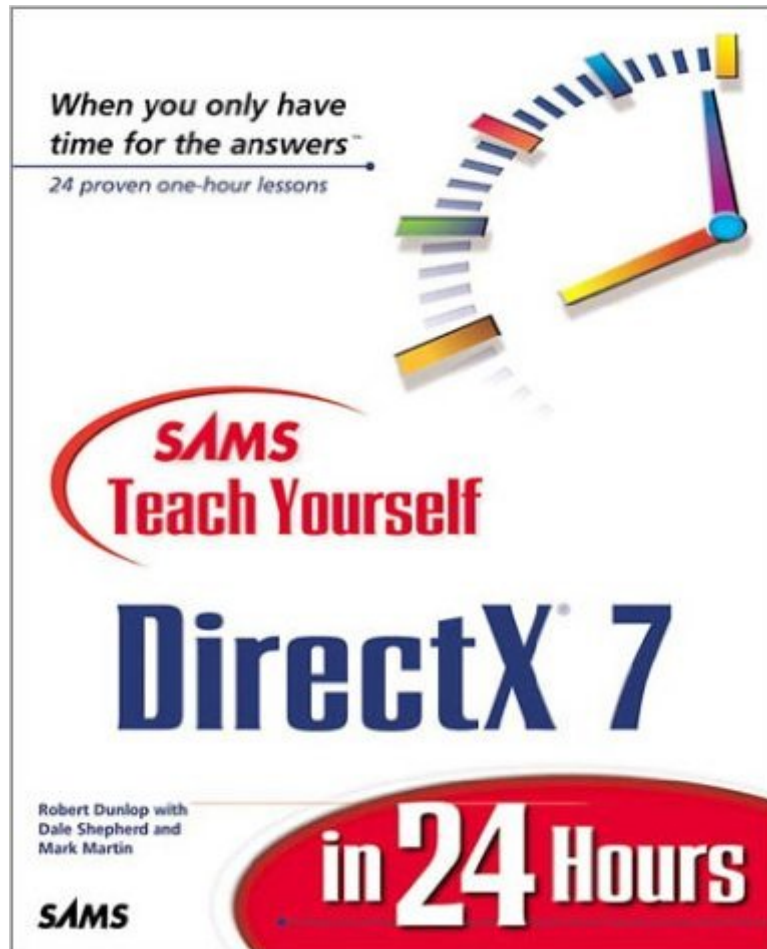# Sams Teach Yourself DirectX 7 In 24 Hours (Teach Yourself -- Hours)

Synopsis

From the first hour, Sams Teach Yourself DirectX 7 in 24 Hours has you creating your own DirectX-enabled applications. Author Robert Dunlop guides you through the complicated DirectX APIs, empowering you to create your own DirectX powered applications featuring smooth 3D graphics and sound. In addition to laying the COM-based DirectX foundation, Robert covers animation, DirectSound, DirectMusic, Direct3D, control devices, force feedback controls, and multi-user games. This book is an ideal starting point to hone your DirectX skills quickly and easily.

Book Information

Series: The Sams Teach Yourself in 24 Hours Series

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Shipping Weight: 2.4 pounds

Average Customer Review: 2.8 out of 5 stars See all reviews (38 customer reviews)

Best Sellers Rank: #6,320,655 in Books (See Top 100 in Books)   #81 in Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX   #1491 in Books > Computers & Technology > Programming > Languages & Tools > Visual Basic   #5545 in Books > Computers & Technology > Programming > Microsoft Programming

Customer Reviews

If you're new to DirectX, I would recommend against this book for the following reasons:1. The source code offered on the CD and in the book for the first few chapters is written for DirectX6, not DirectX7 as the title of the book would suggest. To the author's credit, he admits this on his website and offers corrected code there. Unfortunately, until you get the patches, the source on the CD and in the book will not compile for the first few chapters. The enclosed CD does come with the DirectX7 SDK, saving you from having to order it elsewhere.I'm surprised and disappointed that the publisher would allow such a large error slip by the editing process and allow the book to ship 'as-is', especially since it's a programming book where the code *must* be correct in order to do what the author intended the code examples to do. A 2nd edition is definitately needed here. Unfortunatly, by the time a 2nd edition is released, we'll most likely be beyond DirectX7.This incompatible source

code issue will discourage new DirectX programmers more so than experienced DirectX programmers. As the experienced programmers will know how to code around the changes between DirectX6 and DirectX7. Unfortunately, with a title like "DirectX7 in 24 Hours" the publisher appears to be aiming directly for those new DirectX7, and they are most likely the ones who will be confused with the first few chapters. Maybe even putting off the book altogether in frustration. If you fall into this category but are really determined to learn from this book then try to stick with it after getting the Author's code patches.What happened to books that were fully edited before publication?2. Another issue is that DirectX7 now supports VB, but the book doesn't talk about it.

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