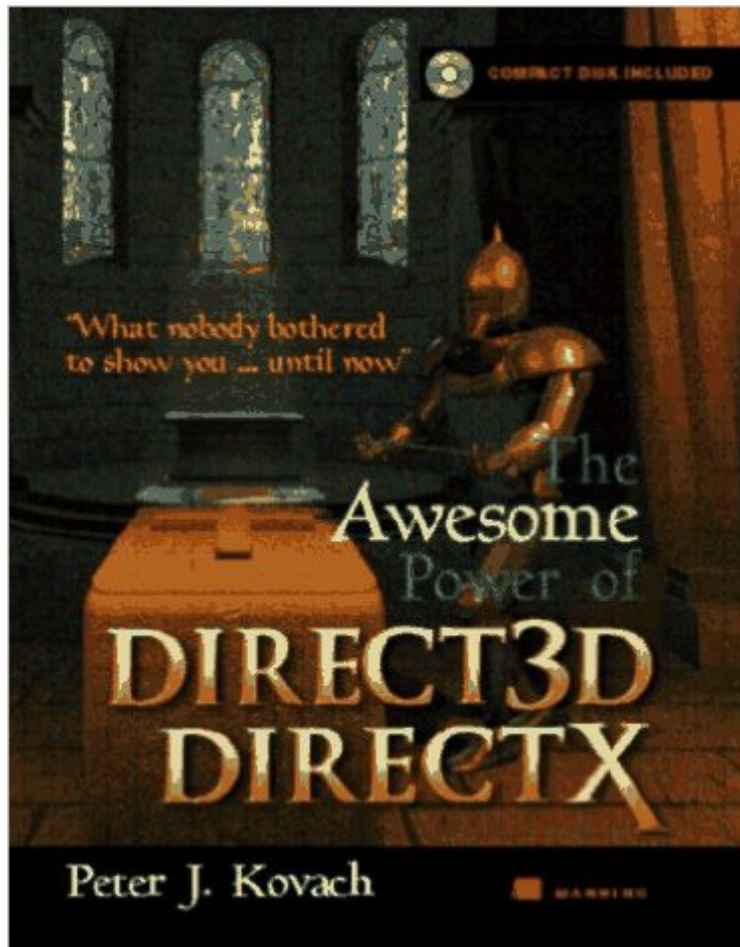# The Awesome Power Of Direct3D/DirectX - The DirectX 7 Version

Synopsis

How to program graphics applications using Microsoft's Direct3D Software Development Kit. Code is updated for use with MSVC++6.0.

Book Information

DVD-ROM: 702 pages

Publisher: Manning Publications (January 1, 1998)

Language: English

ISBN-10: 1884777473

ISBN-13: 978-1884777479

Product Dimensions: 7.1 x 1.9 x 9 inches

Shipping Weight: 3 pounds

Average Customer Review: 2.9 out of 5 stars See all reviews (55 customer reviews)

Best Sellers Rank: #7,337,098 in Books (See Top 100 in Books)   #85 in Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX   #13247 in Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Software Development #15338 in Books > Computers & Technology > Databases & Big Data

Customer Reviews

Generally when I read reviews on .com that simply say "This book is horrible, don't waste your money", I tend to ignore them. I find that probably half the people posting the reviews don't know how to program anyway, and so when they see a few lines of code they freak out and automatically decide the book sucks. That's the reason I bought this book, because not many of the reviews actually backed up their complaints with valid arguments. I have a slightly higher opinion of the book than most of the other reviewers, but I still find the book to be fairly bad. Specifically, the author has got to have some of the worst general programming skills I've ever seen. Maybe I'm spoiled because I'm a professional in the games industry, where code is usually very clean, efficient, and professional looking, but the code in this book is just absolute garbage. Every time I look at his code I get sick to my stomach. Some of the stupidest things I've seen in this book include (but are not limited to), the following:1) The use a global "Info" object to describe the state of D3D and the window. Even though it's global, the author uses SetWindowLong() to attach it to the window "so that it's always accessible". I've never seen anything so ridiculous in my life.2) The use of static C functions ALL OVER THE PLACE. Not static class member functions, but plain old static C functions (not that the use of static member functions all over the place would be any better, but I

don't think I've ever used a static C function in my life). In fact, the sole PURPOSE of declaring a non-member function static is so that it's not visible from any other file, so that you can use the same function name in other files.

The Awesome Power of Direct3D/DirectX - The DirectX 7 Version Cutting-Edge Direct3D Programming: Everything You Need to Create Stunning 3D Applications with Direct3D Jesus--Awesome Power, Awesome Love: John 11-16 (Discover 4 Yourself Inductive Bible Studies for Kids (Paperback)) Beginning Power BI with Excel 2013: Self-Service Business Intelligence Using Power Pivot, Power View, Power Query, and Power Map Power Pivot and Power BI: The Excel User's Guide to DAX, Power Query, Power BI & Power Pivot in Excel 2010-2016 Adult Coloring Books: Awesome Animal Designs and Stress Relieving Mandala Patterns for Adult Relaxation, Meditation, and Happiness (Awesome Animals) (Volume 1) Direct3D SHADERX: Vertex & Pixel Shader Tips and Techniques (Wordware Game Developer's Library) Programming an RTS Game with Direct3D Direct3D Rendering Cookbook Direct3D and 3D Engine Programming Direct3D for Students Practical Rendering and Computation with Direct3D 11 Character Animation With Direct3D Direct3D For Ladies Beginning Direct3D Game Programming w/CD (Prima Tech's Game Development) Inside Direct3D (Dv-Mps Inside) Graphics Programming with Direct3D The Zen of Direct3D Game Programming (Prima Tech's Game Development) Beginning Direct3D Game Programming, Second Edition (Premier Press Game Development) Advanced Visual Effects with Direct3D