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paperback. Book Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment. Pages Number: 407 Publisher: People's Post Pub. Date :2008-07-01 version 1. This book describes how to use Visual C to design a variety of chess games. primarily designed for beginners to learn the game. Book through a number of straightforward statements about various chess game. and some more specific examples of various operations. This book explains step by step the core of the game. including screen rendering. game animation. game news. games sound processing. network game processing and basic artificial intelligence ideas. The arrangements for each instance of the game Deep; from simple single to complex double game multiplayer online games. for their production process are described in detail. Not only to give readers insight into the learning process produced by the Visual C game ideas. and let readers have their own game works. There are various sections of the close ties. but the focus is radically different. Readers can learn the contents of later chapters. after the previous program review to further modification and optimization. making it a very good game system. Book for game developers and game enthusiasts to learn and use. Contents: Chapter 1 introduces the basics of Visual C 11.1 Visual C visual integrated development environment 11.1.1 Workspace 31.1.2 AppWizard 51.1.3 ClassWizard 111.1.4 WizardBar 151.1.5 Visual C 6.0 of the Windows interface 151.2 GDI drawing 161.2.1 What is GDI 161.2.2 GDI output 171.2.3 is how to achieve what is effectively a rectangle. what is the invalid rectangle 171.2.4 acquire or release the device context handle dialog as well as related operations 171.3 261.3 261.3.1 the basic concepts of the dialog box .2 The basic concept of the control dialog template design 271.3.3 281.4 321.4.1 Windows...

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