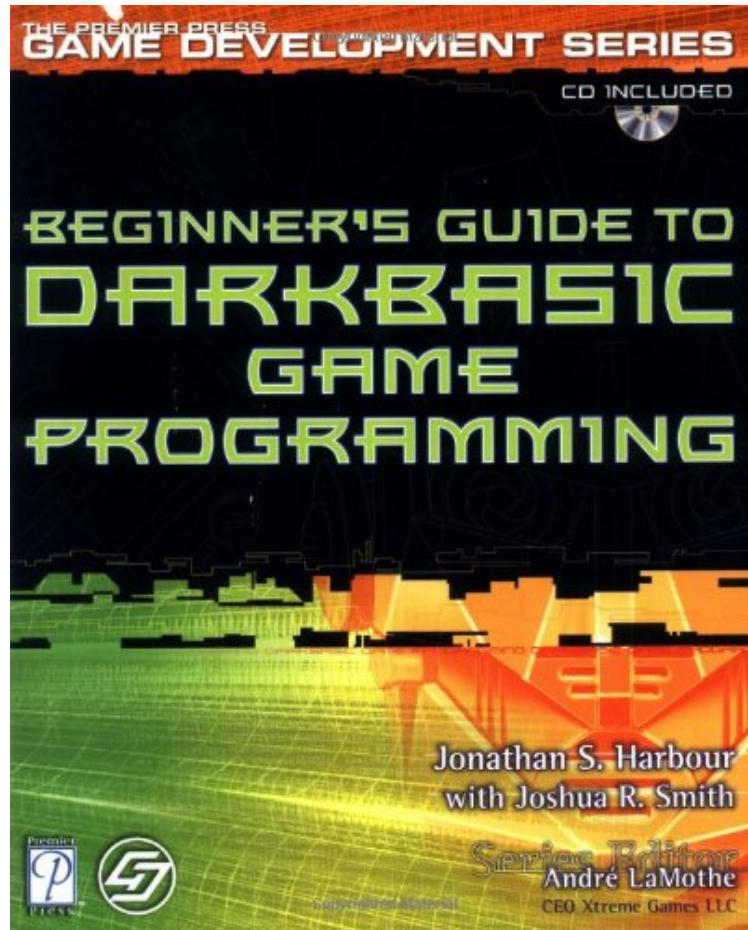


[Free] Beginner's Guide to DarkBASIC Game Programming (Premier Press Game Development)

## Beginner's Guide to DarkBASIC Game Programming (Premier Press Game Development)

*Jonathan S. Harbour, Joshua Smith*  
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**Jonathan S. Harbour, Joshua Smith : Beginner's Guide to DarkBASIC Game Programming (Premier Press Game Development)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Beginner's Guide to DarkBASIC Game Programming (Premier Press Game Development):

10 of 11 people found the following review helpful. Great book!By go veganEven tho this book got some negative reviews, I just knew that a 700+ page book would have to teach something. I will admit that the beginning of the book does make you wonder how so many words can say so little, but after you get past that part, the book is great. I've programmed in Basic on my Commodore computer and used QBasic and Blitz Basic on my PC, and just discovered and purchased DarkBasic and it looks like it's going to be awesome! But the book that comes with the DarkBasic program really only describes the commands. You'd have to download the examples and print them out to learn how to program. Even it you do that, I'd still recoment getting this book, because I like to learn from more than one source.The CD that comes with the book is also terrific. It's jammed packed with all the source code from the book,

and has many completed games and demos of programs. I can't imagine learning DarkBasic without this book!0 of 0 people found the following review helpful. BeginnersBy Silver PenA great book to have for the person wanting to create a game and programming is a must. Filled with great info and tips.0 of 0 people found the following review helpful. programmingBy Arthur Beaulieuthe book worked sometimes programming has to worked out with common sense the examples sometimes will not work within windows me

This book teaches how to write games without the distraction of the technical details of DirectX, because DarkBASIC handles the entire game engine allowing the developer to enjoy designing and playing games of his/her own creation.. There are currently no other books on DarkBASIC, so this book will serve as a complete DarkBASIC resource for beginners to advanced programmers..

From the AuthorSource code for the projects in this book may be downloaded from these book resource locations: [jharbour.com/forum](http://jharbour.com/forum) (must create a free account first)About the AuthorJon Harbour has been programming video games since the 1980s. His first video game system was an Atari 2600 which he played with disassembled on the floor of his room as a kid. He has written on languages and subjects that include: C++, C#, Basic, Java, DirectX, Allegro, Lua, DarkBasic, XNA Game Studio, Pocket PC, Nintendo GBA, and game console hacking. He is the author of Visual Basic Game Programming for Teens, 3rd Edition; Visual C# Game Programming for Teens; Beginning Game Programming, 3rd Edition; Multi-Threaded Game Engine Design and XNA Game Studio 4.0 for Xbox 360 Developers. Visit his blog and forum at [jharbour.com](http://jharbour.com).