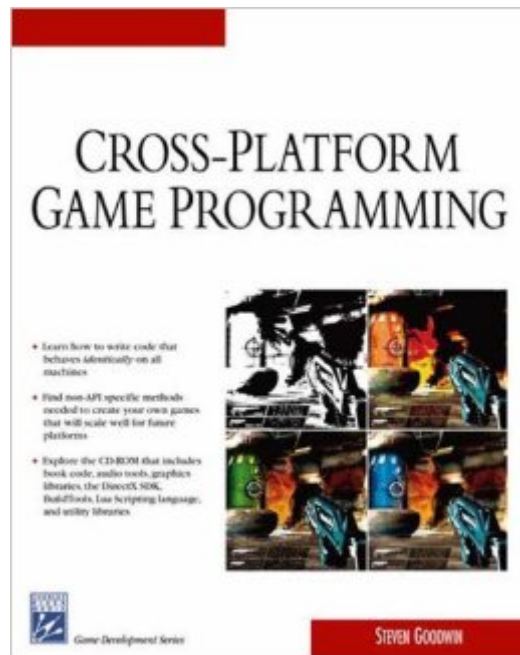


The book was found

Cross-Platform Game Programming (Game Development) (Charles River Media Game Development)



Synopsis

With many of today's games being released simultaneously on all platforms, the need for a good cross-platform development strategy is essential. Cross-Platform Game Programming covers this rarely discussed area and provides the techniques needed to develop your games effectively. It explains the plethora of problems that exist within every cross-platform game, and gives you the understanding and ability needed to solve them. It also teaches you how to write code that behaves identically on all machines. In addition, the book explains why standard libraries are not standard enough, and covers the nuances between compilers, debuggers, and operating systems.

Throughout the book, how-to guidelines are provided for using the same code to handle different hardware specifications without change for ported games, or those being build to work cross-platform from the ground up. It helps senior and lead programmers determine where the platform-specific features should start and end, and provides methods for achieving this. It also includes support for those using middleware by demonstrating how to write code that will run identically on different machines, despite the platform making use of the same APIs. Because this book teaches the methods, not the API, it scales well for future platforms and empowers you to create your own designs.

Book Information

Series: Charles River Media Game Development

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Customer Reviews

In "Cross Platform Game Programming," Steven Goodwin describes the major challenges

developers face when building a cross-platform game or engine. Published by Charles River Media (ISBN 1584503793) for \$49.95, the book spans eleven chapters through 460 pages and includes a CDROM containing the book's sample code and several useful toolkit libraries. As publishers continue to release titles simultaneously on multiple platforms, developers must contend with two or more console architectures during development. In order to isolate the high level changes and streamline development efficiency, games usually sit on top of an engine designed to abstract away hardware details to common API calls. The first chapter describes the typical problems encountered when attempting to write a cross-platform engine and how to design low level systems to prevent cross-platform issues. A key goal in writing cross-platform software is to reduce fundamental differences between target environments. The book's second chapter highlights code design methods and nuances that are critical to consider and adopt. Some of the subtle points discussed include language implementation differences between compilers, deterministic mathematic calculations, and different debugging environments. Goodwin describes common pitfalls to avoid and design considerations to adopt. Each of the subsequent chapters focus on a specific hardware difference: memory, CPU, storage, and input devices. The memory chapter describes issues associated with alignment, basic type sizes, and designing a memory management layer to create a common allocation scheme. The CPU chapter considers hardware timers, multi-threading, and various time management strategies.

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