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Titolo	Marmalade SDK mobile game development essentials [[electronic resource]] : get to grips with the Marmalade SDK to develop games for a wide range of mobile devices, including iOS, Android, and more // Sean Scaplehorn
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ISBN	1-283-96093-1 1-84969-337-4
Descrizione fisica	1 online resource (318 p.)
Collana	Community experience distilled.
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Soggetti	Computer games - Programming Mobile computing Electronic books.
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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started with Marmalade; Installing the Marmalade SDK; Installing a development environment; Choosing your Marmalade license type; Downloading and installing Marmalade; Using the Marmalade Configuration Utility; Managing your Marmalade account and licenses; Viewing an overview of your account; Updating your profile information; Managing your licenses; Managing your user list; Creating a Marmalade project; Creating the ""Hello World"" project The MKB file for the ""Hello World"" project The source file for the ""Hello World"" project; Building the ""Hello World"" project; The build directory; The data directory; Building and running in the Windows simulator; Deploying a Marmalade project; Compiling the ""Hello World"" project for the ARM CPU; Deploying the ""Hello World"" project; Installing on Android devices; Installing on iOS devices; Installing on BlackBerry QNX devices; Installing on Bada devices; Summary; Chapter 2: Resource Management and 2D Graphics Rendering; The Marmalade ITX file format; The ClwManaged class

Instantiating a class with the class factory
Parsing a class; Serializing a class; Resolving a class; The Marmalade resource manager; Adding lwResManager to a project; Specifying resources with a GROUP file; Loading groups and accessing resources; The ClwResource class; GROUP file serialization; Resource handlers; Graphics APIs provided by the Marmalade SDK; The s3eSurface API; The lwGL API and OpenGL ES; The lw2D API; The lwGx API; Using lwGx to render 2D graphics; lwGx initialization and termination; Rendering a polygon; Materials and textures; Vertex streams; Color streams; UV streams
Drawing a polygon
Displaying the rendered image; Example code; The ITX project; The Graphics2D project; The Skiing project; The GameObject class; The ModeManager and Mode classes; Summary;
Chapter 3: User Input; Detecting key input; Initialization and update of key information; Detecting key state; Detecting key state changes using polling; Detecting key state changes using callbacks; Detecting character code input; Detecting character code input using polling; Detecting character code input using callbacks; Inputting strings; Detecting touch screen and pointer input
Determining available pointer functionality
Determining the type of pointer input; Determining the type of stylus input; Updating current pointer input status; Detecting single touch input; Detecting single touch input using polling; Detecting single touch input using callbacks; Detecting multi-touch input; Detecting multi-touch input using polling; Multi-touch input using callbacks; Recognizing gesture inputs; Detecting a swipe gesture; Detecting a pinch gesture; Detecting accelerometer input; Starting and stopping accelerometer input; Reading accelerometer input
Smoothing accelerometer input

Sommario/riassunto

A practical tutorial that's easy to follow with lots of tips, examples and diagrams, including a full game project that grows with each chapter, This book targets Professional and Indie game developers who want to develop games quickly and easily to run across a huge range of smartphones and tablets. You are expected to have some experience writing games using C++ on other platforms. Its aim is to show how to take your existing skills and apply them to writing games for mobile devices (including iOS and Android) by explaining the use of the Marmalade SDK, Familiarity with games and 3D graphics p
