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   Autore   Williams Chris G

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                     George W. Clingerman

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   Nota di contenuto PROFESSIONAL Windows® Phone 7 Game Development; CONTENTS;
                      INTRODUCTION; CHAPTER 1: GETTING TO KNOW THE WINDOWS PHONE
                      7 DEVICE; Minimum Specifications; Chassis Design; Screen Resolution;
                      Phone Features; Capacitive Touch; Sensors; Accelerometer; aGPS;
                      Compass; Light Sensor; Proximity Sensor; Digital Camera; DirectX 9
                      Acceleration; Face Buttons; Back Button; Start Button; Search Button;
                      QWERTY Keyboard; Software Features; Start and Lock Screens; Hubs;
                      People Hub; Pictures Hub; Music + Video Hub; Games Hub; Marketplace
                      Hub; Office Hub; Other Applications; Summary; CHAPTER 2: GETTING
                      STARTED
                      Getting the Tools You Need Meeting the System Requirements;
                      Satisfying the Developer Requirements; What You Get; XNA Game
                      Studio 4.0; Creating Your First Project; Spotting Differences Between
                      the Windows Phone Game and Other XNA Game Projects; Setting Up a
                      Windows Phone Device; Using the Windows Phone Emulator; Using
                      Command-Line Options; Summary; CHAPTER 3: ORIENTATION; Device
                      Orientation; Setting Device Orientation; Hardware Scaling; Automatic

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Sommario/riassunto

Create the next generation of gaming titles for Windows Phone 7! Providing an overview of developing games for Windows Phone 7 while working within XNA Game Studio 4, this comprehensive resource covers such essential topics as device/emulator, development tools, device orientation, tilt and accelerometer sensors, multi-touch, working with Cloud and Web services, and more. Three complete games are included within the book plus hands-on explanations and clear example codes help you gain a deeper understanding of the Windows Phone 7 features so that you can start building a game right aw

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