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Titolo	Libgdx cross-platform game development cookbook : over 75 practical recipes to help you master cross-platform 2D game development using the powerful Libgdx framework // David Saltares Marquez, Alberto Cejas Sanchez
Pubbl/distr/stampa	Birmingham : , : Packt Publishing, , 2014
ISBN	1-78328-730-6
Edizione	[1st edition]
Descrizione fisica	1 online resource (516 p.)
Collana	Quick answers to common problems
Disciplina	793.9326696
Soggetti	Java (Computer program language) Video games - Programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Authors; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Diving into Libgdx; Introduction; Setting up a cross-platform development environment; Creating a cross-platform project; Understanding the project structure and application life cycle; Updating and managing project dependencies; Using source control on a Libgdx project with Git; Importing and running the Libgdx official demos; Chapter 2: Working with 2D Graphics; Introduction; Texture rendering with SpriteBatch; More effective rendering with regions and atlases Taking advantage of Libgdx spritesRendering sprite-sheet-based animations; Understanding orthographic cameras; Using ShapeRenderer for debug graphics; Handling multiple screen sizes with viewports; Chapter 3: Advanced 2D Graphics; Introduction; Achieving juicy effects with particles; Frame buffers and image composition; Welcome to the world of shaders; Passing parameters into shader programs; 2D depth of field shader; Embedding a Libgdx window into a Java desktop application; Chapter 4: Detecting User Input; Introduction; Detecting user input via event polling Detecting user input via event listeningManaging multiple listeners at once; Detecting more complex gestures; Introducing the controllers API; Input mapping for cross-platform development; Chapter 5: Audio

and File I/O; Introduction; Playing short sound effects; Audio streaming for background music; Optimizing audio files to reduce download sizes; Procedural audio generators; Engine sounds with dynamic audio; The 2D space sound system; The first approach to file handling in Libgdx; Using preferences to store game states and options; The XML parsing primer  
JSON serialization and deserialization  
Chapter 6: Font Rendering; Introduction; Generating and rendering bitmap fonts; Baking effects into fonts using Hiero; Scaling friendly font rendering with distance fields; Dynamic font effects using distance fields; Chapter 7: Asset Management; Introduction; Getting to know AssetManager; Asynchronous asset loading; Creating custom asset loaders; Managing groups of assets for bigger games; Chapter 8: User Interfaces with Scene2D; Introduction; Introducing the Scene2D API; Widget collection overview; Creating a basic menu screen using tables  
Skin customization  
Creating new widgets; Chapter 9: The 2D Maps API; Introduction; Creating maps with Tiled and loading them into Libgdx; Adding and querying map metadata; Developing your own map loaders and renderers; Chapter 10: Rigid Body Physics with Box2D; Introduction; Introducing Box2D; Introducing more complex shapes; Introducing joints; Real-life joints example - bike simulator; Reacting to collisions; Sensors and collision filtering; Querying the world; Building a physics world from level data; Implementing a deferred raycaster; The fixed timestep approach  
Chapter 11: Third-party Libraries and Extras

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## Sommario/riassunto

If you want to make cross-platform games without the hassle and dangers of writing platform-specific code, or If you are a game programmer who may have some experience with Java and you want to learn everything you need to know about Libgdx to produce awesome work, this is the book for you. To take full advantage of the recipes in this book, you are expected to be familiar with java with good game programming knowledge.

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