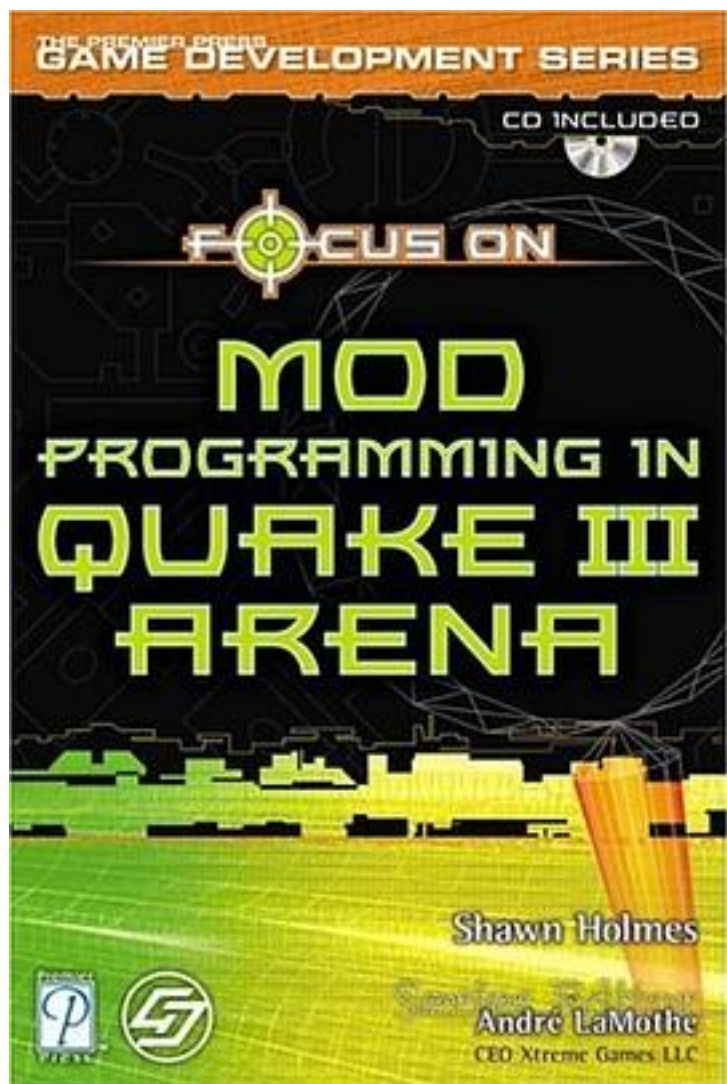


Focus On Mod Programming in Quake III Arena (The Premier Press Game Development Series)



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You've seen the cool mods that other developers have created for games like Quake. Now you're ready to try it for yourself. All you need to dive in and start designing is a copy of Quake III, a creative idea, and this book! Master the fundamental skills you'll need as you start with the basics of mod development and Quake III weapons programming. Then move on to code interaction as you begin to alter the user interface. Step into the ranks of true mod developer as you examine the development of a custom mod and cover ideas for future enhancements. Get ready to put your ideas into action!

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