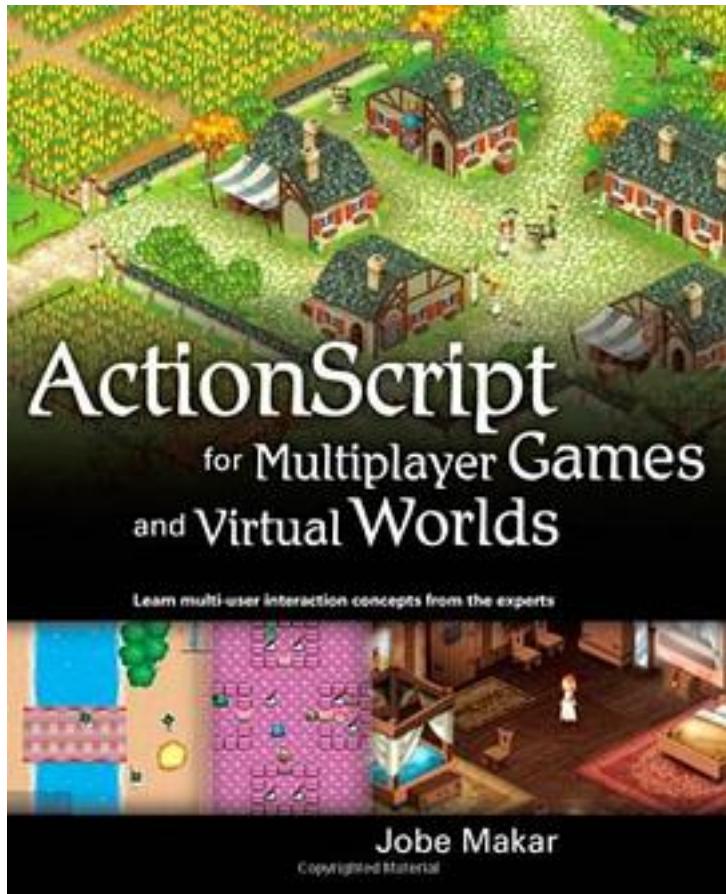


# ActionScript for Multiplayer Games and Virtual Worlds



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著者:Jobe Makar

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## Product Description

Covers of all aspects of multiplayer game development and virtual world development

- The demand for multiplayer game developments has exploded in the past year to become a billion dollar industry - Author is a top virtual world developer using Flash ActionScript - A rare look at development in this highly lucrative market Summary This book starts off with the basics of who wants these applications and why and quickly moves into virtual world game development. The main focus is on deconstruction of all aspects of multiplayer game development and virtual world development. The book covers chatting, avatar creation, mini-game integration, pathfinding, and more

## 作者介绍:

Jobe Makar (Elm City, NC) specializes in advanced ActionScript programming in all versions of Macromedia Flash and has authored several Flash programming books. He has over eight years experience building advanced applications, websites, and games using Flash, XML, HTML, JavaScript, and interacting with middleware. Jobe holds a Bachelor's Degree in Physics with 3 years of graduate study toward a PhD in physics. He has received several awards and acknowledgements for Flash programming and regularly speaks at industry conferences such as Flashforward, Flash in the Can, and Flash on the Beach. Jobe is a certified Flash trainer and developer.

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## 标签

actionscript

游戏开发

编程

游戏

flash

AS3.0

程序设计

交互设计

## 评论

理论知识挺值得一看，可惜大部分内容可以算作是他们提供的服务器解决方案的教材。

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不是很推荐，很早之前看了。

也就前面一点东西能够看一下，其余部分就是想要卖自己的软件。。

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这本书，主要是讲一些游戏的设计细节，当然关于的是ActionScript，不过，网络游戏的延迟处理，大多都是一致。唯一的缺陷是，此书所用游戏服务端比较独特..需预学习！

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一般

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想读，太贵老。。。等影印版吧

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Flash Game开发的入门经典

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## 书评

ISO视图、服务器对时、Sprite Sheet

Avatar、大厅系统等内容，都是游戏开发的必备之基础，作者写的很细，最值得一提的，都是作者自己的实战经验，讲的浅显易懂，书也不厚，编排的也精致，还有配套可运行、修改的代码。再加上 Flash Animation上下两册一起看更好了。

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