

UnrealDevelopment Kit Game Programming with UnrealScript: Beginners Guide



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Reviews

It in a of the best book. Indeed, it really is play, nevertheless an amazing and interesting literature. It is extremely difficult to leave it before concluding, once you begin to read the book.

(Sofia Yundt)

UNREALDEVELOPMENT KIT GAME PROGRAMMING WITH UNREALSCRIPT: BEGINNERS GUIDE

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Packt Publishing Limited. Paperback. Condition: New. 466 pages. Dimensions: 9.2in. x 7.4in. x 1.0in. Create games beyond your imagination with the Unreal Development Kit Dive into game programming with UnrealScript by creating a working example game. Learn how the Unreal Development Kit is organized and how to quickly set up your own projects. Recognize and fix crashes and other errors that come up during a games development. A practical beginners guide with fresh, fun writing that keeps you engaged as you learn game programming with UnrealScript. In Detail Unreal Development Kit is the free edition of Unreal Engine--the largest game engine in existence with hundreds of shipped commercial titles. The Unreal Engine is a very powerful tool for game development but with something so complex its hard to know where to start. This book will teach you how to use the UnrealScript language to create your own games with the Unreal Development Kit by using an example game that you can create and play for yourself. It breaks down the UnrealScript language into easy to follow chapters that will quickly bring you up to speed with UnrealScript game programming. Unreal Development Kit Game Programming with UnrealScript takes you through the UnrealScript language for the Unreal Development Kit. It starts by walking through a project setup and setting up programs to write and browse code. It then takes you through using variables, functions, and custom classes to alter the games behavior and create our own functionality. The use and creation of Kismet is also covered. Later, using replication to create and test multiplayer games is discussed. The book closes with code optimization and error handling as well as a few of the less common but useful features of UnrealScript. What you will learn from this book Set up a UDK project and...

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