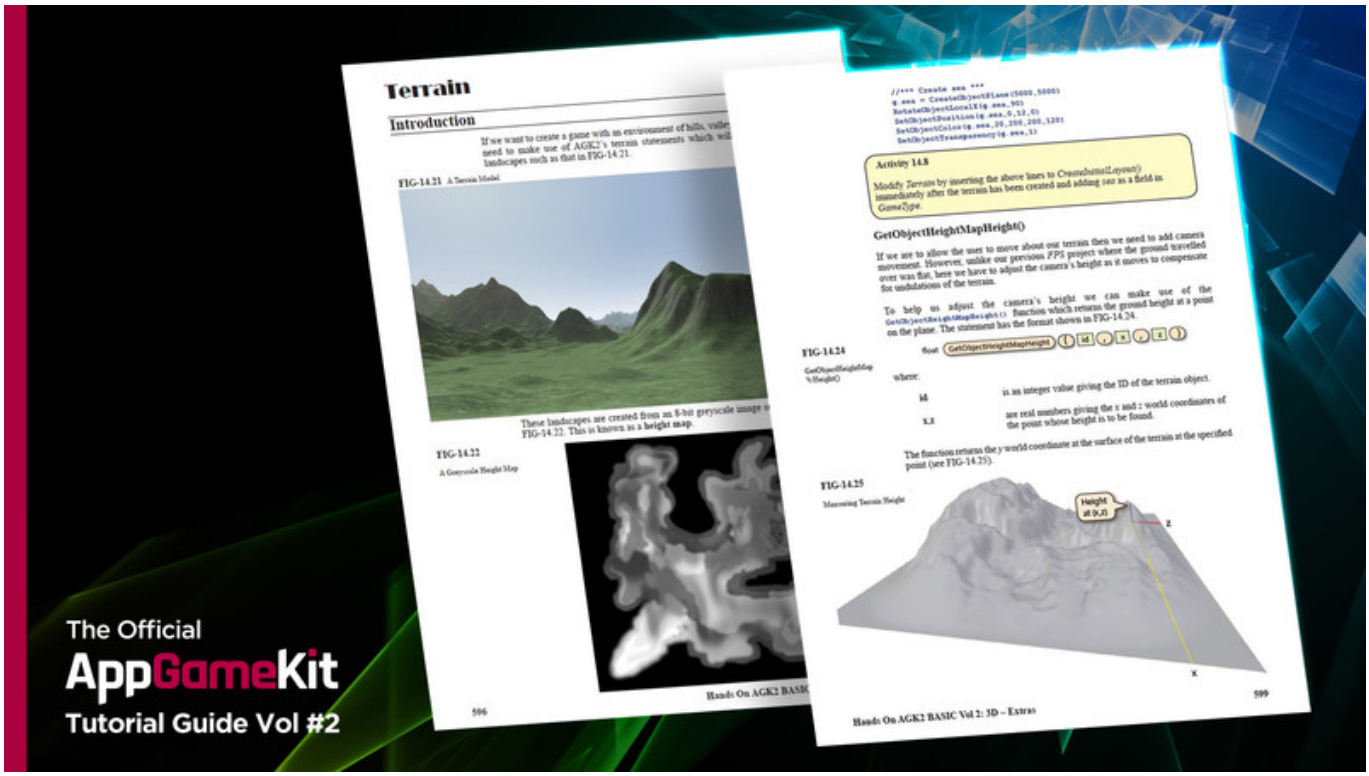
The Official AppGameKit Tutorial Guide Vol 2 Activation Code [torrent Full]



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About This Content

The **Official AppGameKit Tutorial Guide Volume 2** has over 900 pages and gives you the expertise needed to fully express your imagination and create your own professional-level games. The Guide explores the more advanced commands of AppGameKit, with detailed explanations of the statements, often with sample programs to show exactly how the statements operate and how they can be used. The Volume 2 Guide tackles more complex categories such as 3D, terrains, physics and memblocks, and builds on the areas covered in Volume 1.

The Official AppGameKit Tutorial Guides are so much more than just reference books - they are designed to train you in the art of computer programming.

It will teach you how to:

- Tween 2D animations
- Work with bone animations with Skeletons
- Create Graphical User Interfaces
- Understand the benefits of Memblocks

- Create Beautiful Fractal Images
- Learn about 2D Physics
- Grasp the basics of 3D Graphics
- Control Cameras and Lights in a 3D Scene
- See the logic behind a 3D Solitaire game
- Learn about game networking
- Access Servers
- Study a multiplayer game
- Investigate game AI

The Official AppGameKit Tutorial Guide Volume 2 includes these sections:

1. Tweening

- Tweening Concepts
- Sprite Tweening
- Text and Character Tweening
- Custom Tweening
- Chaining Tweens

2. Skeletons

- Skeleton Animation Structure
- Controlling an Animation
- Manipulating Bones

3 Date & Time

- Current Date and Time Commands
- Unix Date and Time Commands
- Creating New Date Functions

4 GUI Controls

- Creating a Button Control
- Creating a Modal Dialog Box

- Creating a Checkbox Control
- Creating a Radio Button Control
- Creating a Frame Control
- Creating a Pop-Up Menu
- Creating a Numeric Keypad

5 Memblocks

- What is a Memblock?
- Accessing a Memblock
- Using Memblocks to Create Data Structures
- Memblocks and Files
- Image Memblocks
- Manipulating an Image in a Memblock
- Creating a New Image within a Memblock
- The Mandelbrot Set Project

6 Mandelbrot Images

- What is a Mandelbrot Image
- Imaginary Numbers
- Zooming in on the Mandelbrot Image
- Real Number Limitations

7 2D Physics

- Using AGK's 2D Physics Engine
- Giving a Sprite Velocity
- Setting a Sprite's Bounce Factor
- Adding Spin
- Adjusting Friction
- Setting Mass
- Detecting Collisions

- Bounding Boxes for Physics
- Physics and Ray Casting
- Physics Debugging

8 2D Physics - Joints

- Joint Concepts
- Weld Joint
- Distance Joint
- Mouse Joint
- Revolute Joint
- Joint Motors
- Prismatic Joint
- Gear Joint
- Pulley Joint

9 3D Graphics: The Basics

- Defining 3D Space
- Axes, Planes and Coordinates
- Elements of a 3D Model
- Model Resolution
- 3D Primitives
- Texturing Models
- Local Axes
- Introduction to Lighting
- Basic Camera Control
-

10 3D Graphics: Objects

- Creating 3D Primitives
- Colouring and Texturing

- Object Transparency
- Backface Culling
- Moving, Rotating and Scaling Objects
- Resetting Local Axes and Angles
- Tweening Objects

11 3D - Cameras and Lights

- Camera-Related Statements
- 3D to Screen Mapping
- Light-Related Statements
- First Person Perspective
- Billboarding
- Camera Tweening

12 Solitaire - The Board Game

- Structuring Data
- Logic for Replayable Games
- Device Dependent Interfaces

13 3D Advanced Models

- Multiple Mesh Models
- Meshes and Memblocks
- Parent Child Models
- Animated Bone Models

14 3D - Extras

- Fog
- Sky Boxes
- Terrain
- 3D Vector Mathematics
- Ray Tracing

- Shadows
- Particles
- Shaders

15 Basic 3D Physics

- Setting up 3D Physics in an App
- 3D Bounding Volume Options
- Applying Forces
- Friction and Damping
- Collision Handling
- 3D Ray and Sphere Casts

16 3D Physics: Joints, Rag Doll, and Character Controllers

- Creating 3D Joints
- Using Rag Doll Commands
- Character Contollers

17 Using a Lan

- Networking Basics
- Setting Up and Managing a Network
- Creating a Network Function Library
- Sending Messages
- Local Variables
- Broadcasting
- Network Timing
- Sockets

18 Accessing a Server

- Accessing the Internet
- Transmitting and Receiving Files

19 A Multi-Player Game

- Creating a 2-Player Networked Game

20 Game Artificial Intelligence

- An Overview of AI
- The Game of Gomoku
- Making a Game Intelligent

The Official AppGameKit Tutorial Guide Vol 2 is written and designed by Alistair Stewart, owner of *'Digital Skills'* and author of the *'Hands On'* series of books. He has many years experience creating educational material to help anyone learn how to program computers. Alistair also authored **The Official AppGameKit Tutorial Guide Vol 1**: http://store.steampowered.com/app/345720/The_Official_App_Game_Kit_Tutorial_Guide/

AppGameKit
The Official Guides Comparison
Algorithms
Background Intel
Starting AppGameKit BASIC
Data
Iteration and Debugging
A First Look at Resources
Spot the Difference Game
User-Defined Functions
String and Maths Functions
Arrays
Records and Bit Operators
File Handling
Multimedia Resources
User Input
Program Structure Templates
Sprite Movement
Sprite Animation
Creating Games
Sync() and Images
Text Resources
Particles
Advanced Sprites
Screen Handling
User Input - 2
Tweening
Skeletons
Date & Time
GUI Controls
Memblocks
Mandelbrot Images
2D Physics
2D Physics - Joints
2D Physics
2D Physics - Joints
3D Graphics: The Basics
3D Graphics: Objects
3D - Cameras and Lights
Solitair - The Board Game
3D Advanced Models
3D - Extras
Basic 3D Physics
3D Physics: Joints, Rag Doll and Character
Controllers
Using a Lan
Accessing a Server
A Multi-Player Game
Game Artificial Intelligence
Also available
The Official
AppGameKit
Tier 2 Starter's Guide

Title: The Official AppGameKit Tutorial Guide Vol 2
Genre: Animation & Modeling, Design & Illustration, Education, Software Training, Utilities, Web Publishing
Developer:
Digital Skills, The Game Creators
Publisher:
The Game Creators
Release Date: 9 Nov, 2017

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Minimum:

OS: Windows XP SP2 or better

Processor: Intel Celeron / Athlon Sempron or better

Memory: 1 GB RAM

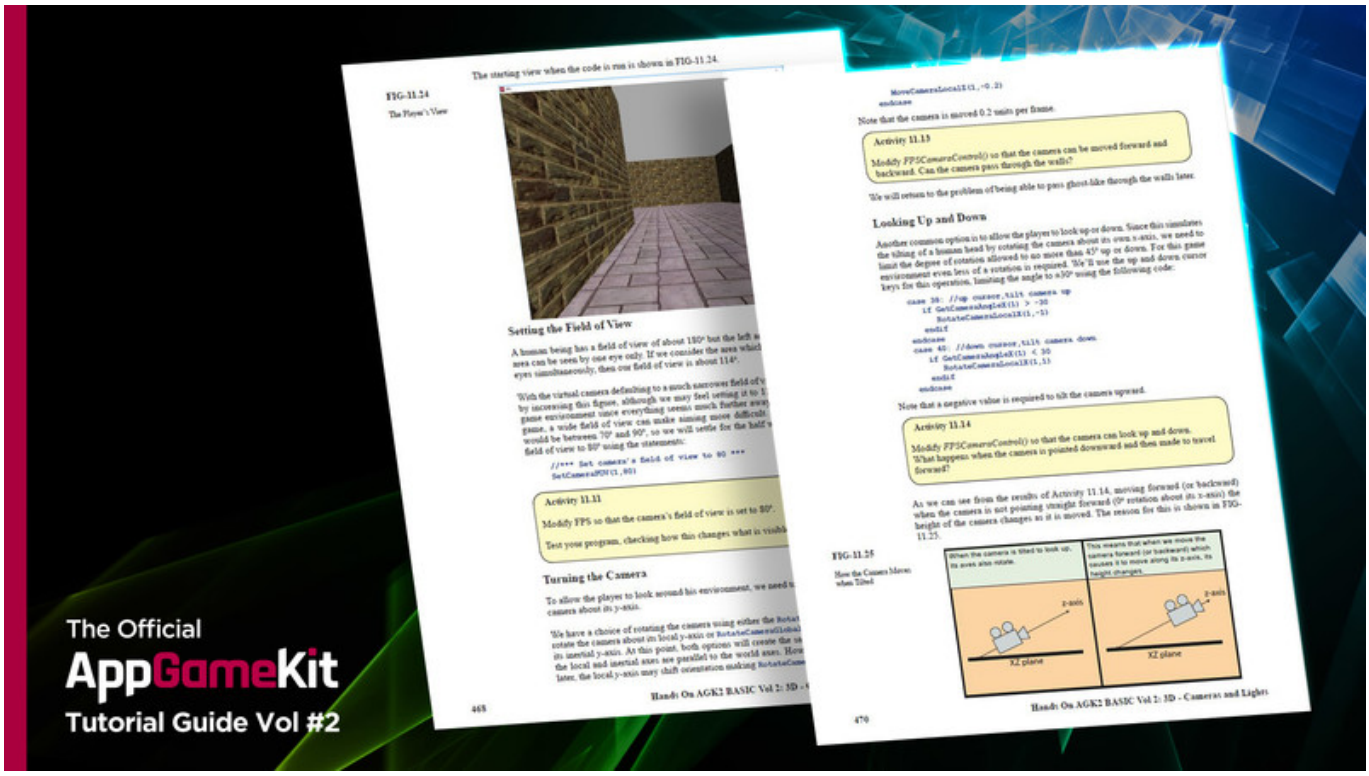
Graphics: Open GL 2.0 compatible or better

DirectX: Version 9.0c

Storage: 100 MB available space

Sound Card: N/A

English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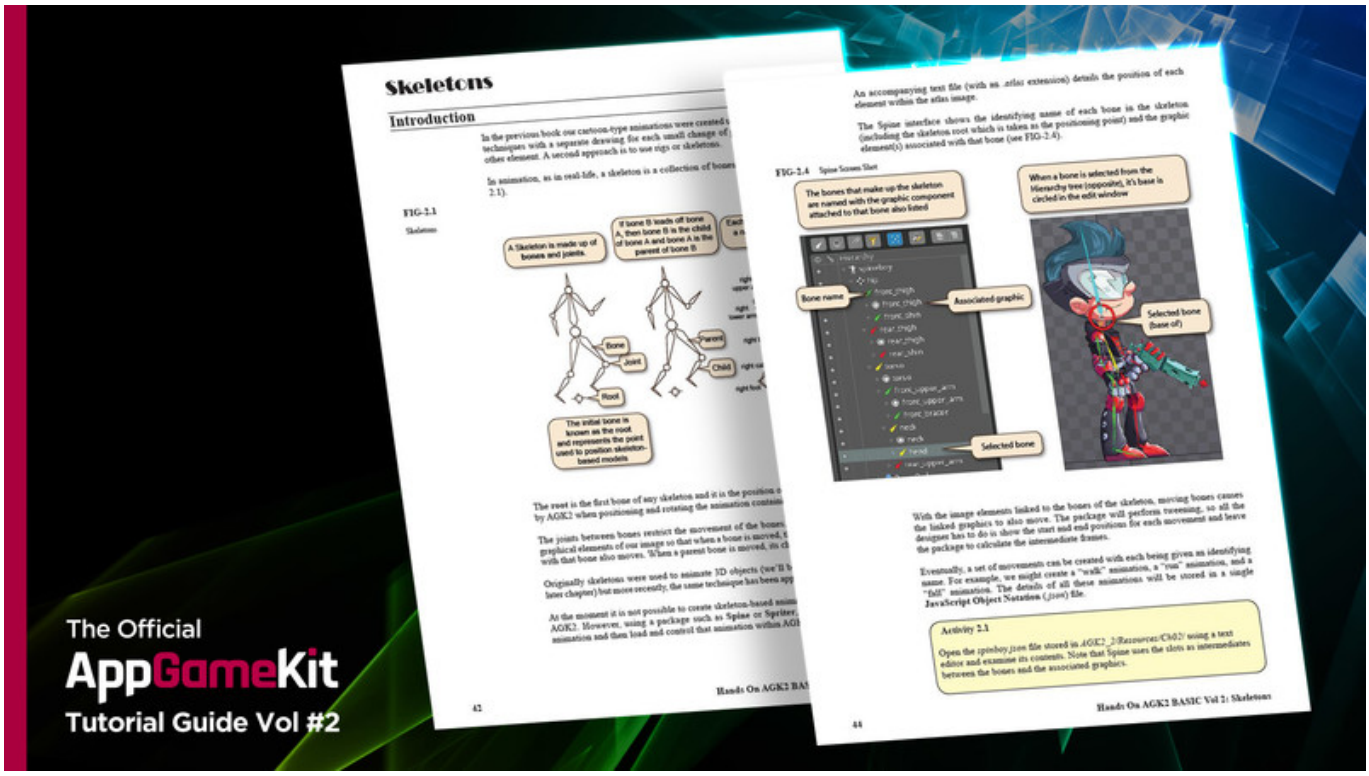
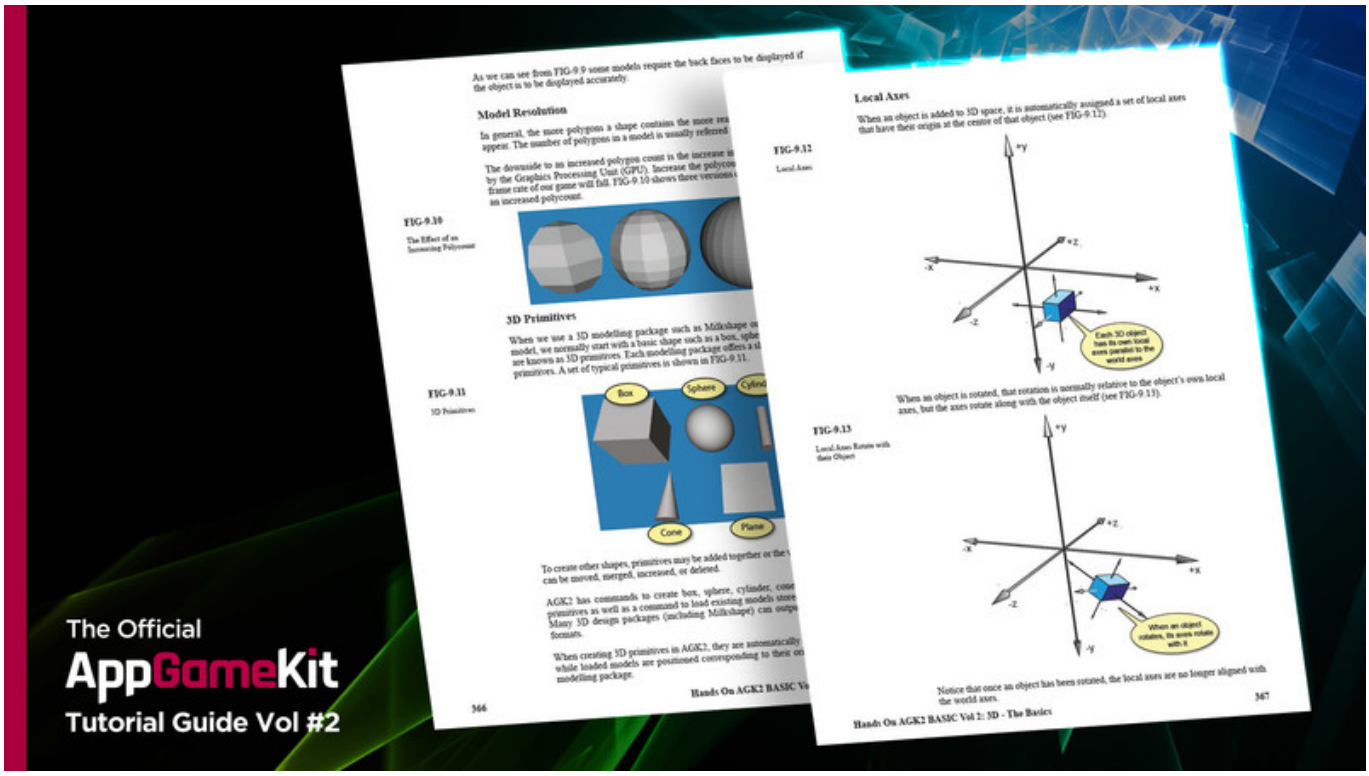

Skeletons
Introduction
FIG-2.1
A Skeleton is made up of bones and joints.
If bone B leads off bone A, then bone B is the child of bone A and bone A is the parent of bone B
Bone
Joint
Root
Parent
Child
The initial bone is known as the root and represents the point used to position skeleton-based models
FIG-2.4 Spine Screen Shot
The bones that make up the skeleton are named with the graphic component attached to that bone also listed
When a bone is selected from the Hierarchy tree (opposite), it's base is circled in the edit window
Bone name
Associated graphic
Selected bone
Selected bone (base of)
Activity 2.1
Hands On AGK2 BASIC Vol 2: Skeletons
The Official
AppGameKit
Tutorial Guide Vol #2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AppGameKit
Tutorial Guide Vol #2
Model Resolution
3D Primitives
Local Axes
Box
Sphere
Cone
Plane
+y
+z
+x
-x
-z
-y
Each 3D object has its own local axes parallel to the world axes
When an object is rotated, that rotation is normally relative to the object's own local axes, but the axes rotate along with the object itself (see FIG-9.13).
When an object rotates, its axes rotate with it
Notice that once an object has been rotated, the local axes are no longer aligned with the world axes.
Hands On AGK2 BASIC Vol 2: 3D - The Basics

Very good book; The only thing I miss from these series is that the downloadable content doesn't contain the source codes, you need to copy & paste from the pdf book, the problem is that you lost the code indentation an also, you get some garbage characters.. I have both Vol1 and Vol 2. As an aid to learning how to effectively use the language this is a good purchase. I have started to work my way through Vol 2 and there is a lot of interesting stuff here that I am sure will aid me in developing apps with AGK2. I find the author's style to be thorough and easy to understand. My only negative comment would be in relation to some of the code examples in the book. I have come across an instance where a function is called in one text but is not to be found elsewhere in the relevant chapter. This is frustrating and I am hoping this oversight will be rectified soon.. A very comprehensive book covering subjects that have opened up for me now such as 3D and 3D Physics. My knowledge of the AppGameKit engine is expanding with this well written guide.

Highly Recommended! :)

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