



Macintosh

Game

PROGRAMMING

Techniques

- A complete guide to creating games for the Macintosh
- Covers sound, animation, and game intelligence
- Includes complete source code and guidelines for building Desert Trek
- CD-ROM also contains a limited version of Symantec C++ for the Power Macintosh



CARY TORKEKELSON



Macintosh Game Programming Techniques

Jiyuan Zhang



Macintosh Game Programming Techniques:

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