



Programming Multiplayer Games (Wordware Game Developer's Library)

By Andrew Mulholland



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This book covers all the major aspects and theory behind creating a fully functional network game, from setting up a stable MySQL backed-end database for storing player information to developing a reusable TCP/IP network library for online games as well as developing web-based server interfaces.

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Programming Multiplayer Games (Wordware Game Developer's Library) By Andrew Mulholland Bibliography

- Sales Rank: #5108756 in Books
- Brand: Brand: Wordware Publishing, Inc.
- Published on: 2004-04-25
- Original language: English
- Number of items: 1
- Dimensions: 9.00" h x 1.23" w x 6.36" l,
- Binding: Paperback
- 500 pages

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