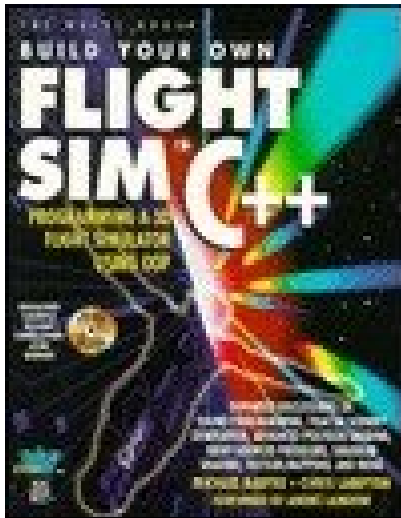


Build Your Own Flight Sim in C++ Programming a 3d Flight Simulator Using Oop



BOOK DETAILS

- Author : Michael Radtke
- Pages : 638 Pages
- Publisher : Waite Group Pr
- Language : English
- ISBN : 1571690220



BOOK SYNOPSIS

Includes new information on programming with sound, creating realistic scenery, and shading objects, and the accompanying disk contains sample code, utility programs, and a complete flight simulation game. Original. (Advanced).

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