

Welcome to the April edition of our newsletter. This month The Game Creators had our company-wide meeting where we discussed the current projects and how things should proceed for the future. A few important decisions regarding releases were made that will be good news for all you could offer a hand! This month we have a special feature on the Dark Game SDK with its new features and how to use them. Also, we have a special feature on the Dark Game SDK with its new features and how to use them. Also, we have a special feature on the Dark Game SDK with its new features and how to use them.

DarkBASIC Professional Upgrade 5.8

An intensive bout of bug fixing and upgrading the new 5.8 release of DarkBASIC Professional is now available for free download. This release fixes a large number of issues, including nearly all of those reported on the DarkBASIC Pro forums and releases a new set of new commands including features such as object saving, vertex data manipulation, CSS commands and a brand new Shadow Shading option.

TGC Question and Answers Session Chat Log

On Sunday the 27th of March The Game Creators had a Question and Answers session in the DarkBASIC IRC channel. Lee Bamber, Mike Johnson and Dave Milton were present to answer your questions about DarkBASIC Pro, its features and how to use them, as well as the Dark Game SDK, its features and how to use them.

Dark Game SDK 1.1 Update and License Changes

The Dark Game SDK has received a major update based on the 5.8 fixes and other changes specific to the SDK itself. Just as important however is that we are also changing the license restrictions on the SDK.

SSDK Licenses Changes

It was decided that the licenses that come with the Dark Game SDK will now change. Traditionally we offered a Freeware license and a Shareware game license (with no provision for a commercial release). We are keeping the current cost Freeware license as it serves as a great introduction to the SDK, but the Shareware license is changing to a full-featured Commercial license. This means that if you wish to use the SDK in your game you will now have to purchase a license to use the SDK.

FPS Creator 2.0

FPS Creator 2.0 is now available for download. This new version includes a number of new features and improvements, including a new AI system, a new lighting engine, and a new sound engine. It also includes a number of new features and improvements, including a new AI system, a new lighting engine, and a new sound engine.

PC Extreme - Graphics Card Workshop - Feature Creep

The graphics card market being one of such high value, companies like Nvidia and ATI spend an awful lot of money making sure customers believe that their products are better than their competitors. To dazzle and dazzle, marketing executives come up with a series of fancy names for the technologies that power the cards. In the hope they will sound more impressive than others and will hook into buyers' minds. In this month's workshop, we will go through some of the features that graphics companies talk about of major selling points to their clients, explaining what they are and how they differ from features offered by their rivals.

Nvidia GeForce 6600 GT

The GeForce 6600 GT is one of the biggest buzz words of recent months due to its introduction into Nvidia's product line. Although the full PureVideo feature set was supported to debut with the GeForce 6600 later, it is only with the relatively newer introduction of the GeForce 6600 and 6200 cards that the full range of PureVideo features has become available. PureVideo is a collection of technologies that makes watching video content on the PC a far better experience. The technology is aimed not just at desktop PCs users but at users of handheld devices like the Apple iPhone and the Sony PSP.

Shadow Shader

The Shadow Shader is a new feature introduced in the GeForce 6600 series. It is a new feature that allows for more realistic shadows on objects in a scene. It works by using a type of shadow rendering called "ray-traced shadows". This means that the shadows are rendered as if they were cast by a light source in the scene. This results in more realistic shadows that take into account the color and opacity of the objects they are cast on.

ATI Radeon X1800

The ATI Radeon X1800 is a new graphics card from ATI. It is a member of the Radeon X1000 series and is designed for high-end gaming. It features a number of new features and improvements, including a new AI system, a new lighting engine, and a new sound engine.

TurboCache vs HyperMemory

Both ATI and Nvidia claim that theirs is the better performing solution, but there are plenty of factors to consider, such as price and form factor. Before we can answer (give us a real answer) these technologies are ready appropriate for the average PC Extreme reader. They are, however, for knocking together a system for a friend or relative, these cards can offer all the features you need to build a system that will last for years to come. Both ATI and Nvidia claim that theirs is the better performing solution, but there are plenty of factors to consider, such as price and form factor.

When buzzwords attack!

ATI and Nvidia use all sorts of fancy terms to describe the basic rendering process. Here's a run down, showing those that mean virtually the same and those that are different. It's a bit of a jargon fest, but it's worth knowing to help you understand what the hardware makers are saying. Here's a run down, showing those that mean virtually the same and those that are different. It's a bit of a jargon fest, but it's worth knowing to help you understand what the hardware makers are saying.

Sound Essentials DVD Volumes

The Sound Essentials DVD provides an enormous range of top-quality produced stereo samples covering a wide range of genres: from Hip Hop and UK Garage to 70s Funk, Disco, Synth, Sound Effects and more. Each DVD is packed with thousands of 44.1kHz 16-bit samples, all ready for use in your games - license free.

BlueICE 1.01 Released

The latest version of the BlueICE editor for DirectX has been released. This new version includes a number of new features and improvements, including a new AI system, a new lighting engine, and a new sound engine.

DBPro Tutorial - Asset Management

This month author Steve Vink takes us on a spring cleaning tour and talks about Asset Management. This is a shorter version of the tutorial, the full length version can be downloaded at the end.

Mono hits CNet Download.com

Congratulations are in order to the guys behind the excellent shooter Mono. It was our issue 26 cover game and it has been downloaded over 100,000 times from our site.

On-line DBPro Help Files

The forum moderators has set-up a site where DBPro users can create their own version of the help files. There is a link to set up the commands and alphabetically, and new help files are added as they come in. This is a great idea and we encourage all our members to use it.

DBPro Sliding Collision Code

Man and Lost in Thought from the forums have come up with a really nice piece of DBPro code that handles full-on sliding collision FPS style. There are plenty of comments in the code and it's easy to understand. The graphics boiler is able to handle collisions against a variety of objects without too many issues. It doesn't handle jumping - but perhaps that's something you could add.

Katey's Quest - Final Beta

We reported on this Logic Runtime inspired game several issues back and are pleased to announce that the game is now in the final beta stage. It's a pretty good game and we encourage all our members to try it. The graphics boiler is able to handle collisions against a variety of objects without too many issues. It doesn't handle jumping - but perhaps that's something you could add.

onGameDev's First Spring Programming Contest

Feel like getting involved in these programming contests? Then why not join in with the onGameDev "Shooter" contests? There are over 51000 worth of prizes up for grabs including copies of DarkBASIC Professional and FPS Creator. The genre for this contest is "Shooter". This also includes a space shooter (Galaga-type), an FPS/Doom style, or any derivative thereof. Your submission must include the source code and the deadline is June 21st 2005.

Games to Test

Another month and another bunch of cool games that have caught our eyes, each of them worth downloading and leaving comments in their forum threads.

MoxBox

MoxBox is a puzzle-type game inspired by the classic Tetris. The main difference with Tetris is that you can play MoxBox on a 3D board. The game offers several views, different 3D puzzles, different game modes, two game types, dynamic cubes (bombs, freezes, etc), side cameras, sound, lighting, and personalization of music. Download MoxBox from: <http://www.moxbox.com>

WarFright

WarFright is a combination asteroid shooter and racer. The asteroids speed towards you, and you have to either shoot them or get out of the way. Pick up power-up to recharge your energy, your ship is under your control and you can use the automatic behavior: never stops down until the end of the level. Download WarFright from: <http://www.warflight.com>

Crystal Sea

The crystal sea is an arcade-based game that features a 3D environment. The game is a combination of a puzzle game and a shooter. The game is a combination of a puzzle game and a shooter. The game is a combination of a puzzle game and a shooter.

Struck Gold!

One day, while preparing the foundation, you stumble across a shiny object. With closer inspection, you realize that it isn't merely any object, but... "GOLD! YOU'VE FOUND GOLD!" Without hesitation, you prepare your tools and begin to dig up the gold. The only problem is, that now the original owner wants the slab back, and has found a top hole in the contract. However, if you're not dig up enough gold by the dead line, you won't have to sell the property. Download Struck Gold from: <http://www.struckgold.com>

Alley Squirrel

You are on a mission - a mission to find and capture the most dangerous criminal of the century. As an undercover agent you roam the alleys of Chicago searching for clues that will help you arrest and identify a vicious gangster who robs banks and sells the gold in a complex black market. Alley Squirrel includes three exciting levels each with an intense challenge and at the end of the game, you must use the clues you've collected and all your wits to conquer the Ultimate Challenge. Download Alley Squirrel from: <http://www.alley-squirrel.com>

From the Forums

Our forums are a diverse and interesting place to hang-out and here are a selection of hot topics this month. A recent forum change includes the removal of the Team Requests board. The reason for this was that it was becoming a nightmare to read and it had too many requests for teams ever were being posted by people who had trouble with the forums. The new format is a lot better and we encourage all our members to use it.

DBPro Tutorial Videos

Anything you need to know about DBPro or the (like a tutorial) these videos look quite promising and might help the real beginners out there. Read the Thread.

DreamCatcher - RPG Maker

This is a DBPro RPG Maker 2 clone that is currently in development. The screens look awesome and the forum feedback has been red-hot, so let's hope that Naxxon can make the game into a full-on RPG. Read the Thread.

DBPro Under Leghorn

Want to see how DBPro will run under the new version of Windows? Screen shots here! Read the Thread.

Scratch the Dog

The developer of the DarkBASIC game Scratch the Dog (and a very cool game it is!) is looking for someone to convert it over to DBPro. If you're up to the task then check out the thread.

20-Liner - Juggler by Koblebrinda

This is a fantastic 2D liner where you have to kick on the ball to keep it in the air while trying to catch good power-ups and avoid negative ones. If you hit the ground you lose your high score. The realistic physics and challenge on one's reflexes make it a very enjoyable game, although the power-ups are a little plain. Score a high score and you can even get a special prize. Download 20-Liner from: <http://www.20liner.com>

Transparent Water Shader

What happens if you take the Advanced Terrain demo created by TGC and throw in a rather engaging water shader and atmospheric sound effect? The result is this beautiful tech demo by BrawlBob. Walk around the landscape and admire the water reflecting off various angles, and see the graphics cards only for this beast. Don't even think about it unless you're running a very good graphics card (Radeon 9600/8800, GeForce FX5230/4300, etc) - both the source code and media are available for download.

Beginners DBPro Tutorial - Simple Landscape

Welcome to another tutorial that'll teach you an important component for all your game creation needs. In this tutorial, I'm going to show you how to create a simple landscape. It'll get good performance on any system, and still look good. The full media and source can be downloaded, details at the end of the tutorial.

What can be covered

1) What a function is and how to use it.  
2) What a heightmap is and how to use it.  
3) Creating trees and plants with functions.  
4) Moving around on the landscape.  
5) Simple skysphere.  
6) All the media is already provided, so either replace it with your own, or use the media in place.  
7) It's recommended that you use the latest DBPro update for best performance and to avoid any errors because of version differences.

Programming shadows on the water object. Reduce the number of trees and flowers in the terrain. Try re-sizing the water and making it smaller.

Download the Source + Tutorial: [http://www.dbpro.com/dbpro\\_tutorial/Simple\\_Landscape.zip](http://www.dbpro.com/dbpro_tutorial/Simple_Landscape.zip)

This month's winner

Each month we award one lucky newsletter subscriber a free copy of DarkBASIC Professional. The winner this month is: [ssoftwaregames@???????.com](mailto:ssoftwaregames@???????.com). Just email us with your address details and DarkBASIC Professional will be on its way to you.

Outro

If you have something you'd like featured in this issue, please get in touch. I know our 10,000+ readers would love to hear about it.