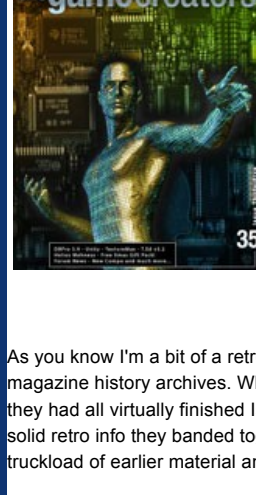
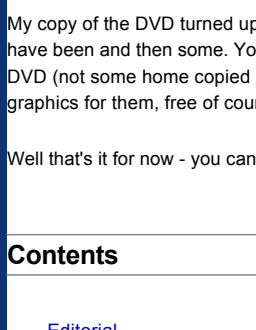


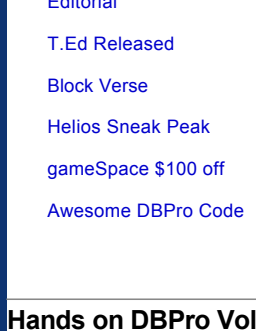
The Game Creators Newsletter Issue 35



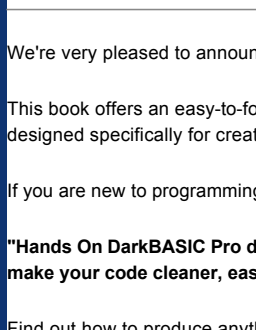
Welcome to the Christmas 2005 Issue of The Game Creators Newsletter. Wait a minute? What happened to the November issue? Well, as you might have guessed we have had a little shuffle in our release schedule in order to bring some sanity to this chaos.



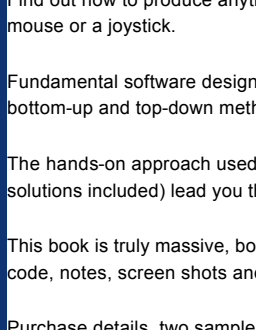
By default we make this issue the Christmas issue and in true TGC style we're bringing you a festive truckload of goodies to download and use in your DBPro or FPS games. There are also two new plugins released for DBPro this month, a new terrain editor, the final 5.9 Upgrade, and a massive new DBPro programming book.



As you know I'm a bit of a retro gaming fanatic. I used to do writing for the Retro Gamer magazine before it sadly folded and vanished into the magazine history archives. When the magazine vanished I did so leaving a large number of freelance writers out of pocket due to unpaid work.



My copy of the DVD turned up the other day and it is great! Stacks of articles to read, videos to watch and screen shots to admire, this is what Issue 19 should have been and then some. You can buy the DVD from the Retro Survival web site for only £5 (+P&P) and it comes in a professionally printed box and pressed DVD (not some home copied CD-RW + marker pen affair).



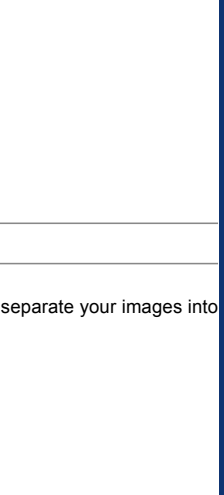
Well that's for now - you can read all the 'Happy Christmas' stuff in the Outro at the end, but it's time to get into the real meat of the issue now. Have fun one and all.

Contents

Table with 4 columns: Editorial, Hands on DBPro, Unity Released, TextureMax Released, T.Ed Released, Free Christmas Gifts!, Last Ordering Dates, DBPro 5.9 Released, Block Verse, DBPro Tutorial - Encryption, Evochron Alliance Winners, Dark Injector, Helios Sneak Peek, FPS Creator News, Calman Game Compo, DBPro Tutorial - Platformers, gameSpace 1100 off, NVIDIA 7800 GTX, Dark Snippet, From the Forums, Awesome DBPro Code, This month's winner, Outro.

Hands on DBPro Volume 1

We're very pleased to announce the immediate availability of this brand new programming book dedicated to DarkBASIC Professional. This book offers an easy-to-follow, self-study introduction to games software development using DarkBASIC Professional - a programming language designed specifically for creating video games on a PC.

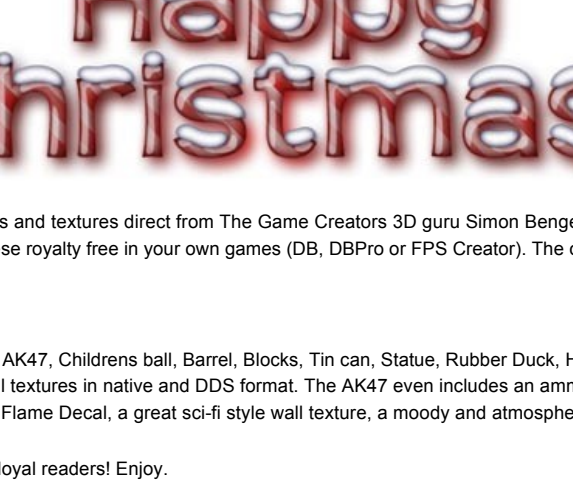


Hands On DarkBASIC Pro delivers both detailed coverage and explanation of the commands, as well as essential development advice that will make your code cleaner, easier to debug and maintainable. -- Lee Bamber, DarkBASIC Professional Developer

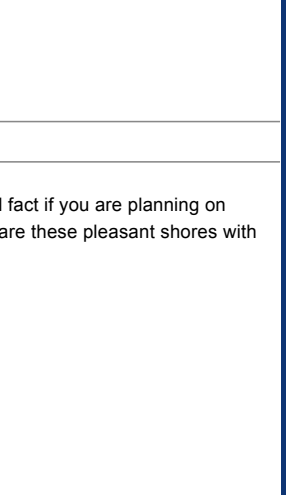
Unity (Lua) DBPro DLL Released
The Unity scripting pack takes your DarkBASIC Professional games to the next level. Unity marries the commercially used Lua scripting language with DarkBASIC Professional. Unity is a Third Party Command set that allows your DarkBASIC Professional games to utilise the Lua scripting language within your games.



TextureMax DBPro DLL Released
TextureMax is a tool for easily adding great customisation to the media of your DarkBASIC Professional project. Using the TextureMax application you can separate your images into channels. You can then apply different colours to each channel adding instant variation to your media.



T.Ed Released
The Game Creators are pleased to announce they are now resellers for the popular professional terrain and environment editor T.Ed.

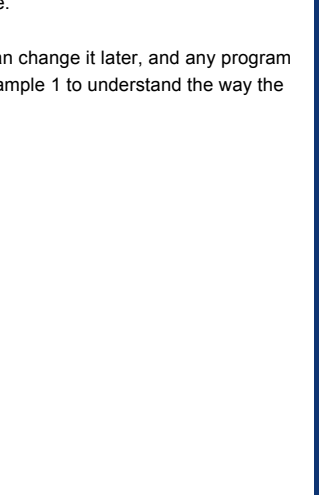


Free Christmas Gifts!
3D Objects including a detailed normal-mapped AK47, Childrens ball, Barrel, Blocks, Tin can, Statue, Rubber Duck, Horse Statue, MR2 car, Archery Target and a Tree. The Christmas Pack includes the following items:

Last Ordering Dates
I know people seem to be asking for their 'last posting dates' for Christmas in order to encourage people to buy. But in actual fact if you are planning on buying one of our products as a gift for someone, you really do need to think about doing so now.

DarkBASIC Professional 5.9 Released
The Game Creators are pleased to announce the immediate availability of Upgrade 5.9 for DarkBASIC Professional. This upgrade and its accompanying Extras pack introduce new features, new header files, the ODE DLL source code and bug fixes.

Block Verse
A quick glance at the screen shots and you'd be forgiven for thinking 'hey I've played this before'. Well, if you were one of the thousands of people who've downloaded the game, you can buy the DVD from the Retro Survival web site for only £5 (+P&P) and it comes in a professionally printed box and pressed DVD.



DarkBASIC Professional Tutorial - & Encryption
Listen carefully... I will say this only once. Now, I'm showing my age, quoting lines from comedy shows of the 80's, so I'll move swiftly on to the point of this tutorial. Sometimes we need to protect data, without introducing over-complex routines. A perfect example is High Score tables.

DarkBASIC Professional Tutorial - & High Score System
Starting with the basics, we need to create a file that can be easily read from, and easily written to. In line with what we have learnt in previous tutorials about encapsulating functionality in include files, we will create a User Type, an Initialisation function, and two additional functions to read and write from the data file.

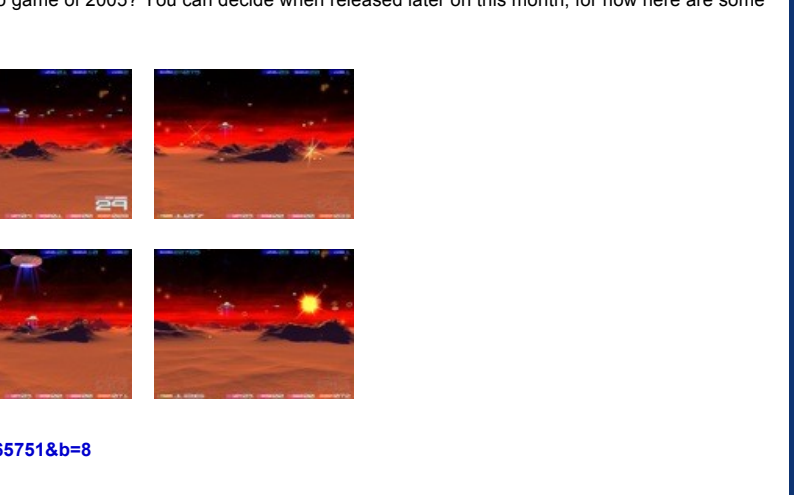
DarkBASIC Professional Tutorial - & Evochron Alliance Winners
The last month we gave away three copies of the brand new space combat game Evochron Alliance. You may have to be wise and answer this simple question: 'What is the name of the three of you, your prizes are on the way!'

Dark Injector for DarkBASIC Professional
Dark Injector is a free utility that will place your own DLLs into the DarkBASIC Professional start-up sequence. Here the author, the_winch, explains: DarkBASIC Professional EXEs consist of a normal EXE with data appended onto the end. The EXE part is very similar between all DarkBASIC Professional EXEs.

DarkBASIC Professional Tutorial - & Helios Meheness Preview
The ever prolific game3d is getting ready to unleash his latest game onto the masses. Based on the now classic Helios tech demo this game is a true hardcore arcade blaster in the vein of Defender and we were lucky enough to get a sneak preview demo of the nearly-finished thing. The game fully supports the X-Arcade 'joy'pad for that authentic arcade feeling and fire-button mashing sessions, but if you don't own one of these beasts then a simple keyboard will suffice.

FPS Creator News
Wow, you are a creative lot! This news round-up features stacks of royalty free musical tracks and models to enhance your games. Check them all out! FPS Creator News is available today priced \$49.99 / £43.46 / £29.99

Calman Easter 2006 Programming Competition
Calman is a web site dedicated to free games. The site lists hundreds of them all available for download, but they are now turning their attention to running a game programming competition with \$4500 worth of prize money to be won.



DBPro Beginners - 2D Side Scrolling Game Engine, Part 2
For all beginner DarkBASIC Professional programmers, Mike S is back with the second and final part of his series of tutorials covering developing a complete 2D side scrolling game with tile map system. This is a monster sized tutorial! The download runs to over 10MB, but it's worth it for all the media, example code and EXEs you get.

gameSpace 1100 off Holiday Special
For the month of December we are offering \$100 off the purchase price of Calgari gameSpace! This brings it down to just \$109, with exactly the same great features - nothing is removed!

NVIDIA GeForce 7800 GTX Released
We don't usually cover hardware releases, after all there are enough of them to fill this entire newsletter several times over each day. However when NVIDIA sent through details of their new graphics card we just had to give you a boot. Make no mistake about it, this is the fastest graphics card on the planet (this is without any overclocking). With twice the memory of previous GPUs, and faster clocks to boot, the GeForce 7800 GTX 512MB pulls ahead of its sibling with 32% more overall performance. It has established a new record in 3DMark05 for a single GPU solution. This thing has a fill rate of 13.2 billion pixels per second, and can process 1,100 million vertices per second.

Dark Snippet Pro and new DBPro DLLs
It seems like only yesterday when I was first reporting on the Dark Snippet Pro Utility! In actual fact it was years ago, coverage of it being one of the first newsletter features. For those unaware of what this can do here's a quick summary: Dark Snippet is a handy snippet storer for all your code snippets and functions. The Pro version works with the DBPro IDE and can launch it with the code in place. The Lite version is for DarkBASIC Classic and works with DarkEdit. Dark Snippet Pro has now reached the end of its development life, its author explains: 'I've decided to end programming for this program simply because I feel it's hit the end of the road, it does everything like it should and has zero bugs, and has spawned less than 5 bugs during its 3 years, 6 months and 3 days lifespan. I started it on the 12th of April 2002 on the Dark Basic Developers Network (DBDN) when DBPro was only barely in beta. It is my development, grab the download and source from the forum thread below.'

From the Forums
Ever vibrant, here are some threads of interest from our game development forums: DB Convention Pictures, Quiky Game Studio Pro, Futuristic Vehicle Compo, Dumbo & Cool Released, Populous Game Demo, Square's End's Methods, Snowy the Evil Snowman.

Star Wars - Trench Runner by CPU
This is a complete re-creation of the trench run sequence from Star Wars Episode IV (if you know what that is, go, there you go, there you head in the corner in shame right now, and don't come out until Yoda allows.) What is most amazing about this is that there is no media, it's all internally generated. And here are also a quite amazing number of controls to master -> but, well, you can limit them down a bit! When you get into it you've got the game rocks, with lazer fire blasting all over the place. Rogue Squadron, eat your heart out. Go to the forum thread, grab the code and run it (don't let the lack of a screen shot put you off, there is more to this than meets the eye). The author of this code has won any of the DB Pro expansion packs, just email us to claim your prize.

This month's winner
Each month we award one lucky subscriber a free copy of DarkBASIC Professional. The winner this month is: twistedfish@????????? com. Just email us with your address details and a DarkBASIC Professional will be in the post to you.

Outro
So that's for this year! What a ride it has been. We've seen the release and success of FPS Creator, several updates to DBPro and a host of cool new extensions for it, as well as masses of quality releases from the community. Some of those Puzzle Compo games still stand out in my mind as examples of the best DBPro coding yet seen, and next year will bring even more. My thanks to our diligent tutorial authors Steve Vink and Mike Shah, who have provided great and FREE learning resources for you all tirelessly and on-time every month. What will 2006 bring? Well, that would be telling, but we're working on some exciting new projects here. In the wider world perhaps I'll bring us Windows Vista? Or a peanut sized iPod? Who knows! It will be here January the 1st to welcome you all into 2006, but for now have a great December and holiday period (perfect time to go and make some games).

Share your product / project news with over 12,000 active games developers!
The deadline for Issue 36 is December the 25th.