

Welcome to issue 37 of The Game Creators Newsletter. Now that Christmas is but a distant memory and we're all back to work/school it's still impressive to see the quantity of new releases continuing to flow from the community. Although light on games this month we've got stacks of new titles and a couple of special prizes to go with them.

We've got to thank you for your continued support and enthusiasm for the newsletter. We're glad to hear that you're enjoying it and that it's providing you with a good way to keep up to date with what's going on in the industry and what you need if you want to break into the industry.

One of the main issues I've had this month was the fact that The Game Creators was expanding in some exciting new directions this year. Part of this involves taking on new members of staff, which has happened in earnest this January. First to join The Game Creators was Grant Smith, better known in the forums as [gsm3](#). I was responsible for recruiting and getting him up to speed on the newsletter, and sharing his process with you in a form of source code and a tutorial. He's been working hard to get up to speed on the newsletter, and his first article was published in this month's issue. He's a very talented and experienced writer, and I'm sure you'll find his articles very interesting and informative.

Also joining TGC full-time this month is Paul Johnson. Known in the community as sparty he has released various PBW extensions including a super-fast DLL, a GDI+ loader and contributed to the Landscape Creator program covered this issue. Paul will be working with me and enhancing the newsletter content for you in the future. Welcome, both of you.

Finally this month I just want to point your attention to article 11. This is a chance for YOU to get your DBPro created game published in a commercial title that will be available from 2007 onwards. You can test this as a form of "program in competition" for future. The article is titled [How to get your DBPro game into a commercial title](#). Check out the article DBPro Typing Game Contest for the full article. Until next month, keep safe and keep programming — Oh! To watch my Fratics of Silicon Valley DVD.)

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PlayBasic News
 This is a new online resource for people who are interested in playing games. It provides a comprehensive list of all the games available on the PC platform. The site is updated regularly with new titles and information. It's a great resource for anyone who loves to play games.

PlayBasic Competition - Retro Innovation
 With just under a month to go our competition is really starting to heat up. With more sponsors coming onboard (The Game Creators + DTS) we've got a really strong line-up of games. The competition will be held over the next few weeks, and we'll have a winner by the end of the year. The competition is open to all who want to create a retro-style game. The winner will receive a prize and their game will be featured in the newsletter.

PlayBasic Patch V1.11 & Beta V1.12 Released
 A new update already of our course PB V1.11 incorporates many new features over the previous PB1.096C. From the FX support for Maps (Maps can have alpha effects overlaid), better vector shade of collision, alpha blender buffers through to some built in vector and rotation features. Creating a new range of effect possibilities for users.

One focus of V1.11 has been the introduction of more MMX (pure assembly) optimised render modes. While the performance boost is different effect to effect. The performance of most Alpha effects can be greatly enhanced. Even my pathetic Core 2 Duo 600MHz (test machine) is more than capable of handling some full screen alpha visuals. More info here: [http://www.underdark.com/forums/index.php?topic=89](#)

Onward and Upward
 With every update now, we're steadily moving PB towards its modular design. This new approach will allow PB to incorporate not only its house (PB / PB FX) command sets, but be expanded with 3rd party command sets (PB3D) and modules also. Allowing users to develop from one single environment for the various editions of PB. All at the flick of a switch.

Anyway, until next month. Have fun and get those code entries in :)

Web Site: [playbasic.thegamecreators.com](#)

Basic Sombre
 From France comes the Basic Sombre web site, which should be of interest to DarkBASIC Professional developers as it contains some neat programs and resources. It's a great resource for anyone who wants to learn more about programming in Basic.

Sprite Forge
 This is a Windows based application that allows you to create 2D sprite animations using limited objects (much easier than animating by hand) and a simple interface. It's a great tool for anyone who wants to create 2D animations.

Jadis
 If you are an old enough you may remember the classic text adventure games made famous by companies such as Infocom and Level 9. Jadis is a program that will let you create your own text adventures. Running in French or English you can customise the background images and even include animated 3D backgrounds with music, videos and sound effects. It's a great tool for anyone who wants to create text adventures.

Sinus Tracker
 A 3D music music thing, and specifically Alan ST/Amstrad V/C chip music that, then the Sinus Tracker a blast! It's a traditional tracker styled program that allows you to compose YM music files which can be played via the Intel 80386 audio code, thanks to SNAK's excellent YM file.

Animal
 Apparently this art package was inspired by Deluxe Paint and shares some of the traits of that classic pixel painter. With flood fills, colour pickers, line tools, magnify and various brush tools to do just about everything. It's a great tool for anyone who wants to create 3D art.

Also on the web site you will find 4 music loop packs which are free to use in your own games, as well as downloads for all of the above (and more).

Web Site: [http://www.basic-sombre.com/software.html](#)

DarkBASIC Help
 A rash of new online resources has popped up in the past few weeks all concentrating on providing enhanced DBPro help files and information. The most immediately useful of these is [DarkBASIC Help](#). You can test this as a form of "program in competition" for future. The article is titled [How to get your DBPro game into a commercial title](#). Check out the article DarkBASIC Typing Game Contest for the full article. Until next month, keep safe and keep programming — Oh! To watch my Fratics of Silicon Valley DVD.)

Web Site: [http://www.darksbasic.com](#)

Exclusive Interview with Paul LaSalle
 You've heard the name already, you've seen it in the pages of our newsletter over this month. See that leather clad winged beauty? It's straight from the digital painting of Paul LaSalle. You can test this as a form of "program in competition" for future. The article is titled [How to get your DBPro game into a commercial title](#). Check out the article DarkBASIC Typing Game Contest for the full article. Until next month, keep safe and keep programming — Oh! To watch my Fratics of Silicon Valley DVD.)

Web Site: [http://www.darksbasic.com](#)

Which games have you worked on most recently?
 My professional game credits over the last few years have included character concept art on Epic's Unreal Tournament 2004, environmental concept and 3d art for Wolfpack studio's Shadowbane MMORPG, environmental art and backgrounds for Gearbox Software's Brothers in Arms Xbox version and 3D art production (both highly separate assets), and recently 3D character art for the World of Warcraft expansion content. I got into the mod community and was looking for my own pet project and found a technology that offered me type contact with the exception of the Brothers in Arms work. That was full time on site in the studio. This was fan and the deadline hectic. We worked a minimum of 10 hour days and usually up to 15 hours a day including weekends. Crunch time is a killer, I remember the play test days working sometimes 20 hours in a day and my mind was just going to go home and sleep. I think I was the only one who had a girlfriend at the time. We were very close and had a lot of fun. I think I was the only one who had a girlfriend at the time. We were very close and had a lot of fun.

On UTK24, what was an offshoot job?
 They had an exceptionally quick turnaround time. For every character I had to draw 4 concept ideas, front side and back of the finished design. 4 views, and a coloured profile of each. I usually had about 2 days to do each character, and I was still trying to learn an efficient way to do the work at the time. I just don't have to work under such a short time constraint again, the work really does suffer, but when you're just breaking in and trying to get your teeth into it whatever people ask about is plenty of professional quality. Some of the original concept art can be found on the sketchbook section of my web site. And for the Brothers in Arms work, I worked on a few of the characters and did some of the background art. I was the only one who had a girlfriend at the time. We were very close and had a lot of fun.

Which software and hardware helps get the job done?
 I work exclusively with Adobe Photoshop, 3D Studio Max, and 2D software for Photoshop. I usually start in Photoshop and work my way through to 3D. I use a Wacom tablet for drawing and a good mouse. I also use a good mouse for drawing and a good mouse for drawing. I use a Wacom tablet for drawing and a good mouse. I also use a good mouse for drawing and a good mouse for drawing.

Do you listen to music while you are working?
 I love music. I play guitar as often as time allows and I am a huge fan of punk music, like the X-Men, and I love modern rock (radio rock) and classic rock. I listen to music while I work. I love music. I play guitar as often as time allows and I am a huge fan of punk music, like the X-Men, and I love modern rock (radio rock) and classic rock. I listen to music while I work.

What were some important decisions about art direction in games like Brothers in Arms which used heavy themes and moods with music?
 Not sure I'm qualified to answer this particular question as it was a little outside my scope and fell more into the lap of the art directors for the game, but I do know that Gearbox has a very strong sense of direction. I've seen a lot of their work and it's very clear that they have a very strong sense of direction. I've seen a lot of their work and it's very clear that they have a very strong sense of direction.

Is being a games artist "learned" or down to raw talent? What weighs more - the talent or the skills in using the tools?
 You can learn the software, anyone can. What you do with it is up to you. You can learn standards for creating a game design or texture. I believe anyone can learn to draw, not everyone will be truly great at it (not saying that I am), but drawing and creating a game design or texture. I believe anyone can learn to draw, not everyone will be truly great at it (not saying that I am), but drawing and creating a game design or texture.

So where does someone "start" if they want to get into game graphics?
 Ahh I love this question simply because no one would tell me what to do when I was getting started years back. Graphic art and video game art was a closely guarded trade secret and there were fewer people who did it. Now there are schools, tons of books, high school programs, and online courses, classes, and webinars. I made some good friends in the industry, and they helped me get started. I made some good friends in the industry, and they helped me get started.

The Desert Islands Question: You have to choose 1 game and 1 application to be stuck on an island with, what are they?
 I would choose SDK (the best IDE) and a good text editor. I would choose SDK (the best IDE) and a good text editor. I would choose SDK (the best IDE) and a good text editor.

Next-gen consoles - exciting or worrying?
 I'm extremely excited about the next gen systems. I look forward to chemically gayly gaming experiences and mind blowing graphics that leave me drooling for more. Has anyone seen the Gears of War demo... it's stunning. Oh yes, the PS3 ROM machine? It'll serve as brain-food for the machine, I just look forward to developing for it some of those systems that are being touted as the next big thing.

Finally name your favourite game purely for graphics
 I'm a fan of the game graphics in games like Unreal Tournament 2004, Brothers in Arms, and Battlefield 2. I'm a fan of the game graphics in games like Unreal Tournament 2004, Brothers in Arms, and Battlefield 2.

Our thanks...
 Many thanks to Paul for both taking the time to respond to my interview, as well as drawing the superb exclusive front cover for our newsletter! You can see his on-line portfolio at [http://www.darksbasic.com](#). You can see his on-line portfolio at [http://www.darksbasic.com](#).

Web Site: [http://www.paul-la-salle.com](#)

Enhancing DarkBASIC Professional with FPS Creator by Steve Vink
 When I started producing this tutorial, I felt like a fraudster. Firstly, the content is based on a presentation given by Lee Bamber at the DarkBASIC Professional Convention last November. Secondly, when you see just how little work is involved in using FPS Creator in your DB Pro programs, you'll realise why I felt like I was about to short-change you in this month. However, the due diligence I've done to ensure that you get the most out of this software, highlighted the areas that you may struggle with and added more features to what was a fascinating writing in the world of FPS levels.

Firstly, I will be working with the code from last month's Unity tutorial. Did you notice the conditions that the butterfly was navigating the browser window, igloader is unique in its implementation and simplicity. I guess it's not based on DirectX and conditions was "knocked together" in 15 minutes using FPS Creator as my level editor. I even made my own Unity web page to prove you can customise the code.

Building the level
 Like saying by preparing the level, it is recommended that you set up the top-level of the FPS Creator editor, which is 0.0, 0.0, 1.0. I've included a screenshot of the FPS Creator editor, which is 0.0, 0.0, 1.0. I've included a screenshot of the FPS Creator editor, which is 0.0, 0.0, 1.0.

Design considerations
 Before we go any further, there is another important design aspect to consider. We will see the optimisation in action later on in the tutorial. The level model, without any additional terrain, is a simple and easy to work with. It's a simple and easy to work with. It's a simple and easy to work with.

Moving On...
 You can now "Build Game" in FPS Creator, and your level-editing tool to be side. Before we do, we need to unzip a couple of files. You can now "Build Game" in FPS Creator, and your level-editing tool to be side. Before we do, we need to unzip a couple of files.

Writing the code
 The hard work is now done. Using this level in your DB Pro application is very easy. Here is one line of code that loads the level:

```
load static object map0;
load static object map0; textureize;
load static object map0; textureize;
```

More fun with FPS Creator
 The textureize parameter is what was referred to earlier when we built the game with the highest quality graphics. Using the example of 512 x 512 texture sizes, a texture size parameter of 2 will load the textures at half the resolution. Thus, you can set the detail level at loading time rather than change the texture. The level files are very particular about the file structure, you must ensure you are working in the directory where the levelbank folder is located. You can use any file name to change the texture if necessary.

Optimisation with FPS Creator
 I'm using the FPS Creator as my level editor for DarkBASIC Professional. It will also help those interested in modifying the FPS Creator engine by unzipping some of the core commands.

static raycastcoll, obj, ooff, onf, ofx, ofy, ofz, ofr
 This command allows you to return the distance to the static world along the specified ray. It works in the DarkBASIC Professional context, but an object number, so you may return the distance to a specific object. The value of the return is 0.0. I've included a screenshot of the FPS Creator editor, which is 0.0, 0.0, 1.0.

static reflection
 This command will return the static world collision point. There are two more corresponding commands; get static collision obj and get static collision obj z.

static fov
 This command will return the field of view of the static world. The value of the return is 0.0. I've included a screenshot of the FPS Creator editor, which is 0.0, 0.0, 1.0.

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