

Game Development With Slimdx By Michael Fontanini

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Game Development with SlimDX: Fontanini, Michael ...

A programming library (known as a "wrapper") enabling the use of DirectX in the .Net framework, thus making it possible to use DirectX in managed code, like C#. The lead developer of SlimDX is Promit Roy.

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Our games are written in C++ using DirectX9 (using Microsoft's DXUT samples), when I contacted the other company I was informed they use C# and have built a framework of their own on top of SlimDX. I was told that if needed they could provide us access directly to the base library ie SlimDX

[SlimDX] Integration with C++ - Graphics and GPU ...

GameDev.net is your resource for game development with forums, tutorials, blogs, projects, portfolios, news, and more.

C#: How To Play A Movie With SlimDx? - Graphics and GPU ...

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