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4.0 out of 5 stars Helpful in getting started with NDK Game development Reviewed in the United States on April 25, 2014 The book is as the title suggests a cookbook for developing games using the Android NDK. While I have only skimmed through the chapters, my initial impression is that it covers the

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About this book Android NDK is used for multimedia applications which require direct access to a system's resources. Android NDK is also the key for portability, which in turn provides a reasonably comfortable development and debugging process using familiar tools such as GCC and Clang toolchains.

Android NDK Game Development Cookbook - Packt

This book provides you with a number of clear step-by-step recipes which will help you to start developing mobile games

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with Android NDK and boost your productivity debugging them on your computer. This book will also provide you with new ways of working as well as some useful tips and tricks that will demonstrably increase your development speed and efficiency.

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Android Ndk Game Development Cookbook by Sergey Kosarevsky ...

The 70+ step-by-step recipes using Android NDK will give you the wide-ranging knowledge you need. For C++ developers, this is the book that can swiftly propel you into the potentially profitable world of Android games.

Android NDK Game Development Cookbook - Packt

This book will take you through a number of easy-to-follow recipes that will help you to take advantage of the Android NDK as well as some popular C++ libraries. It presents Android application development in C++ and shows you how to create a complete gaming application.

Android NDK Game Development Cookbook - Programmer

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Books

Book Name: Android NDK Game Development Cookbook Author: Sergey Kosarevsky, Viktor Latypov ISBN-10: 1782167781 Year: 2013 Pages: 320 Language: English File size: 10.68 MB File format: PDF. Android NDK Game Development Cookbook Book Description: Android NDK is used for multimedia applications which require direct access to a system's resources. Android NDK is also the key for portability ...

Android NDK Game Development Cookbook - PDF eBook Free ...

The book is as the title suggests a cookbook for developing games using the Android NDK. While I have only skimmed through the chapters, my initial impression is that it covers the basic building blocks of game development: toolchain setup, compilation of existing libraries,

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Android NDK is also the key for portability, which in turn provides a reasonably comfortable development and debugging process using familiar tools such as GCC and Clang toolchains. If your wish to build Android games using this amazing framework, then this book is a must-have.

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A systematic guide consisting of over 70 recipes which focus on

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helping you build portable mobile games and aims to enhance your game development skills with clear instructions. If you are a C++ developer who wants to jump into the world of Android game development and who wants to use the power of existing C++ libraries in your existing Android Java applications, then this book is for you.

Android NDK Game Development Cookbook eBook por Sergey ...

The "Android Native Development Kit Cookbook" will help you understand the development, building, and debugging of your native Android applications. We will discover and learn JNI programming and essential NDK APIs such as OpenGL ES, and the native application API. We will then explore the process of porting existing libraries and software to NDK.

Android Native Development Kit Cookbook - Packt

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For C++ developers, this is the book that can swiftly propel you into the potentially profitable world of Android games. The 70+ step-by-step recipes using Android NDK will give you the wide-ranging knowledge you need. Overview. Tips and tricks for developing and debugging mobile games on your desktop

Android NDK Game Development Cookbook: Amazon.co.uk ...

Android NDK Game Development Cookbook. I've read many Android platform books / how-to's and cookbooks in my time, most are fairly run of the mill describing the odd feature here and there, usually focusing on the latest build at the time. This usually left me wanting more or set me on a path to go and delve deeper.

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Android NDK Game Development Cookbook. Contents ;
Bookmarks Establishing a Build Environment. Establishing a Build Environment. Introduction. Installing Android development tools on Windows. Installing Android development tools on Linux. Creating an application template manually. Adding native C++ code to your application.

Compiling the OpenAL library - Android NDK Game ...

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