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By Todd Barron

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It is very similar to the DirectX 11.1 lessons, but features Universal Apps, meaning you can port the code to Windows Phone devices very easily.

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Real-Time Strategy Game Programming Using MS DirectX 6.0 should probably be read by any aspiring C/C++ game developer for its real-world perspective on the process of
<http://www.amazon.com/Real-Time-Strategy-Programming-Wordware-Developers/dp/1556226446>

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