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Linux Graphics Programming with SVGAlib: An Easy-to-Use Reference for Linux Graphics Programmers

Jay Link

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DESCRIPTION: Linux Graphics Programming with SVGAlib is a complete reference for programmers, developers, and students who wish to integrate the functionality of this remarkable graphics library with their own Linux programs. Through demonstration and code examples given in the book, even those with limited C/C++ programming skills will learn to create full-screen graphical masterpieces such as games and stunning 3D displays. Readers will learn graphics theory and application using SVGA lib, how to port existing code to SVGA lib, animate images, plot pixels, lines and shapes, implement graphics routines, read and write to GIFs and JPGs, understand fonts, and explore fractals. The accompanying CD-ROM includes code from the book, software tools, and SVGAlib-based games such as Hexen, Doom, and Quake.

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