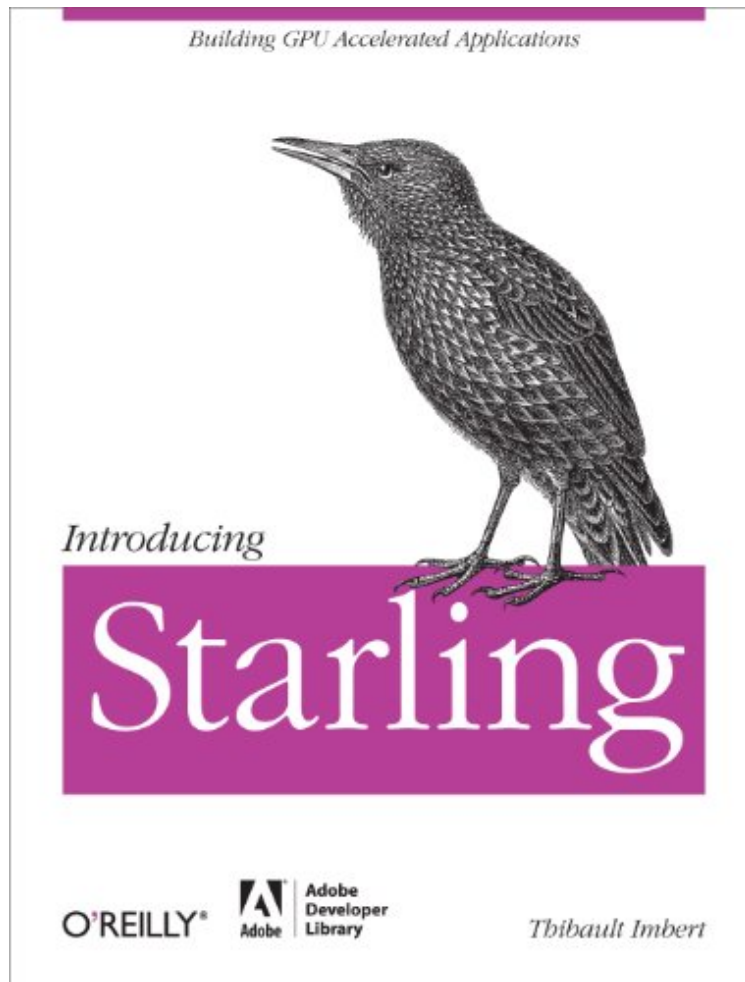


(Library ebook) Introducing Starling

Introducing Starling

Von Thibault Imbert

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Von Thibault Imbert : Introducing Starling before purchasing it in order to gage whether or not it would be worth my time, and all praised Introducing Starling:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich.
Good! Von Martin Gruscher Very good and comprehensive overview, going also into some details - and the book is even for free, so nothing to go wrong here!

Kurzbeschreibung Starling is an ActionScript 3 2D framework developed on top of the Stage3D APIs (available on desktop in Flash Player 11 and Adobe AIR 3). Starling is mainly designed for game development, but could be used

for many other use cases. Starling makes it possible to write fast GPU accelerated applications without having to touch the low-level Stage3D APIs. Most Flash developers want to be able to leverage GPU acceleration (through Stage3D) without the need to write such higher-level frameworks and dig into the low-level Stage3D APIs. Starling is completely designed after the Flash Player APIs and abstracts the complexity of Stage3D (Molehill) and allows easy and intuitive programming for everyone. Obviously Starling is for ActionScript 3 developers, especially those involved in 2D game development; of course you will need to have a basic understanding of ActionScript 3. By its design (lightweight, flexible and simple), Starling can be used also be used for other use cases like UI programming. That said, everything is designed to be as intuitive as possible, so any Java or .Net developer will get the hang of it quickly as well.

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