Mindluster Platform

About the course WIN API for game developers

WIN API for game developers course, in this course participants delve into the intricacies of Windows API (Application Programming Interface) specifically tailored for game development. This comprehensive program covers essential topics such as graphics rendering with DirectX, advanced audio programming using XAudio2, networking via WinSock, and efficient input handling with DirectInput. Students also explore multithreading techniques crucial for optimizing game performance on Windows platforms. With a focus on UI design, debugging, profiling, and security, this course equips aspiring game developers with the necessary skills to create immersive and secure gaming experiences within the Windows ecosystem. Whether you're a novice or seasoned developer, this course provides valuable insights and practical knowledge essential for navigating the dynamic landscape of Windows game development.

Programming Category's Courses

Course Lesson(15)

Lesson 1 : **WIN API for Game Developers day 0 introduction**

Lesson 2 : **Keyboard input winMain keylogger sneak WIN API for Game Developers day 1**

Lesson 3 : **Manipulating the console what is a HANDLE WIN API for Game Developers day 2**

Lesson 4 : **Reading and writing files WIN API for Game Developers day 5**

Lesson 5 : **Handling Errors WIN API for Game Developers day 3**

Lesson 6 :
Opening a file dialogue your first bigger windows function WIN API for Game Developers day 4

Lesson 7 : **File mappings WIN API for Game Developers day 6**

Lesson 8 : **Allocating Memory WIN API for Game Developers day 7**

Lesson 9 : **Read process Memory how to Cheat Engine WIN API for Game Developers day 8**

Lesson 10 : **Load DLLs WIN API for Game Developers day 9**

Lesson 11 : **Manipulating a Window WIN API for Game Developers day 10**

Lesson 12 : **WIN API for Game Developers part 1 days 0 10 introduction**

Lesson 13 : **Creating a Window in C WIN API for Game Developers day 11**

Lesson 14 : **Window Input WIN API for Game Developers day 12**

Lesson 15 : **Window Input part 2 WIN API for Game Developers day 13**

Related courses

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