

Links

This web page contains all sort of useful links generally related to video game programming. Some of them are useful addresses to remember, so making a web page makes it easier to access them. At the end there is a list of all my web sites and some of them has nothing to do with Video Game programming.

Allegro



[Allegro Library](#)

This is the home site of the allegro library. You can download the latest releases and find many information regarding the library here.



[Allegro Development Network](#)

This is a community network of allegro programmer. Each member can place his project on this web site so that others can see or use them.

Computer Programming



[MinGW32 Compiler](#)

This is the GCC compiler ported for windows. I suggest you use this compiler instead of Visual C++ for compiling allegro games.



[DJGPP Compiler](#)

This is the GCC compiler ported for DOS. This is the only compiler that can do the job for compiling Allegro games since it support DPMI driver for protected memory.



[RHIDE Development Interface](#)

This is Interactive Development interface for the DJGPP compiler. It look like Borland C++ editor. It is essential if you need a development environment for DOS.



[Dev-Cpp Development interface](#)

This is an interactive development interface for mingw32 and other GCC base compiler for windows. It is really useful if you are programming on windows.



[CwsDPMI Driver](#)

If you develop on DOS with DJGPP, you will need this driver, including supplying it to the user, to access the DPMI memory. It allow to make your program behave like a 32 bit application.

Useful Software for Video game Developers



[Easy Music Composer](#)

This is a cool software that allows you to easily generate MIDI music without being a musician yourself. The software has still some limitations, but when you need an average random music, that might do the job.



[Gen Tex](#)

This is a random texture generator. It show you 13 different textures. When you select a texture, 12 other textures are generate with the same parameters than the chosen texture except 1 parameter. It can be useful if you need non-intelligible images.



My other web sites



[The Shadow's website hub](#)

This is a website that contains the links on all my other website I have currently done. There is many subject available.