

# Foreword

It's hard to believe that it's been so long since the first version of Managed DirectX was released in 2002. I sit in wonderment at how far we've come in such a short period of time. It wasn't all that long ago when I was just some guy with a crazy idea that games could (and should!) be written in managed code. We released a preview of what would become known as "Managed DirectX" at the Game Developers Conference, and from that point on it's been a non-stop thrill ride. People were excited, and everyone wanted to know if you could get the same kinds of benefits you get from managed code writing games as you do in Windows programming. People were worried about the performance aspects, many people simply didn't believe. As time went on, though, more and more people started to realize the truth. There were a great number of benefits from using managed code, and the performance concerns were overblown.

Everyone began to notice, and soon I was leaving the DirectX team I had been with for so long and moving to a new team that was developing something vaguely called "XNA." Since you have this book, I assume you know what that turned out to be (and if not, keep reading, you will soon enough)! The team had a vision of game development that could change the world. Everything I had hoped to achieve when I started out on this journey so many years ago was achieved and then some. We worked long, hard hours, but we got a release out for people to play with and we did it in record time. Now not only could you develop games that you played on your computer, you could also develop games you could play on your Xbox 360. Nothing like this had ever been done before and I felt honored to be a part of it.

Now, as then, I'm excited for the future of game development. When I see an author write a book like this, I get even more excited, and I hope you do as well. Whether you've never tried to write a game before, or you are simply looking for the "XNA way" of doing things, you'll be pleased with what you find.

For me, I'm anxiously awaiting what the community can develop. I look forward to playing the next generation of amazing games. I get excited as I think of games that break the mold from all the same genres we see today, and do something completely original. I hope you will be the person writing them!

—Tom Miller, Developer  
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