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Media contact: Patricia Witkin
patricia@nostarch.com
415.863.9900 x303

WRITE PORTABLE CODE HELPS PROGRAMMERS DEVELOP CROSS-PLATFORM SOFTWARE

New book shows programmers how best to bring their code to a wider audience

June 29, 2005, San Francisco – Portable software development entails writing software that runs on a broad range of systems (a combination of hardware and operating system like Windows/x86, Macintosh/PPC, Linux/x86), rather than only one. Typically, programmers acquire cross-platform development skills through sheer trial and error. But now, they have a helpful resource – **Write Portable Code: An Introduction to Developing Software for Multiple Platforms** (No Starch Press, July '05) by Brian Hook.

The development of cross-platform software has been a long-standing challenge for programmers because each system has its own requirements and peculiarities, such as different ways of networking, managing files and handling floating point math. And today's users expect the software they use to run on their Mac at home and their Windows box in the office. But if the software isn't written from scratch with portability in mind, the process of porting it can be incredibly time- and labor-intensive, since doing so may require rewriting the software from ground up. That means unhappy users and lost income if the programmer can't expand the availability of his/her software to a broader market. And it really gets in the way of world domination.

Write Portable Code shows programmers who typically write their programs to run on only one operating system how to extend the market for their work and speed the adoption of their programs by bringing them to multiple platforms.

Write Portable Code is a concise volume that's filled with code and practical, real-world applications for cross-platform development. Author Brian Hook is a gaming industry veteran who has put his portable programming skills to use at such leading companies as id software (Doom and Quake), and 3Dfx Interactive. His experience porting computer games (among the most demanding and complex programs to develop) informs his discussion, and readers of **Write Portable Code** can leverage Hook's considerable expertise to facilitate their own cross-platform projects.

Write Portable Code shows intermediate- to advanced-level programmers how to:

- Avoid common portability mistakes when starting out a new project
- Reformat existing, non-portable code so that it can be easily transplanted to new platforms
- Greatly expand the target market for their products
- Find bugs masked by platform specific behaviors

- Retain flexibility by not becoming married to a specific development environment or target platform

Bill Pollock, founder of No Starch Press, notes that “there seems to be more new software floating around today than ever before. Some of it is cross-platform; much of it is software that users on other platforms covet but can’t get because they use Windows and the software they want runs on a Mac. We’re publishing this book to actually show programmers how to write their programs with multiple systems in mind.”

ABOUT THE AUTHOR: Brian Hook is a professional software developer and author who has worked primarily in the gaming and entertainment industries. His experience developing cross-platform software at companies such as id software, 3Dfx Interactive, and Pyrogon gives him a unique view into the process of cross-platform software development.

Write Portable Code: An Introduction to Developing Software for Multiple Platforms by Brian Hook. July 2005, 272 pp., \$39.95, ISBN 1-593270-56-9

Available at fine bookstores everywhere, from www.oreilly.com/nostarch, or directly from No Starch Press (www.nostarch.com, orders@nostarch.com, 800.420.7240).

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