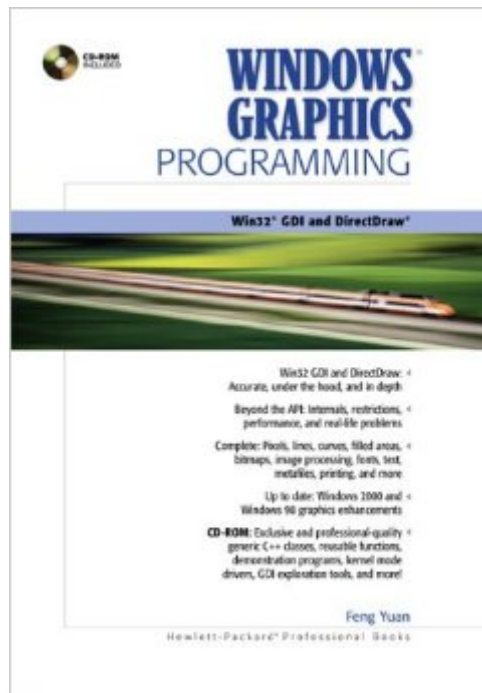


The book was found

Windows Graphics Programming: Win32 GDI And DirectDraw (Hewlett-Packard Professional Books)



Synopsis

To deliver high-performance Windows applications, developers need an in-depth understanding of the Win32 GDI and DirectDraw -- but until now, it's been virtually impossible to discover what's going on "behind" Microsoft's API calls. This book rips away the veil, giving experienced Windows programmers the information and techniques they need to maximize performance, efficiency, and reliability -- and to make the best use of Windows graphics APIs and the important new graphics features provided in Windows 2000. Readers will gain a clear, concrete understanding of how GDI and DirectDraw are implemented internally; their limitations, resource requirements, and performance impact; and keys to implementing features and troubleshooting problems. This book is filled with high quality, original, system-level tools, kernel mode drivers, sample programs, and generic C++ classes for Windows programming without MFC. Readers can find out how to build API spys and hooks, detect GDI resource leaks, build image processing software, and more. Part 1 goes behind the scenes to uncover the Windows system architecture and graphics system internal data structure, and provides techniques for spying on the components of the graphics system. Part 2 provides detailed coverage of the Win32 GDI and Direct Draw API, based on the solid foundation built in Part 1. It covers device context, coordinate space and transformation, pixels, lines, and curves, area fills, various types of bitmaps, image processing, fonts, text, enhanced metafiles, and printing.

Book Information

Series: Hewlett-Packard Professional Books

Hardcover: 1280 pages

Publisher: Prentice Hall PTR (December 22, 2000)

Language: English

ISBN-10: 0130869856

ISBN-13: 978-0130869852

Product Dimensions: 7.4 x 2.5 x 9.6 inches

Shipping Weight: 5 pounds

Average Customer Review: 3.8 out of 5 stars [See all reviews](#) (16 customer reviews)

Best Sellers Rank: #1,289,379 in Books (See Top 100 in Books) #9 in [Books > Computers & Technology > Programming > APIs & Operating Environments > Win32 API](#) #618 in [Books > Computers & Technology > Computer Science > Systems Analysis & Design](#) #1218 in [Books > Computers & Technology > Operating Systems > Windows > Windows Desktop](#)

Customer Reviews

This book, the most detailed on GDI written in the last few years, is a phenomenal repository of low-level detail regarding the GDI subsystem. It also has excellent chapters on many aspects of GDI, complementing the official documentation. However, it is poorly edited, with awkward syntax, wrong English usage, and often-confusing organization of material. It is also not clear what is gained by discussing GDI and DirectX together, when they seem to be distinct in APIs, Windows dlls, and conceptual underpinnings. The first half of the book attempts to look 'under the hood'. Here is presented a curious and confusing mixture of GDI details, advanced spying tools and techniques, and accounts of spelunking experiences. None of this seems ordered in a logical manner - Pietrek, for example, saves the spelunking experiences to a chapter of its own, at the end of his book. Chapters have easy-to-follow analysis on the documented user-mode level, freely interspersed with unfamiliar and difficult discussions of the mostly undocumented Kernel-mode level. With no clear separation between the elementary and advanced material, it swings sharply from the pedantically clear, to the obscure unexplained. For example, after the excellent details of how to locate the GDI handle table, it merely tells you what the DC structure is, without telling you how it was deciphered. While we are given full details of API tracing in the conventional manner (a la Richter), with source code, we are only given the briefest abstract discussion of a new, unconventional API spying. In the latter case, there is a cursory mention that it is explored in unidentified 'quite a few magazine articles'.

[Download to continue reading...](#)

Windows Graphics Programming: Win32 GDI and DirectDraw (Hewlett-Packard Professional Books) Microsoft Win32 Developer's Reference Library - GDI (Microsoft Developers Library Win 32 GDI) (Microsoft Windows GDI) Windows Graphics Programming: Win32, GDI and DirectDraw (CD-ROM Included) Custom Author Buyback Version of Windows Graphics Programming: Win32 GDI and Directdraw Qt Programming for LINUX and Windows 2000 (Hewlett-Packard Professional Books) WINDOWS 10: WINDOWS 10 COMPANION: THE COMPLETE GUIDE FOR DOING ANYTHING WITH WINDOWS 10 (WINDOWS 10, WINDOWS 10 FOR DUMMIES, WINDOWS 10 MANUAL, WINDOWS ... WINDOWS 10 GUIDE) (MICROSOFT OFFICE) Hp-Ux System Administration Handbook and Toolkit (Hewlett-Packard Professional Books) The Java/C++ Cross Reference Handbook with CDROM (Hewlett-Packard Professional Books) Graphics Programming with GDI+ & DirectX WIN32 Network Programming: Windows(r) 95 and Windows NT Network Programming Using MFC Windows 10 For Beginners: Simple Step-by-Step Manual On How To

Customize Windows 10 For Your Needs.: (Windows 10 For Beginners - Pictured Guide) ... 10 books, Ultimate user guide to Windows 10) By Charles Petzold - Programming Windows 5th Edition Book/CD Package: The definitive guide to the Win32 API (Microsoft Programming Series) (5th Edition) (10.2.1998) Microsoft Win32 Programmer's Reference: Window Management and Graphics Device Interface (Microsoft Professional Reference) Group Policy: Management, Troubleshooting, and Security: For Windows Vista, Windows 2003, Windows XP, and Windows 2000 Windows 10: The Ultimate User Guide To Microsoft's New Operating System - 33 Amazing Tips You Need To Know To Master Windows 10! (Windows, Windows 10 Guide, General Guide) Windows Command-Line for Windows 8.1, Windows Server 2012, Windows Server 2012 R2 (Textbook Edition) (The Personal Trainer for Technology) Tomes of Delphi: WIN32 Graphics Programming [With CDRom] Advanced Graphics Programming Using OpenGL (The Morgan Kaufmann Series in Computer Graphics) Windows 10: User Guide and Manual 2016 - Everything You Need To Know About Microsoft's Best Operating System! (Windows 10 Programming, Windows 10 Software, Operating System) Advanced Windows Nt: The Developer's Guide to the Win32 Application Programming Interface/Book and Disk

[Dmca](#)