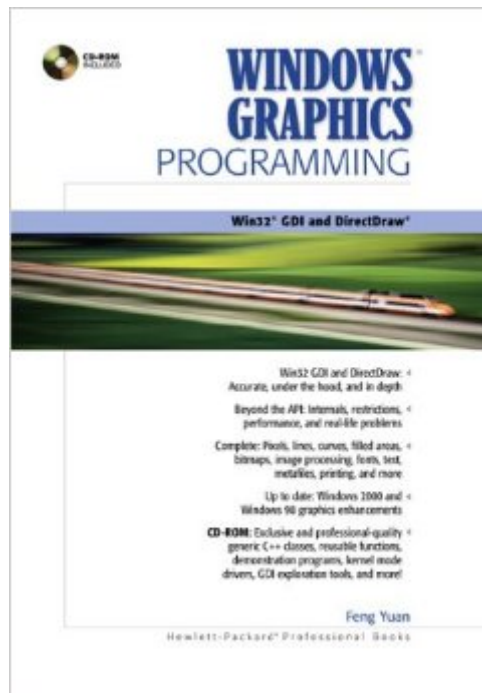# Windows Graphics Programming: Win32 GDI And DirectDraw (Hewlett-Packard Professional Books)

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, kernal 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 starsÂ Â See all reviewsÂ (16 customer reviews)

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

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