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Book, HP, Feng Yuan

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Purpose. The  
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Microsoft Windows graphics device interface (GDI) enables applications to use graphics and formatted text on both the video display and the printer. Windows-based applications do not access the graphics hardware directly. Instead, GDI interacts with device

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drivers on behalf of applications.

~~Windows GDI - Win32 apps | Microsoft Docs~~  
GDI was first written for 16-bit Windows and then updated for 32-bit and 64-bit Windows. GDI+ was introduced in Windows XP as a successor to GDI. The GDI+ library is

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accessed through a set of C++ classes that wrap flat C functions. The .NET Framework also provides a managed version of GDI+ in the System.Drawing namespace. Direct3D supports 3-D graphics. Direct2D is a modern API for 2-D graphics, the successor to both GDI



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The Graphics Device



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Interface is a Microsoft Windows application programming interface and core operating system component responsible for representing graphical objects and transmitting them to output devices such as monitors and printers. GDI is

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responsible for tasks such as drawing lines and curves, rendering fonts and handling palettes. It is not directly responsible for drawing windows, menus, etc.; that task is reserved for the user subsystem, which resides in user32.dll and is built atop

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~~Graphics Device  
Interface - Wikipedia  
Source Code for Feng  
Yuan's excellent  
book: Windows  
Graphics  
Programming. - tpn/  
windows-graphics-  
programming-src~~

~~GitHub - tpn/window  
s-graphics-  
programming-src:  
Source Code ...~~

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This book is about Windows graphics programming using Win32 GDI API, with an introduction to DirectDraw, and an even more brief introduction to Direct3D Immediate Mode. It covers common features implemented on all Win32 platforms, pure 32-bit features

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implemented on  
Windows NT/2000  
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Win32 GDI and  
DirectDraw Yuan,  
Feng. InCore JSTL,  
leading Java platform  
expert David Geary  
presents the  
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The book covers

Windows graphics

programming at

three layers: the

implementation

layer, the API layer,

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and the application layer. The implementation layer covers what is behind the Win32 GDI API and DirectX COM interfaces, which is the undocumented world of Windows graphics engine and the Win32 subsystem client DLLs.

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virtually impossible  
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going on "behind"  
Microsoft's API calls.  
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make the most of  
Microsoft's Windows  
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APIs--including the  
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graphics capabilities  
built into Windows  
2000. Coverage

includes: Uncovering  
the Windows system  
architecture and  
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structure Building

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graphics API "spies" that show what's going on "under the hood" Detecting GDI resource leaks and other powerful troubleshooting techniques Expert techniques for working with the Win32 GDI and DirectDraw APIs Device context, coordinate space and

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transformation,  
pixels, lines, curves,  
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image processing,  
fonts, text, enhanced  
metafiles, printing,  
and more "Windows  
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GDI+ Programming  
in C# and VB .NET  
starts out with an  
explanation of GDI+  
and how it relates to  
GDI. Nick Symmonds  
also includes a  
chapter on common  
ways to draw using  
VB6 and C++. The



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book then delves deep into the GDI+ namespaces and classes-basic drawing is discussed first with later chapters going deeper into more complex drawing.

Paths, Gradients, Alpha Blends, Matrix operations, and transformations are all explained in understandable

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detail. Later chapters discuss working with bitmaps and other images, drawing, and printing. The final two chapters are devoted to useful projects that tie up the subject matter of the previous chapters in real world examples.

Throughout GDI+ Programming in C#

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and VB .NET, the author not only explains the different namespaces and classes relating to GDI+, but he also takes time to talk about best practices concerning graphics programming.

Woven throughout the book are numerous examples that tie together

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different aspects of programming in .NET, teaching programmers how to get the best possible speed and efficiency out of their code.

“ Look it up in Petzold ” remains the decisive last word in answering questions about Windows

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development. And in

PROGRAMMING

WINDOWS, FIFTH

EDITION, the

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winner revises his

classic text with

authoritative

coverage of the latest

versions of the

Windows operating

system—once again

drilling down to the

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levels working with Microsoft Windows 95, Windows 98, or Microsoft Windows NT. No aspiring or experienced developer can afford to be without it. An electronic version of this book is available on the companion CD. For customers who purchase an ebook version of this



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title, instructions for downloading the CD files can be found in the ebook.

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Reviews Windows  
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shader stage is  
explored, from the  
basics of modeling,  
textures, lighting,  
shadows, etc.,  
through advanced  
techniques such as  
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tracing Includes  
companion files with  
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each GLSL

programmable  
pipeline stage  
(vertex, tessellation,  
geometry, and

fragment) Explores  
practical examples  
for modeling,

lighting, and  
shadows (including  
soft shadows),

terrain, water, and 3D  
materials such as  
wood and marble

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The TCPA 1.0 specification finally makes it possible to build low-cost computing platforms on a rock-solid foundation of trust.

In Trusted

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## Computing

Platforms, leaders of the TCPA initiative place it in context,

offering essential guidance for every systems developer and decision-maker.

They explain what trusted computing platforms are, how they work, what applications they enable, and how

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TCPA can be used to protect data, software environments, and user privacy alike.

This book is targeted at administrators who are familiar with the concepts of NFS and have an existing NFS environment that they are trying to tune for

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Programming

This book provides essential information

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