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Windows Graphics Programming: Win32 GDI and DirectDraw ...

Purpose. The 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 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 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 and GDI+.

Overview of the Windows Graphics Architecture - Win32 apps ...

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Windows Graphics Programming Win32 GDI and DirectDraw®

Windows Graphics Programming: Win32 GDI and DirectDraw (Hewlett-Packard Professional Books) by Yuan Feng (2000-12-22) Hardcover Hardcover – January 1, 1600 3.8 out of 5 stars 15 ratings See all 2 formats and editions Hide other formats and editions

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The PlayMetaFileRecord function plays a Windows-format metafile record by executing the graphics device interface (GDI) function contained within that record. PlgBlt The PlgBlt function performs a bit-block transfer of the bits of color data from the specified rectangle in the source device context to the specified parallelogram in the destination device context.

Windows GDI - Win32 apps | Microsoft Docs

Win32 GDI and DirectDraw: Accurate, under the hood, and in-depth. Beyond the API: Internals, restrictions, performance, and real-life problems. Complete: Pixel, lines, curves, filled area, bitmap, image processing, fonts, text, metafile, printing, and more. Up to date: Windows 2000 and Windows 98 graphics enhancements.

Windows Graphics Programming: Win32 GDI and DirectDraw

To draw a line in Windows GDI+ you need a Graphics object, a Pen object, and a Color object. The Graphics object provides the DrawLine method, and the Pen object holds attributes of the line, such as color and width. The address of the Pen object is passed as an argument to the DrawLine method.

Drawing a Line - Win32 apps | Microsoft Docs

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

GitHub - tpn/windows-graphics-programming-src: Source Code ...

Windows Graphics Programming: WIN32 Gdi and DirectDraw [With CDROM] Currently, there aren't

any good books on Windows graphics programming. Programmers looking for help are left to muddle their way through online documentation and API books that don't focus on this topic.

Windows Graphics Programming: WIN32 Gdi and DirectDraw ...

GDI is hardware accelerated on Windows XP, and accelerated on Windows 7 when the Desktop Window Manager is running and a WDDM 1.1 driver is in use. Direct2D is hardware accelerated on almost any WDDM driver and whether or not DWM is in use. On Vista, GDI will always render on the CPU.

Comparing Direct2D and GDI Hardware Acceleration - Win32 ...

The world's most complete guide to Windows graphics programming! Win32 GDI and DirectDraw: Accurate, under the hood, and in depth Beyond the API: Internals, restrictions, performance, and real-life problems Complete: Pixel, lines, curves, filled area, bitmap, image processing, fonts, text, metafile, printing, and more Up to date: Windows 2000 and Windows 98 graphics enhancements CD-ROM ...

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The API layer provides precise, accurate, step-by-step description of Win32 GDI API, DirectDraw, and a little bit of Direct3D IM. The application layer builds on top of the API layer to solve real-world problems, implement reusable functions, C++ classes, and nontrivial programs.

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Windows graphics programming : Win32 GDI and DirectDraw ...

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 transformation, pixels, lines, curves, and area fills. Bitmaps, image processing, fonts, text, enhanced metafiles, printing, and more.

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