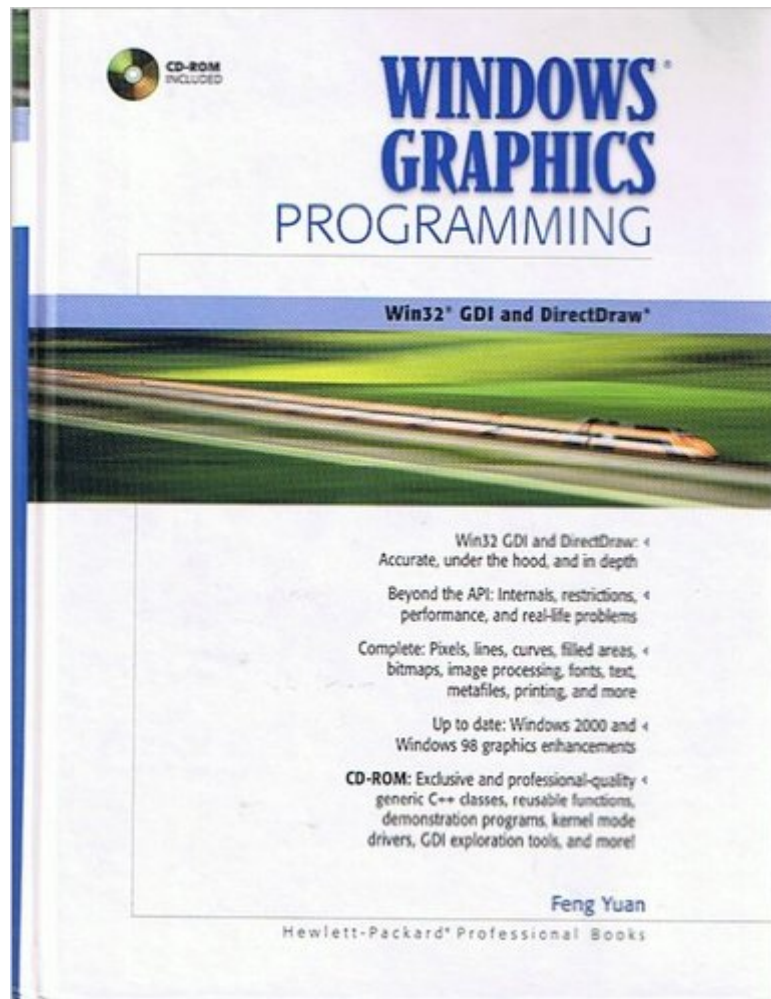


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# Windows Graphics Programming: Win32, GDI And DirectDraw (CD-ROM Included)



## Book Information

Hardcover

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Average Customer Review: 3.8 out of 5 starsÂ Â See all reviewsÂ (16 customer reviews)

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## 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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