Windows? Graphics Programming

Julio Sanchez, Maria P. Canton

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Windows® Graphics Programming Whether you're involved in business, engineering, design, art, or games, this book delivers the design and programming know-how you need to develop top-of-the-line Windows graphics applications. Using example code modules to illustrate key techniques, Julio Sanchez and Maria P. Canton lead you step by step through the Windows graphics programming repertoire — from Win32 API basics to cutting-edge DirectX 6.1 tools. Working Solutions for Programming Challenges

- Master the basic principles of API programming
- Create menus, dialog boxes,and toolbars
- Manipulate pixels, lines, and curves
- Work with closed figures, regions, and paths
- Manage Windows bitmap constructs
- Take command of rendering operations using Direct Access
- Use DirectDraw to create high-performance animations
- Take advantage of multi-monitor programming in Windows 98 and DirectX 6.1

Bonus! Includes a quick reference section for instant access to the programming information you need. CD-ROM Features: Microsoft's DirectX 6.1 Software Development Kit Plus all sample code from the book www.idgbooks.com

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