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Author: Feng Yuan

Publisher: Hewlett-
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Books Important Info:

Hardcover, 1234

Pages, Prentice Hall
Professional Technical
Reference, December

22, 2000 ISBN

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original graphics
interface for Windows.
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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of C++ classes that
wrap flat C functions.

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GDI (Graphic Device Interface) for 2D graphics in Windows (Win32) easier and less set up than DirectDraw or OpenGL; much slower than DirectDraw or OpenGL; sample functions: see GDI games VazBreak.cpp or Vazteroids.cpp or VazPac.cpp // go full screen ChangeDisplaySettings(&game_screen, CDS_FULLSCREEN); //

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Har/Cdr by Yuan, Feng
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9780130869852) from
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Windows Graphics Programming: Win32 GDI and DirectDraw ...

This book is about
Windows graphics

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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 implemented on Windows NT/2000 only, and the most recent additions to GDI for Windows 2000 and

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