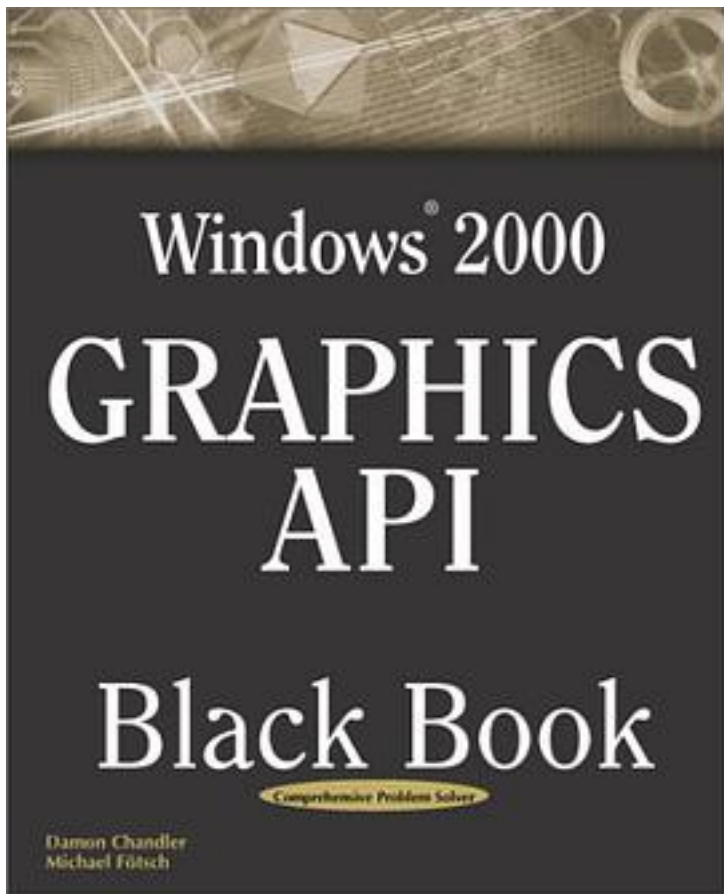


# Windows 2000 Graphics API Black Book



[Windows 2000 Graphics API Black Book\\_下载链接1](#)

著者:Fotsch, Michael

出版者:Oreilly & Associates Inc

出版时间:

装帧:Pap

isbn:9781932111392

This book is designed to help general Windows developers and developers of image processing-based applications (including desktop publishing programs) with highly focused solutions using the Black Book approach. Hundreds of graphics coding examples and tips and tricks are provided. It features a complete presentation of

specific DirectDraw-based solutions, computer graphics algorithms, and a primer on computer graphics theory, which is also helpful for game developers. The book also teaches how to control every aspect of Windows bitmaps, reliably render/capture images to the printer and other devices, and compressing and decompressing images. It shows in detail how to use the GDI functions including Windows 2000-specific GDI functions, such as the new alpha blending support, and creating advanced user interfaces.

作者介绍:

目录:

[Windows 2000 Graphics API Black Book\\_下载链接1](#)

标签

编程

评论

-----  
[Windows 2000 Graphics API Black Book\\_下载链接1](#)

书评

-----  
[Windows 2000 Graphics API Black Book\\_下载链接1](#)