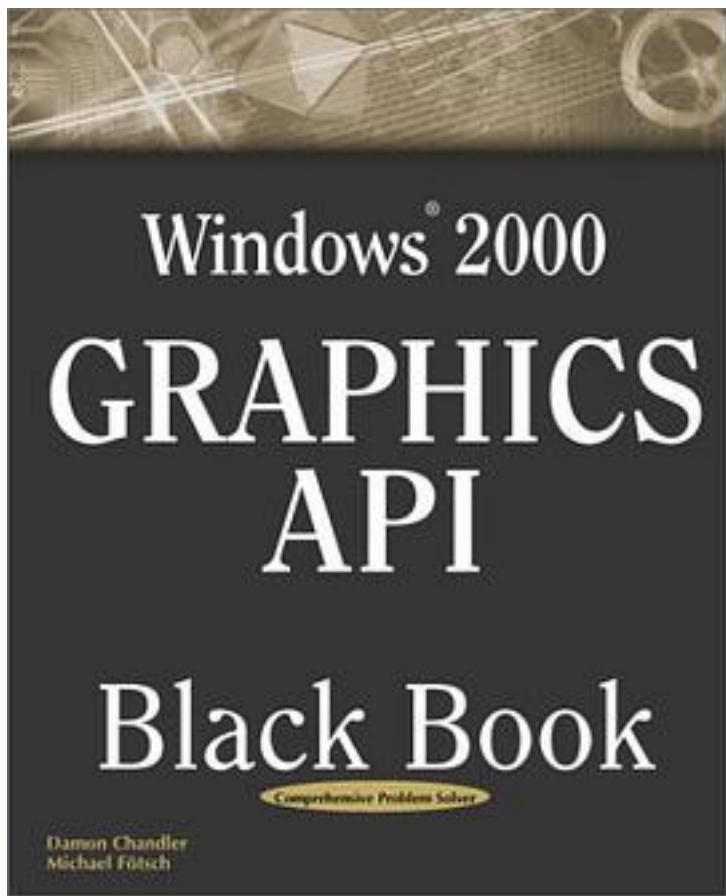


# Windows 2000 Graphics API Black Book



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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:

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