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Purpose. The Microsoft Windows graphics device interface (GDI) enables applications to use graphics and formatted text on both the video display

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and the printer. Windows-based applications do not access the graphics hardware directly. Instead, GDI interacts with device drivers on behalf of applications.

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Gdi And DirectDraw (Hewlett-Packard Professional Books) by Yuan Feng (2000-12-22) Hardcover Hardcover - January 1, 1999. 3.8 out of 5 stars 15 ratings.

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The API layer provides precise, accurate,

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Books. Important Info: Hardcover, 1234  
Pages, Prentice Hall Professional  
Technical Reference, December 22,  
2000 ISBN 0-13-086985-6. Author's  
email address: fyuan@fengyuan.com.

## **Windows Graphics Programming: Win32 GDI and DirectDraw**



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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 accessed through a set of C++ classes that wrap flat C functions. The .NET Framework also provides a managed version of GDI+ in the System.Drawing namespace. Direct3D

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supports 3-D graphics. Direct2D is a modern API for 2-D graphics, the successor to both GDI and GDI+.

## **Overview of the Windows Graphics Architecture - Win32 apps ...**

Source Code for Feng Yuan's excellent book: Windows Graphics Programming. -  
[tpn/windows-graphics-programming-src](http://tpn/windows-graphics-programming-src)

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programming-src: Source Code ...**

Windows Graphics Programming: WIN32

Gdi and DirectDraw [With CDROM]

Currently, there aren't any good books  
on Windows graphics programming.

Programmers looking for help are left to  
muddle their way through online

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documentation and API books that don't  
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The PlayMetaFile function displays the picture stored in the given Windows-format metafile on the specified device. PlayMetaFileRecord. The

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PlayMetaFileRecord function plays a Windows-format metafile record by executing the graphics device interface (GDI) function contained within that record. PlgBlt.

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To draw a line in Windows GDI+ you

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need a Graphics object, a Pen object, and a Color object. The Graphics object provides the DrawLine method, and the Pen object holds attributes of the line, such as color and width. The address of the Pen object is passed as an argument to the DrawLine method.

### **Drawing a Line - Win32 apps |**

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GDI is hardware accelerated on Windows XP, and accelerated on Windows 7 when the Desktop Window Manager is running and a WDDM 1.1 driver is in use.

Direct2D is hardware accelerated on almost any WDDM driver and whether or not DWM is in use. On Vista, GDI will always render on the CPU.

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programming at three layers: the implementation layer, the API layer, and the application layer. The implementation layer covers what is behind the Win32 GDI API and DirectX COM interfaces, which is the undocumented world of Windows graphics engine and the Win32 subsystem client DLLs.

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