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Ensheng Dong

.NET Framework Solutions John Paul Mueller,2006-10-11 If you've begun programming using Microsoft's .NET Framework, you've discovered a lot of new and improved functionality. But, more than likely, you've also discovered a lot of missing functionality. Indeed, a third of the functions supported by the old Win32 API are not yet supported by .NET. Although you may not at first notice the loss of Win32 API functionality in .NET, the more you program, the more you'll realize how essential it is. As a programmer, you will not want to do without these solutions. .NET Framework Solutions: In Search of the Lost Win32 API is one more thing you can't do without: a complete guide to your options for dealing with the functionality missing from .NET. As you'll learn, some functions are handily situated within Visual Basic or C#. In most cases, however, you'll need to access the old Win32 API from the .NET Framework. This is demanding work, but this book makes it easy, walking you through every step and paying special attention to the work of managing memory manually--the most error-prone part of the process. The topics covered inside are as varied as the missing functionality: direct hardware access, low-level security control, certain aspects of OS access, support for multimedia and utilities, and DirectX. You also get hard-to-find information on COM access, plus a collection of examples--dealing with DirectX and the MMC Snap-ins--that unite COM and Win32 access in especially illuminating ways. Over time, you can expect to see the .NET Framework expanded to include much of what it now lacks. But your programming tasks can't wait, and .NET Framework Solutions makes you productive--today.

Real-Time Shader Programming Ron Fosner,2003-01-10 Now that PC users have entered the realm of programmable hardware, graphics programmers can create 3D images and animations comparable to those produced by RenderMan's procedural programs—but in real time. Here is a book that will bring this cutting-edge technology to your computer. Beginning with the mathematical basics of vertex and pixel shaders, and building to detailed accounts of programmable shader operations, Real-Time Shader Programming provides the foundation and techniques necessary for replicating popular cinema-style 3D graphics as well as creating your own real-time procedural shaders. A compelling writing style, color illustrations throughout, and scores of online resources make Real-Time Shader Programming an indispensable tutorial/reference for the game developer, graphics programmer, game artist, or visualization programmer, to create countless real-time 3D effects. * Contains a complete reference of the low-level shader language for both DirectX 8 and DirectX 9 * Provides an interactive shader demonstration tool (RenderMonkeyTM) for testing and experimenting * Maintains an updated version of the detailed shader reference section at www.directx.com * Teaches the latest shader programming techniques for high-performance real-time 3D graphics

The PC Graphics Handbook Julio Sanchez,Maria P. Canton,2003-02-26 The PC Graphics Handbook serves advanced C++ programmers dealing with the specifics of PC graphics hardware and software. Discussions address: 2D and 3D graphics programming for Windows and DOS Device-independent graphics Mathematics for computer graphics Graphics algorithms and procedural oper

The History of the GPU - Eras and Environment Jon Peddie,2023-01-01 This is the second book in a three-part series that traces the development of the GPU, which is defined as a single chip with an integrated transform and lighting (T&L) capability. This feature previously was found in workstations as a stand-alone chip that only performed geometry functions. Enabled by Moore's law, the first era of GPUs began in the late 1990s. Silicon Graphics (SGI) introduced T&L first in 1996 with the Nintendo 64 chipset with integrated T&L but didn't follow through. ArtX developed a chipset with integrated T&L but didn't bring it to market until November 1999. The need to integrate the transform and lighting functions in the graphics controller was well understood and strongly desired by dozens of companies. Nvidia was the first to produce a PC consumer level single chip with T&L in October 1999. All in all, fifteen companies came close, they had designs and experience, but one thing or another got in their way to prevent them succeeding. All the forces and technology were converging; the GPU was ready to emerge. Several of the companies involved did produce an integrated GPU, but not until early 2000. This is the account of those companies, the GPU and the environment needed to support it. The GPU has become ubiquitous and can be found in every platform that involves a computer and a user interface.

Programming Cameras and Pan-tilts with DirectX and Java Ioannis Pavlidis,Vassilios Morellas,Pete Roeber,2003 The rapid rise of PC-based cameras has lead to the enormous growth of software applications that use real-time video programming. These applications include video conferencing, computer games, scientific research, automated security and surveillance, industrial inspection, and Web cameras. Previously, developers had to search through manufacturer manuals or research papers in computer vision or image processing to learn how to program devices for these applications. Programming Cameras and Pan-Tilts with DirectX and Java is the first book to offer practical tools and techniques for those struggling to gain an in-depth understanding of programming computer vision applications with live camera streams and pan-tilt devices. It shows how to build DirectShow filters from scratch and introduces computer vision concepts as needed to understand the code. Special emphasis is devoted to DirectShow programming and popular computer vision applications such as segmentation and tracking. *Shows step-by-step how to program cameras for a variety of applications in both Visual C++ .NET and the Java Media Framework (JMF). *Describes programming methods proven in industrial and research settings that can be used with any camera that connects to a PC through a DirectShow-compliant frame grabber. *Provides easy-to-understand explanations of the underlying concepts of the code examples suitable for those studying computer vision, image processing, or multimedia. *Includes a CD-ROM with all the source code from the book and a companion Web site with additional code and application examples.

Windows XP in a Nutshell David Aaron Karp,Tim O'Reilly,Troy Mott,2005 Discusses how to install, run, and configure Windows XP for both the home and office, explaining how to connect to the Internet, design a LAN, and share drives and printers, and includes tips and troubleshooting techniques.

Upgrading and Repairing Laptops Scott Mueller,2004 Beyond cutting edge, Mueller goes where no computer book author has gone before to produce a real owner's manual that every laptop owner should have. This book shows the upgrades users can perform, the ones that are better left to the manufacturer, and more.

Managed DirectX 9 Tom Miller,2003 Managed DirectX was released with the latest version of the core DirectX libraries in DirectX9. It enables developers using the new .NET languages (i.e. C#, VB.NET, etc.) to develop rich multimedia applications with DirectX. Unfortunately the Managed DirectX runtime was released without adequate documentation, and developers are having a hard time figuring out the best way to write managed applications. This book covers how to use the Managed DirectX objects, how they differ from the core DirectX libraries, and how to create these rich multimedia applications in C#. It also covers in depth graphics techniques and the new high-level shader language shipping with DirectX9.

Building Extreme PCs Ben Hardwidge,2006 Provides instructions on building, customizing, and modifying a PC, with information on components and how to build and test a system, along with a collection of customized PCs.

The Elder Scrolls Series ,

The History of Visual Magic in Computers Jon Peddie,2013-06-13 If you have ever looked at a fantastic adventure or science fiction movie, or an amazingly complex and rich computer game, or a TV commercial where cars or gas pumps or biscuits behaved liked people and wondered, “How do they do that?”, then you’ve experienced the magic of 3D worlds generated by a computer. 3D in computers began as a way to represent automotive designs and illustrate the construction of molecules. 3D graphics use evolved to visualizations of simulated data and artistic representations of imaginary worlds. In order to overcome the processing limitations of the computer, graphics had to exploit the characteristics of the eye and brain, and develop visual tricks to simulate realism. The

goal is to create graphics images that will overcome the visual cues that cause disbelief and tell the viewer this is not real. Thousands of people over thousands of years have developed the building blocks and made the discoveries in mathematics and science to make such 3D magic possible, and The History of Visual Magic in Computers is dedicated to all of them and tells a little of their story. It traces the earliest understanding of 3D and then foundational mathematics to explain and construct 3D; from mechanical computers up to today's tablets. Several of the amazing computer graphics algorithms and tricks came of periods where eruptions of new ideas and techniques seem to occur all at once. Applications emerged as the fundamentals of how to draw lines and create realistic images were better understood, leading to hardware 3D controllers that drive the display all the way to stereovision and virtual reality.

Alfred's Teach Yourself Computer Audio Todd Souvignier, Learn all you need to know about computer audio and open up a brand new world of musical knowledge with this exciting method from Alfred. Unleash the hidden audio power of your home computer by learning what's going on behind the scenes and how to tap into it. Get a general knowledge of digital audio formats, sound cards and multimedia programs, then discover how to make the most of it with information about the audio capabilities specific to Windows 95, 98, 2000, ME & XP, and Mac OS 8, 9, X, and Jaguar. No matter what platform you're on or how basic your computer skills, you'll be able to use your computer as a desktop studio and get down to creating in the world of digital audio. Be your own teacher, and let Alfred be your resource every step of the way. Click the Sample Page link below to download the free supplemental chapter Speech and Telephony!

DirectX 8 and Visual Basic Development Keith Sink, 2001 Topics in DirectX 8 and Visual Basic.NET Development include networked games, 3D multimedia applications, enable Force Feedback joystick devices in their own applications, multimedia applications that allow for multiple user input devices, and multimedia applications that use music and sound.

Mobile 3D Graphics SoC Hoi-Jun Yoo, Jeong-Ho Woo, Ju-Ho Sohn, Byeong-Gyu Nam, 2010-04-27 The first book to explain the principals behind mobile 3D hardware implementation, helping readers understand advanced algorithms, produce low-cost, low-power SoCs, or become familiar with embedded systems As mobile broadcasting and entertainment applications evolve, there is increasing interest in 3D graphics within the field of mobile electronics, particularly for handheld devices. In Mobile 3D Graphics SoC, Yoo provides a comprehensive understanding of the algorithms of mobile 3D graphics and their real chip implementation methods. 3D graphics SoC (System on a Chip) architecture and its interaction with embedded system software are explained with numerous examples. Yoo divides the book into three sections: general methodology of low power SoC, design of low power 3D graphics SoC, and silicon implementation of 3D graphics SoCs and their application to mobile electronics. Full examples are presented at various levels such as system level design and circuit level optimization along with design technology. Yoo incorporates many real chip examples, including many commercial 3D graphics chips, and provides cross-comparisons of various architectures and their performance. Furthermore, while advanced 3D graphics techniques are well understood and supported by industry standards, this is less true in the emerging mobile applications and games market. This book redresses this imbalance, providing an in-depth look at the new OpenGL ES (The Standard for Embedded Accelerated 3D Graphics), and shows what these new embedded systems graphics libraries can provide for 3D graphics and games developers.

HWM, 2005-08 Singapore's leading tech magazine gives its readers the power to decide with its informative articles and in-depth reviews.

Upgrading and Repairing PCs Scott Mueller, 2013 Provides information on how to upgrade, maintain, and troubleshoot the hardware of personal computers, discussing the differences among them as well as their various configuration options.

The Complete Effect and HLSL Guide Sebastien St-Laurent, 2005 The topic of The Complete Effect and HLSL Guide is shader development and management, and therefore it is written for any developers who have some interest in being efficient at using and integrating shaders within their applications. This book is written to serve as both a teaching and reference manual, making it a must-have to everybody from hobbyist programmers to professional developers. The approach taken throughout The Complete Effect and HLSL Guide makes it the perfect book for anyone who wants to integrate shaders into their application and take advantage of the power of the DirectX effect framework and the HLSL shading language. The following topics are covered: * Introduction to both the HLSL shading language and effect file development including their detailed syntax and use. * Complete reference along with performance considerations to every HLSL and assembly shader instructions. Introduction the DirectX Effect Framework and complete overview to its API. * Optimization tips and tricks to make the best out of your shaders. * Coverage of all the main components of the Effect Framework in addition to putting the pieces of the puzzle together allowing you to develop a shader management framework.

Maximum PC, 2002-10 Maximum PC is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing product reviews, insightful and innovative how-to stories and the illuminating technical articles that enthusiasts crave.

Beginning Math and Physics for Game Programmers Wendy Stahler, Dustin Clingman, Kaveh Kahrizi, 2004 Whether one is a hobbyist or a budding game design pro, the objective is probably the same: to create the coolest games possible using today's increasingly sophisticated technology. Through clear, step-by-step instructions, author Wendy Stahler covers the trigonometry snippets, vector operations, and 1D/2D/3D motion designers need to improve their level of game development.

The History of the GPU - New Developments Jon Peddie, 2023-01-01 This third book in the three-part series on the History of the GPU covers the second to sixth eras of the GPU, which can be found in anything that has a display or screen. The GPU is now part of supercomputers, PCs, Smartphones and tablets, wearables, game consoles and handhelds, TVs, and every type of vehicle including boats and planes. In the early 2000s the number of GPU suppliers consolidated to three whereas now, the number has expanded to almost 20. In 2022 the GPU market was worth over \$250 billion with over 2.2 billion GPUs being sold just in PCs, and more than 10 billion in smartphones. Understanding the power and history of these devices is not only a fascinating tale, but one that will aid your understanding of some of the developments in consumer electronics, computers, new automobiles, and your fitness watch.

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