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The world's most complete guide to Windows graphics programming! Win32 GDI and DirectDraw: Accurate, under the hood, and in depth ; Beyond the API: Internals, restrictions, performance, and real-life problems ; Complete: Pixel, lines, curves, filled area, bitmap, image processing, fonts, text, metafile, printing, and more

~~Windows Graphics Programming: Win32 GDI and DirectDraw ...~~

Purpose. The Microsoft Windows graphics device interface (GDI) enables applications to use graphics and formatted text on both the video display and the printer. Windows-based applications do not access the graphics hardware directly.

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Instead, GDI interacts with device drivers on behalf of applications.

~~Windows GDI - Win32 apps | Microsoft Docs~~

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 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~~

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The Graphics Device Interface is a Microsoft Windows application programming interface and core operating system component responsible for representing graphical objects and transmitting them to output devices such as monitors and printers. GDI is responsible for tasks such as drawing lines and curves, rendering fonts and handling palettes. It is not directly responsible for drawing windows, menus, etc.; that task is reserved for the user subsystem, which resides in user32.dll and is built atop

~~Graphics Device Interface - Wikipedia~~

Source Code for Feng Yuan's excellent book: Windows

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This book is about Windows 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 Windows 98.

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The book covers Windows graphics 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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