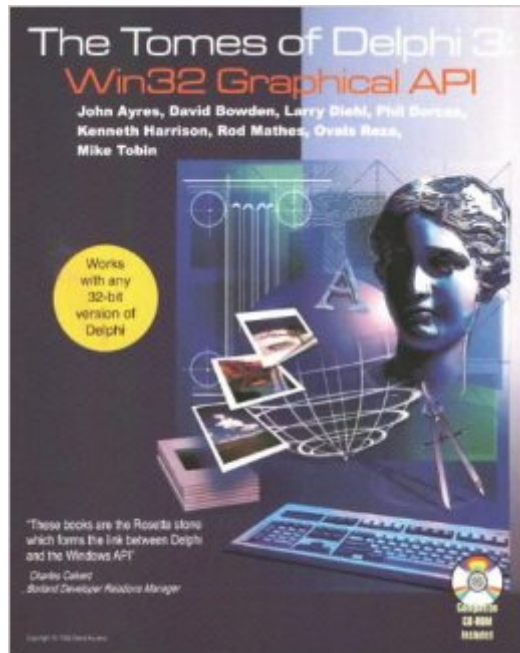


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# The Tomes Of Delphi 3: Win32 Graphical Api



## Synopsis

A comprehensive reference to all of the Win 32 API function calls used to display graphics and user interface elements, this book highlights such topics as drawing primitives, color palette management, regions, and paths. The highly innovative InstallShield and DemoShield software are included on the CD-ROM. .

## Book Information

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## Customer Reviews

Absolutely essential. This is what Borland should have done in the first place. I don't go a day without using either this book or the other Tomes book. It covers much more than graphics; things like window placement, icons, palettes, text output, and just about any other visual output function is covered in this book. Trust me, if you do anything more than loading graphics into a TImage, you'll need this book....I didn't find any problems with any examples, both recompiling or "off the shelf". These guys had great examples in the first Tomes (only found problems with one or two), and it's obvious that they spent the same amount of time making the examples in this book work. They might not all be real world type examples, but at least they show you how to call the API function correctly, which is more than you would get through a newsgroup or mailing list. It's a shame that some people jump to conclusions too quickly. Get this book. Trust me, well worth your money. Buyer beware indeed...beware if you don't buy this book! You'll be lost and sorry without it!

Like a fool, I bought this book in spite of the many negative reviews on this page. I was sorely

disappointed. As the other reviewers have said, if you can read Visual Basic and you have MSDN, you don't need this book. The examples are beyond useless. The writing is disjointed and poor. Basically, this thing is nothing but a very expensive paper weight.

This book is no tome, unless 'tome' has come to mean a regurgitation of something someone else wrote. The examples are beyond bad. Many are lifted directly from the MSDN and Borland help (translated to Pascal, of course). Delphi Developer's Guide by Pancheco and Texeria is much better.

I liked the Win32 Core API book from these authors a lot, but this volume is even better. They show you how to do lots of the same stuff that the expensive 3rd-party graphical components do. I especially liked the cool text effects like gradient fills inside text and different transparency tricks. I also liked the demonstrations on creating true round and other non-rectangular shaped windows. I strongly recommend this book to anyone wanting to dress up their applications or to anyone working with bitmaps in their apps (the chapter on bitmap and metafile functions has a great explanation of DIBs and DDBs). There is no overlap with the Core API book, so you will want to have them both. But of the two, this book is "cooler". I can't wait to see what these guys do next.

I liked the first volume of "Tomes" and this one is even better. It really fills a gap in the Delphi literature by addressing a wide range of API issues. Unlike its title might suggest, it's not just about heavy duty graphics programming; rather, it's just about everything appearance-related, like window management and interacting with the Windows shell (like programmatically deleting a file via the Recycle Bin). Not for beginners, but worth twice the price when you run into a wall that only interaction with the API will solve! An added bonus is that it's filled with excellent sample code.

The harsh criticisms below, according to which a Delphi programmer should wade through seas of C++ code in MSDN in order to access win32 graphical functions, are ridiculous. As every Delphi programmer knows, Delphi's Windows.pas unit comprises many functions which are not covered by the VCL, nor even present in the help index. For example, the region and path functions, with which cool graphical effects can be created. True, the C win32 api reference contains these functions, but gives no examples - not very helpful if you want to learn something. This book has done all the hard work for us Delphi programmers, by collecting and presenting lots of Delphi functions for accessing win32 graphics, with LOTS of examples to illustrate the possible uses of the function. No need to do

any type conversion from C to pascal! The language is compact and to the point; blah-blah is the last thing a programmer needs. This book definitely empowers Delphi programmers; something that some people cannot stand, hence these vicious reviews. This book once more illustrates, that Delphi can do anything that C or C++ can do - and faster.

This book is redundant to a fault. It repeats what is already in the Win32 SDK documentation, merely "translating" it to Pascal on the way. I was expecting a lot of "how-to" rather than a mere C-to-Pascal Win32 reference. Also, the writing is redundantly awful. This is very nearly the worst written technical book I've ever had the misfortune to come across.

As the other reviewers have pointed out, this book is mostly a rehash of the Win32 help files and the stuff in Microsoft Developer Network. The examples listed are either so similar to MSDN as to be useless or too simplistic to be useful. Worse yet, the book focuses on showing things you'd never do in a real application (e.g., create a window using API calls rather than letting Delphi's VCL do it for you). And to add insult to injury, these guys do not write well. The prose is sophomoric and befuddled. Don't waste your time with this one. Get Cantu's book or Pancheco's book, they're much better.

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