Subject: Win32 API tutorial?

Posted by GizmoGorilla on Wed, 23 Nov 2005 12:47:15 GMT

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Thanks for the feebback from everyone. One more request if I can. My programming experience is in various languages, like assembler, C, tcl/tk, etc...over many years, but not on windows. I need to get familiar with programming on windows. I've downloaded the theForger's Win32 API Tutorial as a start. Are there any additional recommendations for general windows programming, as well as what might be a "best" book to get me going. I know theres a LOT of stuff out there. It would save me a lot of time filtering through it all. Once again thanks for the feebback!

Subject: Re: IDE&GUI Builder Help

Posted by mirek on Wed, 23 Nov 2005 13:57:14 GMT

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Well, there is a lot of about Win32 on the net, including full MSDN library (the best sources for Win32 programming anyway). Just use google

However, to use U++, you will not need to know much about Win32, at least for basic tasks.

BTW, for Win32 API questions rather use "General programming" group.

Subject: Re: Win32 API tutorial?

Posted by fudadmin on Wed, 23 Nov 2005 14:40:51 GMT

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I've split the topic hoping that it will better serve everyone's needs.. (Just not very sure if successfully... )

For Win32 API I'm using Microsoft Platform SDK (for me enough CE..) More good info: http://blogs.msdn.com/brianjo/archive/2004/09/02/224986.aspx or Quote:

The Platform SDK – Windows XP Service Pack 2 contains the information you need to develop applications for Microsoft Windows XP Service Pack 2.

Use this SDK to ensure that you have the latest documentation, samples, and SDK build environment (header files, libraries, and tools) for the release of Windows XP Service Pack 2. The documentation includes updated information for Windows Server 2003 as well, but does not replace your existing build environments for Windows Server 2003. A new custom install allows you to select components you wish to install on a more granular level. Choose "custom" instead of "typical" to utilize this feature.

## And feel free to ask questions here! Arijus