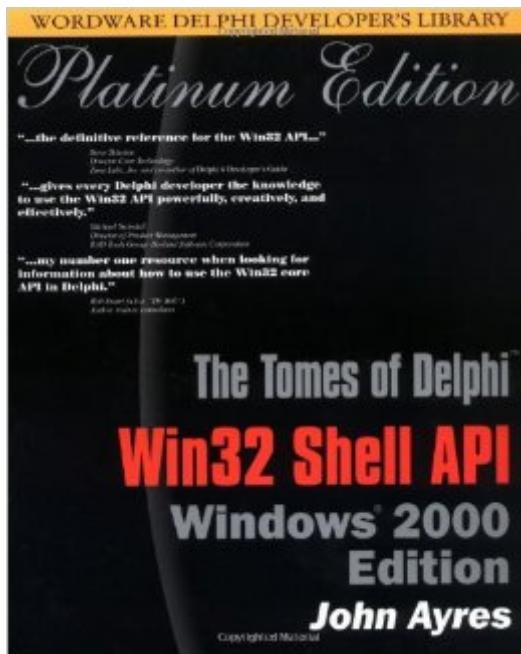


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Tomes Of Delphi: WIN32 SHELL API Windows 2000 Edition



Synopsis

This new titles is an updated edition of Tomes of Delphi: Win32 Graphical API, which received rave reviews from the industry. The new edition retains its reference organization and distinctive help file on the CD, as well as including Windows 2000 changes.

Book Information

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Average Customer Review: 4.8 out of 5 starsÂ [See all reviewsÂ \(10 customer reviews\)](#)

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Customer Reviews

I've just received this book, and I must say I'm so very impressed. I also own John's book Win32 Core API (win 2000 Edition). I found the Core API reference to be only barely what I needed, it was dealing with fairly advanced topics, and gave a scattering of information I actually needed. But This book, the Shell API has everything I ever wanted in a Delphi Win32 API reference. This is a fabulous reference indeed. Using Win API functions some times can be easier to implement than understanding complex Delphi structures, and some don't offer the flexibility you want, and others suffer from speed in the translation between Delphi and API. This book shows you very well how to put that "one little add on" into your Delphi Applications you need to make it work the way you want, without having to muddle things up with a huge component of which you only need one part. This book also deals with the basics, explaining the ideas of programming API in Delphi, explaining the basics of fundamental things like Callback Functions as well as the basics of handles, constants and strings in Windows, even a bit on Unicode. It has sections on: Window Movement functions, with everything you ever wanted to do to a window in one line or less Windows Information Functions,

with wonderful calls to obtain information on the status or information of any window, including Setting parent and so on. File IO, while Delphi handles File IO well, this excels at finding the information on the information in Files, including flushing file buffers, on change notifications, Locking files, and so on. Input Functions: A rather bare bones section on getting data from windows (carets, cursors, etc), Mouse joystick, and Keyboard data.

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