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By Feng Yuan

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ChangeLog-0.3.4 - ReactOS Wiki -

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<http://www.reactos.org/wiki/ChangeLog-0.3.4>

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Win32 GDI Programming with Pens - Suite Room -

Windows programming tutorial explaining pens and drawing with the GDI for Windows graphics programming and Windows drawing program techniques.

<https://suite.io/guy-lecky-thompson/13v121g>

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Currently, there aren't any good books on Windows graphics programming. Programmers looking for help are left to muddle their way through online documentation and API <http://www.alibris.com/Windows-Graphics-Programming-WIN32-Gdi-and-DirectDraw-Feng-Yuan/book/23810104>

Source code for Windows Graphics Programming: -

Mar 19, 2007 Source code for Windows Graphics Programming: Win32 GDI and DirectDraw used to be on <http://blogs.msdn.com/b/fyuan/archive/2007/03/20/source-code-for-windows-graphics-programming-win32-gdi-and-directdraw.aspx>

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Yuan. , Toronto Public Library

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Guide to WIN32 Paint for Beginners - CodeProject -

It is also the layer of abstraction that the Windows
Graphics Device Interface running on Win32 platforms, is
using GDI into a graphics program

<http://www.codeproject.com/Articles/1988/Guide-to-WIN-Paint-for-Beginners>

Graphics Programming in GDI - Gfxguru -

Graphics Programming in GDI, Graphics Programming in Visual
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http://gfxguru.org/prog/kk/windows_gdi/windows_gdi.php

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Windows graphics programming : Win32 GDI and DirectDraw A1
Yuan, Feng., PB Prentice Hall

<http://www.worldcat.org/oclc/44594080?page=refworks>

Win32 Drawing and Bitmaps How-To - Suite -

A Win32 graphics programming article detailing how to handle
bitmaps and device contexts when using which tells the
Windows GDI API how to transfer the bitmap

<https://suite.io/guy-lecky-thompson/lagv21g>

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