

## Re: UI in DirectX9 managed

---

*Source:*

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.managed/2006-11/ms>

---

- *From:* [legalize+jeeves@xxxxxxxxxxxxxxxxxxxx](mailto:legalize+jeeves@xxxxxxxxxxxxxxxxxxxx) (Richard [Microsoft Direct3D MVP])
  - *Date:* Tue, 14 Nov 2006 11:48:48 -0800
- 

[Please do not mail me a copy of your followup]

"Daniel MOSMONDOR – Mosh" <[news\\_remove\\_@xxxxxxxxxxxxxxxxxxxx](mailto:news_remove_@xxxxxxxxxxxxxxxxxxxx)> spake the secret code <[#me925BCHHA.4348@xxxxxxxxxxxxxxxxxxxx](mailto:#me925BCHHA.4348@xxxxxxxxxxxxxxxxxxxx)> thusly:

Anything that's missing is something you'll have to add yourself.

This is not a problem, since that which is implemented is also a great stuff.

Well, I suppose it depends on what you mean by "great". I'd say its sufficient for the samples, but definately not great. That's just my opinion, of course.

Maybe there is some other UI library for DirectX, but I'm not aware of such – can you turn my nose in some other direction?

There may be such a thing, but I don't know of one. Try googling around.

—  
"The Direct3D Graphics Pipeline" — DirectX 9 draft available for download  
<<http://www.xmission.com/~legalize/book/download/index.html>>