

Re: Learning the win32 API

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"AxessTerminated" <AxessTerminated@discussions.microsoft.com> wrote in message news:919B26FC-F5B9-45E4-ADFE-304DDEF17AD6@microsoft.com...
> *I'm looking for a comprehensive tutorial on the Windows API.*

The API is huge. It includes support for windowing, drawing, interprocess communication, a component object model, multi-threading and synchronization, networking, database access, I/O, telephony, multimedia, messaging, speech recognition and speech synthesis etc. Further some of these APIs have a native procedural slant common to C language development as well as higher level wrappers – MFC, COM, ATL

Unfortunately, there is no easy way to attack the whole of it.

If you go here:

<http://msdn.microsoft.com/library/default.asp?url=/library/en-us/vctutor98/html/tutorhm.asp?frame=true>

you will find several tutorials. The Scribble tutorial is as good a place to start as any if your focus is desktop applications written in C++.

If there is something in particular that you want to focus on, post again with the details. Someone may be able to point you in a direction.

Regards,
Will