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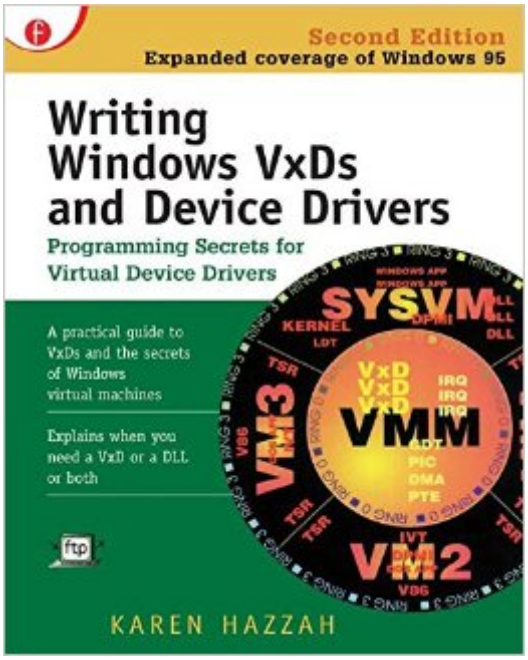
Writing Windows VxDs And Device Drivers



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Synopsis

Software developer and author Karen Hazzah expands her original treatise on device drivers in the second edition of Writing Windows VxDs and Device Drivers. The book and companion disk include the author’s library of wrapper functions that allow the progr

Book Information

Paperback: 479 pages

Publisher: CRC Press; 2 edition (January 12, 1996)

Language: English

ISBN-10: 0879304383

ISBN-13: 978-0879304386

Product Dimensions: 6.5 x 1.1 x 9.2 inches

Shipping Weight: 1.7 pounds (View shipping rates and policies)

Average Customer Review: 3.7 out of 5 starsÂ Â See all reviewsÂ (10 customer reviews)

Best Sellers Rank: #3,089,227 in Books (See Top 100 in Books) #54 inÂ Books > Computers & Technology > Programming > APIs & Operating Environments > Device Drivers #2724 inÂ Books > Textbooks > Computer Science > Operating Systems #2769 inÂ Books > Computers & Technology > Operating Systems > Windows > Windows Desktop

Customer Reviews

I needed to write a basic driver that an application could access through standard Win32 API’s - CreatFile, OpenFile, ReadFile, WriteFile, etc. While the author does indeed provide lots of samples that are easy to follow and will work, - they are limited to use for custom or special-purpose I/O access. There is no discussion about the varios types of file or IO systems and types of drivers - i.e., File System Drivers (FSD), Input/Output Supervisor (IOS), Communications (COMM), Miniport, MCI, etc. There is no discussion about how to install & register your driver properly, creation of INF files, etc. So who is this book written for? Hacks that simply want a quick way to access hardware without creating system errors. It is not for engineers that want to create an installable device driver for a common I/O devices and distribute it with their hardware so that it will work seamlessly with the operating system and other existing, professionaly written, application software. If you need to create a driver for a standard I/O device already supported by Microsoft API’s, keep looking. If you have a custom i/o board and a low-level driver that can access it & handle interrupts, but plan on providing your own high-level custom API software so your customers can access it (i.e., a proprietary solution), this is for you. Good luck!

I sure wish I'd had this book when I started out writing drivers, it would have saved me a ton of time and grief. I too, wish there were more information on specific driver types, such as soundcards, but that stuff is in the DDK anyway, once you know what to look for -- and this book will tell you that, and a lot quicker and better than the DDK will. Any of the other required tools will tell you how to install or load a VXD, so I don't consider that a big problem. I could wish that this book also covered Windows NT, but was extemely glad for the plug and play coverage, which other information sources obfuscate badly. Good information on windows innards, useful to an overall understanding.

There are not much books on this topic that explain the real problems faced by the starters. This is an excellent book and a MUST for the beginners and students that want to learn system programming

Unfortunately for me, the book is more an overview than a practical book ; it is focused on Custom Drivers; it doesn't explain how to write a common class device driver (for instance, a display, a printer or a keyboard device driver). There should be coverage for standard classes (the most common class of driver), what interfaces windows defines and expects to be used for standard classes, etc. I think that _every_ book adds knowledge though, and this book has very good theorical explanations.Bottom Line: it's not the book for you if you are attemting to write a common class driver.

This book is necessary if you are new to VxDs, easy to read from cover to cover. I recommend it.It has good examples for experienced VxD programmers. Other books are needed for someone writing advanced VxDs.Warning: I found both obvious and subtle errors in some of the examples. They don't all compile and work without changes.

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