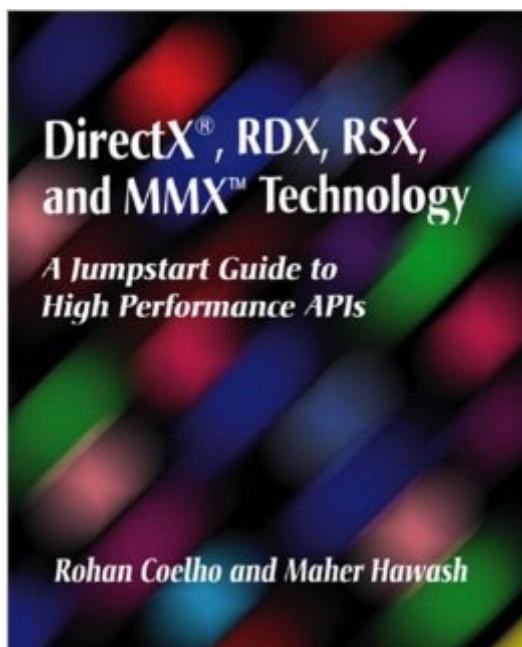


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# DirectX, RDX, RSX, And MMX Technology: A Jumpstart Guide To High Performance APIs



## Synopsis

Until now multimedia developers had to program directly to hardware in order to maximize application performance. DirectX, RDX, RSX, and MMX technology are new advancements that enable programmers to write applications that take advantage of hardware acceleration without direct hardware programming. Written by Intel experts who are developing and applying these new technologies, DirectXAE, RDX, RSX, and MMXoTechnologyo: A Jumpstart Guide to High Performance APIs takes a hands-on approach to illustrate the latest technologies from Microsoft, Intel, and Progressive Networks.

## Book Information

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## Customer Reviews

This book is an excellent way to get into the nitty-gritty of low-level API programming. I was very impressed with RSX/RDX, which I hadn't seen yet, and it had one of the best tutorials on Direct3D Immediate Mode I've seen. The examples are well written, and they don't water-down the APIs with un-needed wrapper classes. They also go into detail on how to profile your application to improve performance in critical areas. All-in-all, this is the best book on DirectX I've seen, and an excellent introduction to other multimedia APIs! NOTE: This is for more experienced developers, but if you have a handle on basic 2D/3D graphic concepts, C/C++, and some assembly language, you can handle anything they throw at you.

This book is extremely well-written and useful, barring a few unimportant typos. Not only are the title

acronyms explained thoroughly, but the book goes into Pentium optimization and other topics. It is an interesting hodgepodge of new and exciting ideas and technologies.

I got this book because of its Directshow chapters. The book says "Jumpstart Guide" and it is true that starts describing basic concepts like progressive and interlaced frames. However, a few pages later assumes you know all about DirectX. The book tell you that all explanations about installing and interfacing filters are in the CD, but the CD, that is oriented to Visual C 5 and DirectX 4, doesn't match the book at all (i.e. the examples are different) and has even empty files. I don't know about the other chapters, but the Directshow and filter creation chapters are a waste of time. The Microsoft SDK is a lot less pain, assumes you don't know what they explain you, and it is free.

This is the kind of book I find to be great. It is concise to get you started and provides enough info to get you going on the topic and then ways to get performance out of the technologies. I really like this book. I have been doing DirectX development for about a year now and still found this book to be an excellent reference on multimedia programming topics. My only complaint is that the book is intended more for beginners and not enough advanced discussions (the chapter usually stops at the meaty parts...) but still I recommend this book alot. Good!

This books extolls a lot of the things that are hidden in the official DirectShow documentation from Microsoft. It explains the A-Z procedure in order to build effective source/transform/renderer DirectShow filters. It's suitable for both the beginner and the intermediate. The experts would download the lately added articles and keep thinking this book is a masterpiece.

Although some of the error messages one can get are misleading, the examples do work. After a pleasant exchange with one of the authors, I was able to get my copy of the demos to work. Kudos to Rohan Coelho. I tried the websight recently and I guess Addison Wesley's web people got their act together because it is now working. Hopefully, my issues and any more that other people experience will make their way onto the site. The book is a solid guide to some useful graphics programming techniques.

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