

Developing Windows Nt Device Drivers A Programmers Handbook Programming The Win 32 Driver Model

PC Hardware in a Nutshell is the practical guide to buying, building, upgrading, and repairing Intel-based PCs. A longtime favorite among PC users, the third edition of the book now contains useful information for people running either Windows or Linux operating systems. Written for novices and seasoned professionals alike, the book is packed with useful and unbiased information, including how-to advice for specific components, ample reference material, and a comprehensive case study on building a PC. In addition to coverage of the fundamentals and general tips about working on PCs, the book includes chapters focusing on motherboards, processors, memory, floppies, hard drives, optical drives, tape devices, video devices, input devices, audio components, communications, power supplies, and maintenance. Special emphasis is given to upgrading and troubleshooting existing equipment so you can get the most from your existing investments. This new edition is expanded to include: Detailed information about the latest motherboards and chipsets from AMD, Intel, SiS, and VIA Extensive coverage of the Pentium 4 and the latest AMD processors, including the Athlon XP/MP Full details about new hard drive standards, including the latest SCSI standards, ATA/133, Serial ATA, and the new 48-bit "Big Drive" ATA interface Extended coverage of DVD drives, including DVD-RAM, DVD-R/RW, and DVD+R/RW Details about Flat Panel Displays, including how to choose one (and why you might not want to) New chapters on serial communications, parallel communications, and USB communications (including USB 2.0) Enhanced troubleshooting coverage PC Hardware in a Nutshell, 3rd Edition provides independent, useful and practical information in a no-nonsense manner with specific recommendations on components. Based on real-world testing over time, it will help you make intelligent, informed decisions about buying, building, upgrading, and repairing PCs in a cost effective manner that will help you maximize new or existing computer hardware systems. It's loaded with real-world advice presented in a concise style that clearly delivers just the information you want, without your having to hunt for it.

A guide to Windows 2000 Server technology offers IT professionals solutions and strategies for managing installation, account administration, file and print configuration, security, maintenance, back-up, and troubleshooting

See how the core components of the Windows operating system work behind the scenes—guided by a team of internationally renowned internals experts. Fully updated for Windows Server(R) 2008 and Windows Vista(R), this classic guide delivers key architectural insights on system design, debugging, performance, and support—along with hands-on experiments to experience Windows internal behavior firsthand. Delve inside Windows architecture and internals: Understand how the core system and management mechanisms work—from the object manager to services to the registry Explore internal system data structures using

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tools like the kernel debugger Grasp the scheduler's priority and CPU placement algorithms Go inside the Windows security model to see how it authorizes access to data Understand how Windows manages physical and virtual memory Tour the Windows networking stack from top to bottom—including APIs, protocol drivers, and network adapter drivers Troubleshoot file-system access problems and system boot problems Learn how to analyze crashes

This “inside account captures the energy—and the madness—of the software giant’s race to develop a critical new program. . . . Gripping” (Fortune Magazine). Showstopper is the dramatic, inside story of the creation of Windows NT, told by Wall Street Journal reporter G. Pascal Zachary. Driven by the legendary David Cutler, a picked band of software engineers sacrifices almost everything in their lives to build a new, stable, operating system aimed at giving Microsoft a platform for growth through the next decade of development in the computing business. Comparable in many ways to the Pulitzer Prize–winning book *The Soul of a New Machine* by Tracy Kidder, Showstopper gets deep inside the process of software development, the lives and motivations of coders and the pressure to succeed coupled with the drive for originality and perfection that can pull a diverse team together to create a program consisting of many hundreds of thousands of lines of code.

Delve inside Windows architecture and internals - and see how core components work behind the scenes. This classic guide has been fully updated for Windows 8.1 and Windows Server 2012 R2, and now presents its coverage in three volumes: Book 1, User Mode; Book 2, Kernel Mode; Book 3, Device Driver Models. In Book 1, you'll plumb Windows fundamentals, independent of platform - server, desktop, tablet, phone, Xbox. Coverage focuses on high-level functional descriptions of the various Windows components and features that interact with, or are manipulated by, user mode programs, or applications. You'll also examine management mechanisms and operating system components that are implemented in user mode, such as service processes. As always, you get critical insider perspectives on how Windows operates. And through hands-on experiments, you'll experience its internal behavior firsthand - knowledge you can apply to improve application design, debugging, system performance, and support. Planned chapters: Concepts & Tools; System Architecture; Windows Application Support; Windows Store Apps; Graphics & the Desktop; Management Mechanisms; User Mode Memory Management; Security; Storage; Networking; Hyper-V.

"Building Powerful Platforms with Windows CE" is a comprehensive, practical guide on the use of the Microsoft Windows CE Platform Builder. Drawing on the authors' extensive industry experience, this book provides proven methods and real-world advice for the complete system integration of Windows CE on various platforms. It also examines how to adapt Windows CE to support a platform's unique features. This book describes the Windows CE architecture in depth, explaining the rationale behind its design. It shows how to use the Platform

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Builder to quickly create a custom build of the Windows CE kernel and explores the complex and powerful Windows CE build process. Extensive information is provided on designing, implementing, and debugging Windows CE device drivers. A utility called the Driver Mapper is presented as an example device driver that doubles as a valuable tool for debugging device drivers on standard CE devices (e.g., H/PC, H/PC Pro, and Palm-sized PC devices. Other valuable features include the following: A project leader and manager's guide to the steps involved in completing a CE custom platform project Creating and debugging a CE boot loader Modifying the Platform Builder's OEM Adaptation Layer (OAL) sample source to work with a newly developed platform. An introduction to writing CE display drivers. Automated testing with the Windows CE Device Driver Test Toolkit (DDTK) A simplified, automated build process for creating ROM images If you want to get Windows CE running on your platform, you will find this hands-on guide an indispensable resource for accelerating your progress and saving you much frustration! 020161636XB04062001

An exhaustive technical manual outlines the Windows NT concepts related to drivers; shows how to develop the best drivers for particular applications; covers the I/O Subsystem and implementation of standard kernel mode drivers; and more. Original. (Intermediate).

"Windows NT File System Internals" examines the NT/IO Manager, the Cache Manager, and the Memory Manager from the perspective of a software developer writing a file system driver or implementing a kernel-mode filter driver. The book provides numerous code examples, as well as the source for a complete, usable filter driver.

Since its introduction over a decade ago, the Microsoft SQL Server query language, Transact-SQL, has become increasingly popular and more powerful. The current version sports such advanced features as OLE Automation support, cross-platform querying facilities, and full-text search management. This book is the consummate guide to Microsoft Transact-SQL. From data type nuances to complex statistical computations to the bevy of undocumented features in the language, The Guru's Guide to Transact-SQL imparts the knowledge you need to become a virtuoso of the language as quickly as possible. In this book, you will find the information, explanations, and advice you need to master Transact-SQL and develop the best possible Transact-SQL code. Some 600 code examples not only illustrate important concepts and best practices, but also provide working Transact-SQL code that can be incorporated into your own real-world DBMS applications. Your journey begins with an introduction explaining language fundamentals such as database and table creation, inserting and updating data, queries, joins, data presentation, and managing transactions. Moving on to more advanced topics, the journey continues with in-depth coverage of: Transact-SQL performance tuning using tools such as Query Analyzer and Performance Monitor Nuances of the various T-SQL data types Complex statistical calculations such as medians, modes, and sliding aggregates Run, sequence, and series identification and interrogation Advanced Data Definition Language (DDL) and Data Management Language (DML) techniques Stored procedure and trigger best practices and coding

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methods Transaction management Optimal cursor use and caveats to look out for Full-text search Hierarchies and arrays Administrative Transact-SQL OLE Automation More than 100 undocumented commands and language features, including numerous unpublished DBCC command verbs, trace flags, stored procedures, and functions Comprehensive, written in understandable terms, and full of practical information and examples, *The Guru's Guide to Transact-SQL* is an indispensable reference for anyone working with this database development language. The accompanying CD-ROM includes the complete set of code examples found in the book as well as a SQL programming environment that will speed the development of your own top-notch Transact-SQL code.

Get Started Fast with XNA Game Studio 4.0—and Build Great Games for Both Windows® Phone 7 and Xbox 360® This is the industry's best reference and tutorial for all aspects of XNA Game Studio 4.0 programming on all supported platforms, from Xbox 360 to Windows Phone 7 and Windows PCs. The only game development book authored by Microsoft XNA development team members, it offers deep insider insights you won't get anywhere else—including thorough coverage of new Windows Phone APIs for mobile game development. You'll quickly build simple games and get comfortable with Microsoft's powerful XNA Game Studio 4.0 toolset. Next, you'll drill down into every area of XNA, including graphics, input, audio, video, storage, GamerServices, and networking. Miller and Johnson present especially thorough coverage of 3D graphics, from Reach and HiDef to textures, effects, and avatars. Throughout, they introduce new concepts with downloadable code examples designed to help you jumpstart your own projects. Coverage includes Downloading, installing, and getting started with XNA Game Studio 4 Building on capabilities provided in the default game template Using 2D sprites, textures, sprite operations, blending, and SpriteFonts Creating high-performance 3D graphics with XNA's newly simplified APIs Loading, generating, recording, and playing audio Supporting keyboards, mice, Xbox 360 controllers, Touch, accelerometer, and GPS inputs Managing all types of XNA storage Using avatars as characters in your games Utilizing gamer types, player profiles, presence information, and other GamerServices Supporting Xbox LIVE and networked games Creating higher-level input systems that seamlessly manage cross-platform issues From Windows Phone 7 mobile gaming to Xbox 360, XNA Game Studio 4.0 creates huge new opportunities for experienced Microsoft developers. This book helps you build on skills you already have, to create the compelling games millions of users are searching for.

Learn to develop customized device drivers for your embedded Linux system About This Book Learn to develop customized Linux device drivers Learn the core concepts of device drivers such as memory management, kernel caching, advanced IRQ management, and so on. Practical experience on the embedded side of Linux **Who This Book Is For** This book will help anyone who wants to get started with developing their own Linux device drivers for embedded systems. Embedded Linux users will benefit highly from this book. This book covers all about device driver development, from char drivers to network device drivers to memory management. **What You Will Learn** Use kernel facilities to develop powerful drivers Develop drivers for widely used I2C and SPI devices and use the regmap API Write and support devicetree from within your drivers Program advanced drivers for network and frame buffer devices Delve into the Linux

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irqdomain API and write interrupt controller drivers Enhance your skills with regulator and PWM frameworks Develop measurement system drivers with IIO framework Get the best from memory management and the DMA subsystem Access and manage GPIO subsystems and develop GPIO controller drivers In Detail Linux kernel is a complex, portable, modular and widely used piece of software, running on around 80% of servers and embedded systems in more than half of devices throughout the World. Device drivers play a critical role in how well a Linux system performs. As Linux has turned out to be one of the most popular operating systems used, the interest in developing proprietary device drivers is also increasing steadily. This book will initially help you understand the basics of drivers as well as prepare for the long journey through the Linux Kernel. This book then covers drivers development based on various Linux subsystems such as memory management, PWM, RTC, IIO, IRQ management, and so on. The book also offers a practical approach on direct memory access and network device drivers. By the end of this book, you will be comfortable with the concept of device driver development and will be in a position to write any device driver from scratch using the latest kernel version (v4.13 at the time of writing this book). Style and approach A set of engaging examples to develop Linux device drivers

Microsoft Windows NT is the foundation of the new 32-bit operating system designed to support the most powerful workstation and server systems. The initial developer support for Windows NT has been phenomenal--developers have demonstrated more than 50 Windows NT applications only months after receiving the pre-release version of the software. This authoritative text--by a member of the Windows NT development group--is a richly detailed technical overview of the design goals and architecture of Windows NT. (Operating Systems)

Start developing robust drivers with expert guidance from the teams who developed Windows Driver Foundation. This comprehensive book gets you up to speed quickly and goes beyond the fundamentals to help you extend your Windows development skills. You get best practices, technical guidance, and extensive code samples to help you master the intricacies of the next-generation driver model—and simplify driver development. Discover how to: Use the Windows Driver Foundation to develop kernel-mode or user-mode drivers Create drivers that support Plug and Play and power management—with minimal code Implement robust I/O handling code Effectively manage synchronization and concurrency in driver code Develop user-mode drivers for protocol-based and serial-bus-based devices Use USB-specific features of the frameworks to quickly develop drivers for USB devices Design and implement kernel-mode drivers for DMA devices Evaluate your drivers with source code analysis and static verification tools Apply best practices to test, debug, and install drivers PLUS—Get driver code samples on the Web

A comprehensive manual for deploying and administering Windows .NET Server 2003 furnishes detailed coverage of all aspects of .NET Server, including its more than two hundred new features, along with thousands of tips and recommendations, real-world solutions and guidance, and tips on design, installation, configuration, and more. Original. (Advanced)

“Look it up in Petzold” remains the decisive last word in answering questions about Windows development. And in PROGRAMMING WINDOWS, FIFTH EDITION, the esteemed Windows Pioneer Award winner revises his classic text with authoritative

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coverage of the latest versions of the Windows operating system—once again drilling down to the essential API heart of Win32 programming. Topics include: The basics—input, output, dialog boxes An introduction to Unicode Graphics—drawing, text and fonts, bitmaps and metafiles The kernel and the printer Sound and music Dynamic-link libraries Multitasking and multithreading The Multiple-Document Interface Programming for the Internet and intranets Packed as always with definitive examples, this newest Petzold delivers the ultimate sourcebook and tutorial for Windows programmers at all levels working with Microsoft Windows 95, Windows 98, or Microsoft Windows NT. No aspiring or experienced developer can afford to be without it. An electronic version of this book is available on the companion CD. For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook.

Delve inside Windows architecture and internals—and see how core components work behind the scenes. Led by three renowned internals experts, this classic guide is fully updated for Windows 7 and Windows Server 2008 R2—and now presents its coverage in two volumes. As always, you get critical insider perspectives on how Windows operates. And through hands-on experiments, you'll experience its internal behavior firsthand—knowledge you can apply to improve application design, debugging, system performance, and support. In Part 2, you'll examine: Core subsystems for I/O, storage, memory management, cache manager, and file systems Startup and shutdown processes Crash-dump analysis, including troubleshooting tools and techniques Developing Windows NT Device DriversA Programmer's HandbookAddison-Wesley Professional

An authoritative guide to Windows NT driver development, now completely revised and updated. The CD-ROM includes all source code, plus Microsoft hardware standards documents, demo software, and more.

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

Master the new Windows Driver Model (WDM) common to Windows 98 and Windows 2000. You get theory, instruction and practice in driver development, installation and debugging. Addresses hardware and software interface issues, driver types, and a description of the new 'layer' model of WDM. ;

PLEASE PROVIDE DESCRIPTION

bull; bull;The data storage market continues to grow even in the current technology downturn. Microsoft is rapidly gaining market share in this area. bull;Other books on storage contain little or no information on Windows. bull;This book appeals both to networking professionals who need to learn about Microsoft as well as Microsoft professionals who need to learn about storage issues.

This is a conceptual overview and data reference that allows software vendors to create localized applications for Windows and Windows NT more easily, more quickly and less expensively. Software vendors will be eager to get the scoop on the exclusive inside information found here.

Provides information on writing a driver in Linux, covering such topics as character devices, network interfaces, driver debugging, concurrency, and interrupts.

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NOTE: This title is also available as a free eBook. It is offered for sale in print format as a convenience. Get a head start evaluating Windows 8.1 - with early technical insights from award-winning journalist and Windows expert Ed Bott. Based on the Windows 8.1 Preview release, this guide introduces new features and capabilities, with scenario-based advice on how Windows 8.1 can meet the needs of your business. Get the high-level overview you need to begin preparing your deployment now. Preview new features and enhancements, including: How features compare to Windows 7 and Windows XP The Windows 8.1 user experience Deployment Security features Internet Explorer 11 Delivering Windows apps Recovery options Networking and remote access Managing mobile devices Virtualization Windows RT 8.1 Windows NT/2000 Native API Reference is absolutely unique. Currently, documentation on Windows NT's native APIs can only be found through access to the source code or occasionally Web sites where people have chosen to share bits of insight gained through reverse engineering. This book provides the first complete reference to the API functions native to Windows NT and covers the set of services that are offered by Windows NT to both kernel- and user-mode programs. Ideal for the intermediate and advanced level user- and kernel-mode developers of Windows systems, this books is devoted to the NT native API and consists of documentation of the 210 routines included in the API. Also included are all the functions added in Windows 2000.

Here is the official word on hardware specifications for machines in the new era of Microsoft Windows 98 and Windows NT 5.0. This must-have reference is for anyone who creates system-level products for these gigantic worldwide markets. The CD-ROM contains a searchable electronic version of the book that can be updated from the Web.

The Microsoft® Windows® driver model (WDM) supports Plug and Play, provides power management capabilities, and expands on the driver/minidriver approach. Written by long-time device-driver expert Walter Oney in cooperation with the Windows kernel team, this book provides extensive practical examples, illustrations, advice, and line-by-line analysis of code samples to clarify real-world driver-programming issues. And it's been updated with the latest details about the driver technologies in Windows XP and Windows 2000, plus more information about how to debug drivers. Topics covered include: Beginning a driver project and the structure of a WDM driver; NEW: Minidrivers and class drivers, driver taxonomy, the WDM development environment and tools, management checklist, driver selection and loading, approved API calls, and driver stacks Basic programming techniques; NEW: Safe string functions, memory limits, the Driver Verifier scheme and tags, the kernel handle flag, and the Windows 98 floating-point problem Synchronization; NEW: Details about the interrupt request level (IRQL) scheme, along with Windows 98 and Windows Me compatibility The I/O request packet (IRP) and I/O control operations; NEW: How to send control operations to other drivers, custom queue implementations, and how to handle and safely cancel IRPs Plug and Play for function drivers; NEW: Controller and multifunction devices, monitoring device removal in user mode, Human Interface Devices (HID), including joysticks and other game controllers, minidrivers for non-HID devices, and feature reports Reading and writing data, power management, and Windows Management Instrumentation (WMI) NEW: System wakeup, the WMI control for idle detection, and using WMIMOFCK Specialized topics and distributing drivers; NEW: USB 2.0, selective suspend, Windows Hardware Quality Lab (WHQL) certification, driver selection and loading, officially approved API calls, and driver stacks **COVERS WINDOWS 98, WINDOWS ME, WINDOWS 2000, AND WINDOWS XP! CD-ROM FEATURES:** A fully searchable electronic copy of the book Sample code in Microsoft Visual C++® A Note Regarding the CD or DVD The print version of this book ships with a CD or DVD. For those customers purchasing one of the digital formats in which this book is available, we are pleased to offer the CD/DVD content as a free download via O'Reilly Media's Digital Distribution services. To download this content, please visit O'Reilly's web site, search for the

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title of this book to find its catalog page, and click on the link below the cover image (Examples, Companion Content, or Practice Files). Note that while we provide as much of the media content as we are able via free download, we are sometimes limited by licensing restrictions. Please direct any questions or concerns to booktech@oreilly.com.

This is a guide book with software for programmers writing device drivers for Windows NT. This is the only book and sample software available on Device Drivers--NT.

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Use Windows debuggers throughout the development cycle—and build better software Rethink your use of Windows debugging and tracing tools—and learn how to make them a key part of test-driven software development. Led by a member of the Windows Fundamentals Team at Microsoft, you'll apply expert debugging and tracing techniques—and sharpen your C++ and C# code analysis skills—through practical examples and common scenarios. Learn why experienced developers use debuggers in every step of the development process, and not just when bugs appear. Discover how to: Go behind the scenes to examine how powerful Windows debuggers work Catch bugs early in the development cycle with static and runtime analysis tools Gain practical strategies to tackle the most common code defects Apply expert tricks to handle user-mode and kernel-mode debugging tasks Implement postmortem techniques such as JIT and dump debugging Debug the concurrency and security aspects of your software Use debuggers to analyze interactions between your code and the operating system Analyze software behavior with Xperf and the Event Tracing for Windows (ETW) framework

"This is the 'must have' book for programming with Outlook and CDO. This book provides the details, tips, and cautions that can save you time and frustration when building collaborative applications. So if you like 'the best' in your technical library, get this book." --Deborah Kurata, InStep Technologies, Inc. Written for IT developers who build collaborative and workflow applications, this book provides a comprehensive reference to working with Microsoft's powerful collaborative development environment, including Outlook 2000, Exchange Server, Visual Basic, and the Collaboration Data Objects (CDO) Library. It demonstrates ways in which these technologies can be tied together into effective business solutions--from small-scale groupware to large-scale enterprise-wide systems. Developing Applications using Outlook 2000, CDO, Exchange, and Visual Basic offers an overview of the Microsoft collaborative landscape, and then examines each element of that environment in detail. Numerous examples showcase the applications made possible with these technologies and demonstrate VBScript coding techniques. You will find in-depth information on such important topics as: properties, methods, and events available in Outlook 97, 98, and 2000 the Outlook 2000 object model working with Outlook 2000 mail, calendar, task, and address book capabilities VBA and COM add-ins using Outlook Forms and VBScript Outlook web access the Forms 2.0 to HTML converter tool the CDO rendering object model Exchange agents and routing objects In addition, this book shows how a number of outside technologies can extend the capabilities of the Outlook/Exchange development environment, including Active Directory (ADSI) services, SQL Server, and ActiveX Data Objects (ADO). The examples include approving purchase order reports using Exchange, maintaining a corporate directory using Outlook and SQL Server, and building an eCommerce application with Exchange and SQL Server. A comprehensive supporting Web site, including sample code and Visual Basic project files, can be found at <http://www.MMA.net.com/OutlookExchange>. 0201615754B04062001

The Definitive Guide to Windows API Programming, Fully Updated for Windows 7, Windows Server 2008, and Windows Vista Windows System Programming,

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Fourth Edition, now contains extensive new coverage of 64-bit programming, parallelism, multicore systems, and many other crucial topics. Johnson Hart's robust code examples have been updated and streamlined throughout. They have been debugged and tested in both 32-bit and 64-bit versions, on single and multiprocessor systems, and under Windows 7, Vista, Server 2008, and Windows XP. To clarify program operation, sample programs are now illustrated with dozens of screenshots. Hart systematically covers Windows externals at the API level, presenting practical coverage of all the services Windows programmers need, and emphasizing how Windows functions actually behave and interact in real-world applications. Hart begins with features used in single-process applications and gradually progresses to more sophisticated functions and multithreaded environments. Topics covered include file systems, memory management, exceptions, processes, threads, synchronization, interprocess communication, Windows services, and security. New coverage in this edition includes Leveraging parallelism and maximizing performance in multicore systems Promoting source code portability and application interoperability across Windows, Linux, and UNIX Using 64-bit address spaces and ensuring 64-bit/32-bit portability Improving performance and scalability using threads, thread pools, and completion ports Techniques to improve program reliability and performance in all systems Windows performance-enhancing API features available starting with Windows Vista, such as slim reader/writer locks and condition variables A companion Web site, jmhartsoftware.com, contains all sample code, Visual Studio projects, additional examples, errata, reader comments, and Windows commentary and discussion.

There is nothing like the power of the kernel in Windows - but how do you write kernel drivers to take advantage of that power? This book will show you how. The book describes software kernel drivers programming for Windows. These drivers don't deal with hardware, but rather with the system itself: processes, threads, modules, registry and more. Kernel code can be used for monitoring important events, preventing some from occurring if needed. Various filters can be written that can intercept calls that a driver may be interested in.

The object of this book is to cover most of the currently relevant areas of data communications and networks. These include: Communications protocols (especially TCP/IP) Networking (especially in Ethernet, Fast Ethernet, FDDI and ATM) Networking operating systems (especially in Windows NT, Novell NetWare and UNIX) Communications programs (especially in serial communications, parallel communications and TCP/IP) Computer hardware (especially in PC hardware, serial communications and parallel communication) The book thus splits into 15 different areas, these are: General data compression (Chapters 2 and 3) Video, images and sound (Chapters 4-11) Error coding and encryption (Chapters 12-17) TCP/IP, WWW, Internets and Intranets (Chapters 18-20 and 23) Electronic Mail (Chapter 21) HTML (Chapters 25 and 26) Java (Chapters 27-29) Communication Programs (Chapters 20, 29 and 49) Network Operating

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Systems (Chapters 31-34) LANs/WANs (Chapters 35, 38-46) Serial Communications (Chapters 47 and 48) Parallel Communications (Chapters 50-52) Local Communications (Chapters 53-57) Routing and Protocols (Chapters 36 and 37) Cables and connectors (Chapters 58--60) Many handbooks and reference guides on the market contain endless tables and mathematics, or are dry to read and contain very little insight in their subject area. I have tried to make this book readable, but also contain key information which can be used by professionals.

For developers who must know and understand the fundamentals to be able to apply the more advanced aspects that will emerge with NT 5, here is an in-depth book to the rescue, covering the core techniques of programming NT device drivers.

A code-level guide to using DirectX in game and multimedia application development. --

The only book available on networking device drivers, this book describes the various network device driver architectures and covers the most common ones in great detail--including NDIS, 3COM and Microsoft; ODI from Novell; Packet Driver from Ftp Software; and DLPI from USL, Inc. Popular network operating systems are also covered from the device driver standpoint.

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