

# **Graphics Programming With Direct3D**

**By Rob Glidden**

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Apr 07, 2014 I gave a talk on DirectX Graphics Development with Visual Studio 2013 and Update 2 in Direct3D, DirectX, Visual Studio @Rob G, thanks for <http://blogs.msdn.com/b/vcblog/archive/2014/04/08/directx-graphics-development-with-visual-studio-2013-and-update-2.aspx>

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Jan 04, 2002 Graphics Programming and Theory; Bitmapped Graphics in DirectDraw; DirectX 7 Immediate Mode Framework Robert Dunlop, DirectX 8 Graphics FAQ,  
[http://www.gamedev.net/page/resources/\\_/technical/directx-and-xna/dissecting-sprites-in-direct3d-r1608](http://www.gamedev.net/page/resources/_/technical/directx-and-xna/dissecting-sprites-in-direct3d-r1608)

Direct2D is a 2D and vector graphics application programming interface (API) GDI+, and DirectX 11 and permits rendering to and from a DirectX 11 surface,  
<http://en.wikipedia.org/wiki/Direct2D>

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<https://social.msdn.microsoft.com/Forums/windowsapps/en-US/fad0fab1-8f0b-47bb-a938-2a5da972d9c8>

Aug 29, 2013 I assume it is because I don't check the DirectX 11 feature level, --Rob. Tuesday, I found the program,  
<http://social.msdn.microsoft.com/forums/windowsapps/en-US/475ea934-2a21-4bfe-9053-39d5a0766a64/how-to-check-direct3d-feature-level>

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<http://citeseerx.ist.psu.edu/showciting?cid=10391584>

All that is needed now is to make WineD3D play nice with VirtualBox, and we will have DirectX 11 support on O904) CodePage : 1252VGA: VirtualBox Graphics  
<https://www.virtualbox.org/ticket/2940>

Jul 22, 2012 authored by Rob Copeland the group program manager undertake for graphics in Windows In Windows 8, the new DirectX 11.1 API is the  
<http://blogs.msdn.com/b/b8/archive/2012/07/23/hardware-accelerating-everything-windows-8-graphics.aspx>

coupled with using DirectX to do the graphics whilst both technologies can work with Direct3D, Direct2D requires version Programming Direct2D

<http://www.codeproject.com/Articles/113991/Using-Direct-D-with-WPF>

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this is no longer possible for handling 3D graphics. DirectX 10 therefore also Microsoft MVP Robert Dunlop's DirectX for Direct3D game programming

<http://microsoft.wikia.com/wiki/DirectX>

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Mar 26, 2012 -Please install graphics driver and DirectX 9 or above-, Robert Aldwinckle--- as were the Direct3D.

[http://answers.microsoft.com/en-us/ie/forum/ie8-windows\\_xp/please-install-graphics-driver-and-directx-9-or/4b2c8218-a9a4-418d-bbeb-c6f31bec68ac](http://answers.microsoft.com/en-us/ie/forum/ie8-windows_xp/please-install-graphics-driver-and-directx-9-or/4b2c8218-a9a4-418d-bbeb-c6f31bec68ac)

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Mar 08, 2004 Here we created an object of D3DDISPLAYMODE structure and then fill it with default graphics compile the code and say hello to the Direct3D programming

<http://www.codeproject.com/Articles/6375/Beginning-Direct-D>

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<http://renderingpipeline.com/2012/03/shader-model-and-glsl-versions/>

Robert Nystrom. 2. Paperback the fundamentals of DX programming. Afterward the Direct3D 11 documentation will be more than before jumping into 3D graphics

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