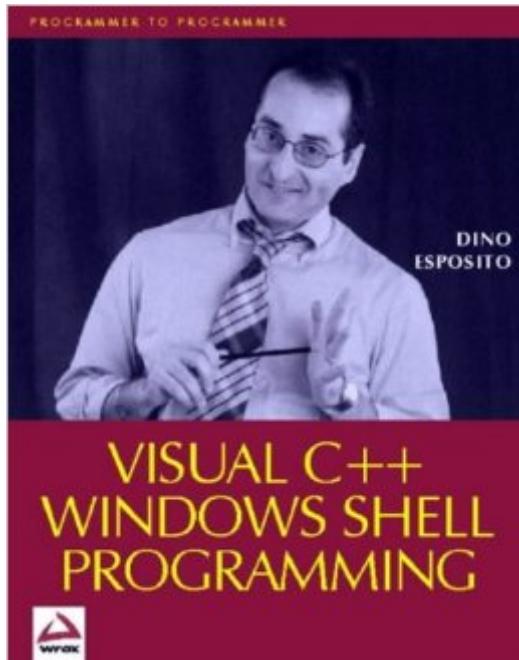


The book was found

Visual C++ Windows Shell Programming



Synopsis

Windows 98 is the culmination of many improvements to what is now a fully-fledged, 32-bit, COM-based operating system. With suitable instruction, you can push the Windows shell to performing complex actions, and customize it using C++/ATL programs. Until now, the documentation for Windows shell programming has been poor. This book is about telling you exactly how to use the tools available, and when each tool is appropriate. There's coverage of the Windows API, the Windows Scripting Host, and shell and namespace extensions that use ATL and the shell's COM object model. Information on these topics at this level has been scarce, but the author brings them all together in this volume.

Book Information

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Customer Reviews

The author, Dino Esposito, does excellent work in an instructional manner dealing with the customization of the Windows shell. There is an abundance of information located between the covers that will augment the comprehension the reader has about the Windows operating system as a whole. Many of the things that are in this book are available in other locations, such as MSDN and other articles available for free; however having a concentrated reference is very convenient. Chapter 1-2: These chapters include a basic introduction to the way the Windows shell functions, and the various portions of the shell. It also introduces the Windows Application Programming Interface (API). Chapter 3-6: Esposito explains how to work with files, including special

folders, using the shell API functions SHFileOperation() and SHFileGetInfo(). Manipulating files, gathering information, and browsing for folders, it is all included. Certain Windows tasks such as working with shortcuts are explained programmatically. Chapter 7-8: Chapter 7 introduces the concept of 'invading' the shell using hooks and COM objects: using shell events or events within other processes to trigger your own events. Chapter 8 explains how to spawn processes programmatically. Chapter 9-10: The first topic discussed deals with Windows icons, and then 'invading' the Windows taskbar. This example can be used to take over any other process. Areas of the shell that are supposedly not very well known are covered; the recycling bin, formatting drives, etc. Chapter 11-13: The Windows shell, 'explorer.exe' is investigated. The author describes to the reader how explorer works, both the default actions taken and how to invoke certain behavior using the command line.

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