

Books

by Steven William Rimmer



Steven William Rimmer's new novel **The Order** is available at better book shops, or directly through Alchemy Mindworks. It's a tale of fertility magic, alchemy, secret societies, pagan lust and Victorian nasties... all holed up in a castle in the Scottish highlands about a hundred years ago. It costs \$6.99... see the order form accompanying this software for more information.

Steven William Rimmer's still newer novel, **Wyccad**, as also available at better bookshops, or directly through Alchemy Mindworks. It costs \$6.99... see the order form accompanying this software for more information.

If you use Alchemy Mindworks software, you might find the following books by Steven William Rimmer useful as well. You can browse a listing of these books and Steve's fiction at our World Wide Web server on the Internet. It's at <http://www.mindworkshop.com>

Windows and OS/2 Bitmapped Graphics, published by McGraw Hill, is a detailed discussion of writing applications that use bitmapped graphic files and elements in a Windows or OS/2 Warp environment. It includes complete source code to work with PCX, GIF, TIFF, Targa, BMP, PNG and JPEG. It also discusses printing, displaying bitmaps in a window and dithering. The companion CD-ROM features pre-compiled DLLs to read and write graphics in each of the supported formats, and over 1000 example graphics.

Planet Internet, published by Windcrest/McGraw Hill, is a guide to the pubs, curious shops, back alleys and brothels of the Internet. It's a wealth of unusual and infrequently heard-of newsgroups, FTP sites and other resources on the net. It also includes some of the wildest graphics to be found on paper... parental guidance is advised. This is the book to have if you want to rip out onto the information superhighway and have a really good time.

Windows and OS/2 Bitmapped Graphics, published by McGraw Hill, is a detailed discussion of writing applications that use bitmapped graphic files and elements in a Windows or OS/2 Warp environment. It includes complete source code to work with PCX, GIF, TIFF, Targa, BMP, PNG and JPEG. It also discusses printing, displaying bitmaps in a window and dithering. The companion CD-ROM features pre-compiled DLLs to read and write graphics in each of the supported formats, and over 1000 example graphics.

Internet Graphics Toolkit, published by McGraw Hill is the definitive guide to looking at pictures on the Internet. It explains how the image files used on the net can be

downloaded, viewed, created and modied, how to locate graphics, how uuencoding works, how to deal with FTP sites and how to use the graphics you download in other applications. It also provides a sampling of places on the web to troll for pictures. In the tradition of **Planet Internet**, this book presents the net as it really is -- vibrant, raunchy and incesantly entertaining. The companion CD-ROM includes evaluation copies of all the Alchemy Mindworks' shareware -- found elsewhere at this page -- and over 1000 example graphics downloaded from the Internet.

Planet Internet World Wide Web Explorer, published by Windcrest/McGraw Hill is a combination road map, sextant and raunchy little one-eyed tour guide with a slight limp, a thick unplaceable accent and a thousand filthy stories to tell. It will introduce you to all the nuiances, secrets and peculiarities of surfing the World Wide Web, as will as providing you with over one hundred hand-chosen web pages. Fear no long polymer molecule synthesis at these sites -- Planet Internet World Wide Web Explorer will take you to the dark side of the web, where no one will admit to having gone before.

Return to Planet Internet, published by Windcrest/McGraw Hill, offers another voyage into the dark side of the Internet. With over a hundred hand-picked sites, it will beam you into such things as Elvis sitings, female domination, online opera, polyamory and catholic bashing to name but a few. Return to Planet Internet features special emphasis on the World Wide Web. This is the Internet book to read if you've looked over the edge of creation at the eternal fires of chaos and didn't think much of the colour scheme.

Advanced Windows Multimedia Programming, published by Windcrest/McGraw Hill, offers an extensive resourse for migh end multimedia applications. It includes example source code for displaying and animating bitmaps, working with a joystick, playing and creating MIDI files, modifying WAV files, working with the AVI extensions in the 1.1 VFW development kit and a lot more.

Constructing Windows Dialogs, published by Windcrest/McGraw Hill, will provide you with the techniques, secrets and dirty tricks to make the user interface of your Windows applications state of the art. Included are discussions of the standard Windows constrols, the BWCC and CTL3D custom control libraries, multimedia, using graphics and creating your own custom control libraries.

Canned Code, published by Windcrest/McGraw Hill, is a collection of DOS and Windows programming tricks accumulated through years of real world application design. Included are bits of code to do high speed screen access, display a PCX file, access a dBASE DBF database, draw recursive graphics, play music, draw a maze, create fireworks, display a WordPerfect document, implement a text filter and many more useful and otherwise badly documented functions.

Windows Multimedia Programming, published by Windcrest/McGraw Hill, includes complete C language source code for Windows applications to play wave and MIDI files, display and animate bitmaps, read Kodak Photo-CD images through the Kodak PCD libraries, play compact disc audio tracks from a CD-ROM drive and display Video for

Windows AVI files. The source code for the applications in the book, along with about a hundred megabytes worth of example graphics, sounds, scores and movies, plus six compact disc audio tracks of celtic music, are included on a CD- ROM.

Supercharged Bitmapped Graphics, published by Windcrest/McGraw Hill, discusses the GIF 89a, WordPerfect, BMP, IFF/LBM, TGA, MSP, 24-bit PCX and colour TIFF file formats, as well as such subjects as colour dithering and colour printing.

Super VGA Graphics, published by Windcrest/McGraw Hill, includes source code to read and write GIF and PCX files, and to do extensive graphics in the sixteen, 256 and 32,768 colour screen modes of popular super VGA cards. There is a chapter about printing graphics to a variety of printers... ranging from simple dot matrix printers though laser printers to colour ink jet printers. The book also includes a chapter about writing animated super-VGA arcade games.

A complete discussion of graphic file formats for use in word processing documents and desktop publishing chapters can be found in **The Graphic File Toolkit**, published by Addison-Wesley. This is an invaluable reference for anyone who wants to use graphic files but does not want to become a programmer in the process.

Corel Draw It, Published by Addison Wesley, is the essential guide to Corel Draw 4.0. Streamlined to take you from a standing start to complete mastery of Corel Draw in as short a time as possible, Corel Draw It offers a lucid explanation of lines and fills, colour, type and typography, bitmaps, importing and exporting, special effects and numerous other areas of Corel Draw.

If your local bookstore doesn't have these books, they can be mail or phone ordered from Christie and Christie Asscoaites, 261 Alice Street, Kincardine, Ontario N2Z 2P9 CANADA, telephone 1-800-263 1991 or 1-519-396-9553. FAX 1-519-396-9554.