
Book Review: Delphi 2 Developers Guide by Xavier Pacheco and Steve Teixeira

The award-winning first edition of *Delphi Developers Guide* rose to the top of best-seller lists around the world, received accolades from just about everybody who read it, and won a well-deserved spot within reach of any serious Delphi developer's computer.

In the second edition, *Delphi 2 Developers Guide*, authors Xavier Pacheco and Steve Teixeira re-launch this definitive reference work for the 32-bit world of Delphi. The book was re-done from cover to cover specifically for Delphi 2, to convey effective 32-bit programming techniques. The authors, being Delphi engineers at Borland International, bring a distinctive expertise to the subject.

At over 1200 pages, 30% more than the first edition, this book packs even more helpful techniques than its predecessor. Some of the space is used to greatly expand topics from the first edition. For example, the sections on custom components now include details on custom property editors, component editors and tray icons. In addition, you'll find out about non-traditional components such as customizing the hint window that appears with most Delphi visual controls. Also, the database material is fleshed out to include a vastly expanded chapter on client/server issues as well as a chapter devoted to programming the Borland Database Engine API.

But not only has original material been revamped and expanded, a great deal of new material has been added. OLE techniques are covered in depth, including

writing OLE automation servers and controllers, using and deploying OCX controls with Delphi apps, as well as a thorough discussion of the OLE interfaces used to implement shortcuts, or shell links, in Windows 95 and NT. Multi-threaded programming is thoroughly covered and goes beyond most references on this subject to include special concerns for multi-threaded database applications and how to use mutexes and semaphores as alternatives to critical sections for managing thread synchronization. There is also very detailed coverage of generic thinking, enabling 16-bit Windows apps to call 32-bit Windows DLLs and a technique to use 16-bit DLLs from Windows NT.

Even if you already own the first edition, if you are working with Delphi 2, you'll need a copy of *Delphi 2 Developers Guide*. This book is sure to garner the same reputation and value to developers as its father. Don't be without a copy.

Scores out of 5:

Technical Contents	5
Quality of Writing	4
Value for Money	5
Overall Assessment	5

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