

## High-Performance Windows Store Apps (Developer Reference)



Understand what every developer should know about performance when building Windows Store apps. Not designed as a comprehensive reference, this book instead zeroes in on the essentials of planning for great performance and provides a solid starting point for building fast apps. This concise, performance-focused guide: Provides an introduction to the Windows platform from a performance point of view Describes how to set performance goals, establish tests to track performance, and covers tools to instrument code and analyze performance Explains why common techniques such as micro benchmarks and ad hoc testing often fall short in verifying performance Focuses on managed C#/XAML apps Although tools and techniques also apply to Visual Basic/XAML apps, all code examples use C# HTML5/JavaScript and C++/XAML are not covered

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**High-Performance Windows Store Apps by Brian - Goodreads** The reference device for this driver is installed by the Windows SDK 8.0 or later and is intended only as a debug aid for development purposes. Note When you use the REF driver in Windows Store apps, the REF driver renders correctly but doesn't display A WARP driver, which is a high-performance software rasterizer. **High-Performance Windows Store Apps - C# Corner** WPF development skills are similar to Windows Store development skills, highlights of what C++ offers to enable you to build high-performance applications. **Developer Reference: High-Performance Windows Store Apps by** May 5, 2014 This chapter from High-Performance Windows Store Apps covers designing [http://windows\\_live/b/developer/atom.aspx](http://windows_live/b/developer/atom.aspx), Files (x86)/Windows Kits/8.1/References/CommonConfiguration/Neutral.

**Windows Store App Development: C# and XAML: Pete Brown** This section contains the WebGL documentation. Timing and Performance APIs. TOC graphics processing unit (GPU), which lets them run with high performance. Items to consider when using WebGL with Windows Store apps using **Choose Your Technology (Windows) - MSDN - Microsoft** Windows Runtime via C# (Developer Reference) eBook: Jeffrey Richter, Maarten van de High-Performance Windows Store Apps (Developer Reference). [PDF] **High-Performance Windows Store Apps (Developer** API reference topics have more platform support details in their Requirements section. In this release, Windows Phone converges with the Windows Store apps . to YUV shaders GPU performance counters Graphics diagnostics support APIs are provided to detect when the phone is in High Contrast mode, and when **Windows Store app performance - MSDN - Microsoft** Understand what every developer should know about performance when building Windows Store apps. Not designed as a comprehensive reference, this book Sep 9, 2016 - 30 sec[PDF] Android Application Programming with OpenCV Full Collection [PDF] High-Performance **WebGL for Internet Explorer - Windows app development** Brian Rasmussen. Professional. High-Performance. Windows Store. Apps Maarten van de Bospoort, and Windows Store App Development: C# and XAML. **Windows Runtime via C# (Developer Reference) 1, Jeffrey Richter** Find great deals for Developer Reference: High-Performance Windows Store Apps by Brian Rasmussen (2014, Paperback, New Edition). Shop with confidence **Handling a lot of content - Microsoft Press Store** May 5, 2014 By keeping performance in mind for the key usage scenarios of your app, you will This chapter from High-Performance Windows Store Apps covers It then digs out all the references for the UI elements it needs to access and sets the Opacity of those to 0. . Windows Phone 8 Development Internals. **Buy High Performance Windows Store Apps Book Online at Low** However, the beauty of Windows Store app development is that you can take an agile and replace less efficient C# algorithms with high-performance C++ AMP code As the MSDN Library documentation (/1bZzkTB) indicates, the STL **High-Performance Windows Store Apps (Developer Reference** Understand what every developer should know about performance when building Windows Store apps. Not designed as a comprehensive reference, this book **High-Performance Windows Store Apps - ACM Digital Library** Understand what every developer should know about performance when building Windows Store apps. Not designed as a comprehensive reference, this book **High-Performance Windows Store Apps Microsoft Press Store** Jun 11, 2016 - 5 secGet Now <http://?book=0735682631> Reads Download High- Performance **High-Performance Windows Store Apps by Brian - Goodreads** Editorial Reviews. About the Author. Jeffrey Richter is a cofounder of Wintellect Delve inside the Windows Runtime - and learn best ways to design and build Windows Store apps. Guided by Jeffrey Writing High-Performance .NET Code. **High-Performance Windows Store Apps (Developer Reference** Feb 8, 2017 Universal Windows Platform (UWP) apps written in C# and Visual Basic get This section summarizes the behavior and performance best A reference to an object in your app prevents that object, and all of the objects it references, the game and can result in a higher and more consistent frame rate. **Windows Store - Windows Store C++ for C# Developers** May 5, 2014 Understand what every developer should know about performance when building Windows Store apps. Not designed as a comprehensive reference, this book instead zeroes in on the essentials of planning for great