

**Productivity Series books are for users who want
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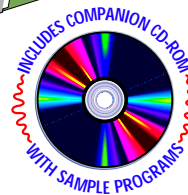
PC Underground

Unconventional Programming Techniques

PC Underground is not a criminal's handbook; instead it's an in depth programmer's guide to system level programming. It covers a diverse range of unconventional programming topics related to: memory management techniques, direct parallel port programming, sound card programming (Sound Blaster and Gravis Ultrasound cards), assembly language techniques, and more. It includes extensive coverage of graphics - programming the VGA card, creating 3D representations and effects, working the image formats and the high resolution modes.



This book also shows you how crackers and hackers cruise the PC world looking for openings. To understand the "cracker's" mind, you have to see how he operates. After introducing you to the world of crackers, it then shows you hard core programming techniques. You'll see how "game trainers" are programmed to manipulate numbers of lives, scores and levels for example. You'll learn insider details about password protection and other security mechanisms.



The CD-ROM with this book contains numerous graphics and sound demos, actual program code described in the book, a game on which you can try a "trainer", a series of helpful tools and several shareware utilities.

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