Programming AutoCAD in ObjectARX (Autodesk's Programmer)

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This one-of-a-kind text provides a thorough understanding of the fundamentals of ObjectARX and an understanding of the underlying AutoCAD database structure. While intended for users who have experience with C++, Microsoft's Visual C++ products, and AutoCAD, this text is the place to start for beginners interested in ObjectARX and AutoCAD. Written and presented in a style that is easy to follow, the text includes topics such as: the ADS development system as it applies to ObjectARX today; understanding AutoCAD's database and entity structure; Windows interface elements in ObjectARX; data storage; transactions and transaction managers. All topics are reinforced with sample applications and source code.

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