

I'll see (some of) you in Los Angeles in September

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Jeremy Mazner has asked me to put together a 400-level session at this year's PDC. I came up with the title "Five(ish) things every Win32 developer should know (but likely doesn't)". Of course, now I have to think of five things! Here are some ideas I've been kicking around.

- The memory scene: Physical address space != physical memory != virtual memory != virtual address space
- Consequences of the way CPUs work: How my $O(n)$ algorithm can run circles around your $O(\log n)$ algorithm; why much of what you learned in school simply doesn't matter
- Parent vs. owner windows
- Asynchronous input queues, the hazards of attaching thread input, and how it happens without your knowledge
- Dialog units, DPI and the overloaded term "large fonts"

Would you go to a talk that covered these topics? If not, what topics would you rather hear me talk about?

Follow-up: The talk will be a little over an hour. (And fixed the title. Thanks, Dave.)

Raymond Chen

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