Windows® API Code Pack for Microsoft® .NET Framework provides a source code library that can be used to access developers today in the .NET Framework.

The individual features supported in this version (v1.1) of the library are:

Windows 7 Taskbar

Jump Lists, Icon Overlay, Progress Bar, Tabbed Thumbnails, and Thumbnail Toolbars

Windows Shell

Windows 7 Libraries

Windows Shell Search API support

Explorer Browser Control

A hierarchy of Shell Namespace entities

Windows Shell property system

Drag and Drop for Shell Objects

Windows Vista and Windows 7 Common File Dialogs, including custom controls

Known Folders and non-file system containers

Shell Object Watcher

Shell Extensions API support

DirectX

Direct3D 11.0, Direct3D 10.1/10.0, DXGI 1.0/1.1, Direct2D 1.0, DirectWrite, Windows Imaging Component (WIC) APIs

Windows Vista and Windows 7 Task Dialogs

Sensor Platform APIs

Extended Linguistic Services APIs

Power Management APIs

Application Restart and Recovery APIs

Network List Manager APIs

Command Link control and System defined Shell icons

What's New in this update (v1.1):

The enhancements in this update of Code Pack are:

Many FxCop violations and PREfast warnings have been addressed

Bug fixes across various features and samples

Includes many API improvements

New features

Shell Object Watcher

Preview Handler APIs

Thumbnail Handler APIs

New samples for the new features

Visual Studio 2010 compliance

Initial xUnit test coverage

String localization

Signed assemblies

Requirements:

Minimum .NET Framework version required to use this library is 3.5 SP1. The APIs for Shell Extensions require .NET 4.

This library targets the Windows 7 RTM version, though many of the features will work on Windows Vista as well.

DirectX features require Windows SDK for Windows 7 RTM. Additionally, some Direct3D samples require the August 2009 r

Building and using the Library:

To build the library (except the DirectX related features) in Visual Studio 2008, execute '*Windows API Code Pack Self Extra*
'*WindowsAPICodePack.sln*' file located in the '*WindowsAPICodePack*' directory (within the '*source*' directory).

To build the DirectX features, build the '*DirectX.sln*' file inside the DirectX directory. Additional information on using the Dir
separate download.

Samples:
The Code Pack also contains sample applications built using this library. Most samples are available in C# and VB.NET vers

Documentation:
The Code Pack also includes the following documentation:

API References

Windows API Code Pack Help.chm

Windows API Code Pack DirectX Help.chm

API Changes since the previous release

Windows API Code Pack API Changes.html

Overview of the release (including new features)

Windows API Code Pack Release Notes.htm

All documentation is located in the '*documentation*' directory.

Some relevant blog entries:
Windows Shell programming with Windows API Code Pack
Introducing DirectX features of Windows API Code Pack
Direct2D and DirectWrite with Windows API Code Pack

Videos:
Two minute videos demonstrating some features in the previous release:

Explorer Browser
Common File Dialog

Note:
*Some users may experience a security related issue when opening the help files or the Visual Studio solution. Contents of h
and might be blocked" may pop up. If that happens, the user won't be able to load the solution projects because Windows*

*To fix this error, **please unblock the help files and zip file before extracting it** (right click the file | select properties |*

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