iGraphics Advanced Functions

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1 Before you start

From now on, use the "iGraphicsUltimate" folder for all the codes. In the folder, better version of iGraphics are provided there along with sample codes.

2 New Header files

This version comes with three new header files. "iGraphics.h" has been provided with newer implementations of image and mouse handling. "myheader.h" has been provided to show the use of custom headers. "stb_image.h" is a header for showing images.

3 Functionalities and Examples

Mouse Functions *MouseDemo.cpp* shows the use of three mouse functions, **iMouse(), iPassiveMouse() and iMouseMove()**. Study the code to understand them fully.

Keyboard functions *TextInputDemo.cpp* shows the use of two keyboard functions, **iKeyboard() and iSpecialKeyboard()**. Study the code to understand them fully.

Image functions *imagedemo.cpp* shows the use of two image functions, **iLoadImage() and iShowImage()**. Study the code to understand them fully. Also, it demonstrate the uses of rotation functions **iRotate() and iUnRotate()**. Moreover, it shows the use of a custom header file *myheader.h*.

Timer functions *BallDemo.cpp* shows the use of three timer functions, **iSetTimer(), iPauseTimer() and iResumeTimer()**. Study the code to understand them fully.

4 How to use them

- Include "myheader.h" and "stb_image.h" as header files from the project window (right side of the IDE).

- Include a single demo file as source file and if you want to use another demo file, exclude the previous one from the project and then add the new one, as shown in class.