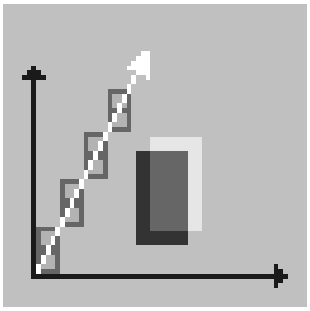


ErrorSoft Low Graphics Library (ESLGL)

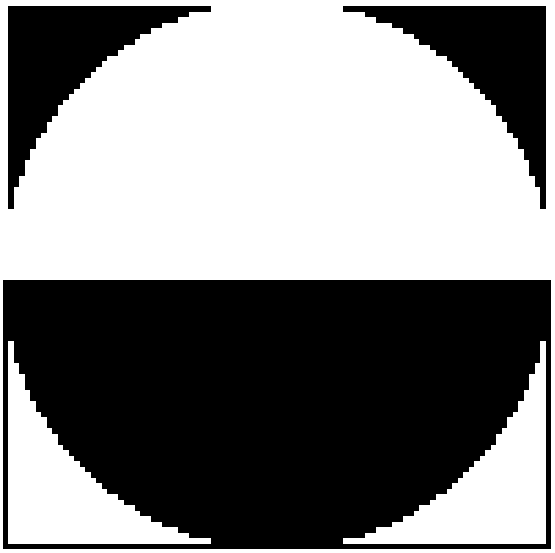
This lib use in my demo “n.29”:

http://www.youtube.com/watch?v=zL_2NWtxLQE&feature=youtu.be

http://www.pouet.net/prod.php?which=64031

Many Sample

```
#include "Graphics.h"

#define clBlack 0
#define clWhite 1
#define clInvert 2


main(void)
{
  PBitMap BitMap;

  BitMap = esCreateBitMap(100, 100, pf1bit);

  esClear(BitMap, clWhite);// fill canvas
  esDrawRect(BitMap, 0, 0, 99, 99, clBlack);
  esFillElipse(BitMap, 0, 0, 99, 99, clBlack);
  esFillRect(BitMap, 0, 0, 99, 49, clInvert);

  YourSystemDrawToScreenFunction(BitMap);// <- Write you!

  esFreeBitMap(BitMap);

  return 0;
}
```



It’s Simple!

Overview

ESLGL – this is low-end graphics library, optimized to 4-bit and 1-bit per pixel graphics.

Library written on “C”, but imitate PLO.

Library supports these operations:

- BitMap`s
  - esCreateBitMap – Create new BitMap
  - esCreateStaticBitMap – Create new BitMap using a static map pixels
  - esCreateStaticMaskBitMap – Create new masked BitMap using a static map pixels
  - esResizeBitMap – Resize BitMap
  - esCloneBitMap – Clone this BitMap
  - esFreeBitMap – Free BitMap
  - esFreeStaticBitMap – Free static BitMap
- BitMap effects
  - esCopyBitMap
  - esInverseBitMap
  - esFlipVBitMap
  - esFlipHBitMap
  - esRotate90BitMap
- Main graphics
  - esClear
  - esSetPixel
  - esGetPixel
  - esFillRect
  - esDrawRect
  - esDrawLine
  - esDrawElipse
  - esFillElipse
- The BitBlt functions
  - **1 - bit**
    - esBitBlt01_Copy
    - …
    - esBitBlt01_Mask
    - esBitBlt01
    - esBitBltRop01
  - **4 – bit**
    - esBitBlt04_Copy
    - …
    - esBitBlt04_Color
    - esBitBltRop04
    - esBitBlt04
  - **Universal**
    - esBitBlt
    - esBitBltRop

- Strech draw functions
  - **1 – bit**
    - esStrechDraw01_Copy
    - esStrechDraw01_Or
    - esStrechDraw01_Xor
    - esStrechDraw01_And
    - esStrechDraw01_Mask
    - -
    - esStrechDraw01
    - esStrechDrawRop01
  - **4 – bit**
    - esStrechDraw04_Copy
    - esStrechDraw04_Or
    - esStrechDraw04_Xor
    - esStrechDraw04_And
    - esStrechDraw04_Mask
    - esStrechDraw04_Transparent
    - esStrechDraw04_Color
    - -
    - esStrechDraw04
    - esStrechDrawRop04
  - **Universal**
    - esStrechDraw
    - esStrechDrawRop
- other …….

Structurs

TPoint

Simple 2d point.

```
typedef struct
{
  int x, y;
} TPoint, *PPoint;
```

TRect

Recangle.

```
typedef struct
{
  int x1, y1;
  int x2, y2;
} TRect, *PRect;
```

TColor

```
typedef unsigned TColor;
```

TPixelFormat

```
typedef enum
{
  pf1bit = 1,
  pf2bit = 2,
  pf4bit = 4,
  pfC2 = 8
} TPixelFormat;
```

TAlphaFormat

```
typedef enum
{
  afNone = 0,
  afMask = 16,
  afColor = 32
} TAlphaFormat;
```

TRop

This operation apply for BitBlt functions.

```
typedef enum
{
  ropCopy,
  ropOr,
  ropXor,
  ropAnd,
  ropNotAnd
} TRop;
```

TBitMap

Main struct library.

```
typedef struct
{
  int Width;
  int Height;
  unsigned char *Pixels;
  unsigned char *Mask;
  TPixelFormat PixelFormat;
  TAlphaFormat AlphaFormat;
  TColor TransparentColor;//todo: add default
  // precalc
  int Scanline;
} TBitMap, *PBitMap;
```

`Pixels` – pixels map

`Mask` – pixels map for mask

`Scanline` – precalc value, for height performance

- Use if define `USE_PRECALC_SCANLINE`

In the process of writing, I will be happy to help with documentation…