Borland Graphics Interface (BGI) for Windows

Version 6.0, August 9, 2004

The following functions are mostly from the original Borland Graphics Interface for DOS programs. The BGI graphics functions may also be used with Windows programs created by the Borland 5.0 compiler, the free GNU C++ compiler, and possibly other compilers. Extra Windows functions are also available, described in www.cs.colorado.edu/~main/cs1300/doc/bgi/bgi.html. These extra functions are indicated below by WIN. Also, any of the functions that use colors can use RGB colors in addition to the 16-color BGI palette.

Functions:

```
            void arc (int x, int y, int stangle, int endangle, int radius);

            void bar (int left, int top, int right, int bottom);

            void bar3d (int left, int top, int right, int bottom, int depth, int topflag);

    ostringstream bgiout; WIN

            void circle (int x, int y, int radius);

            void cleardevice (void);

            void clearmouseclick(int kind); WIN

            void clearviewport (void);

            void closegraph (int window=ALL_WINDOWS); WIN

             int converttorgb (int color); WIN

            void delay (int millisec); WIN

            void detectgraph (int *graphdriver, int *graphmode);

            void drawpoly (int numpoints, int *polypoints);

            void ellipse (int x, int y, int stangle, int endangle, int xradius, int yradius);

            void fillellipse (int x, int y, int xradius, int yradius);

            void fillpoly (int numpoints, int *polypoints);
```

```
                void floodfill (int x, int y, int border);

                 int getactivepage (void); WIN
                void getarccoords (struct arccoordstype *arccoords);
                void getaspectratio (int *xasp, int *yasp);
                 int getbkcolor (void);
                 int getch (void); WIN
                 int getcolor (void);
                 int getcurrentwindow (void); WIN
struct palettetype* getdefaultpalette (void);
                 int getdisplaycolor (int color); WIN
               char* getdrivername (void);
                void getfillpattern (char *pattern);
                void getfillsettings (struct fillsettingstype *fillinfo);
                 int getgraphmode (void);
                void getimage (int left, int top, int right, int bottom, void *bitmap);
                void getlinesettings (struct linesettingstype *lineinfo);
                 int getmaxcolor (void);
                 int getmaxmode (void);
                 int getmaxheight (void); WIN
                 int getmaxwidth (void); WIN
                 int getmaxx (void);
                 int getmaxy (void);
               char* getmodename (int mode_number);
                void getmoderange (int graphdriver, int *lomode, int *himode);
                void getmouseclick(int kind, int& x, int& y); WIN
                void getpalette (struct palettetype *palette);
```

```
 int getpalettesize (void);
 int getpixel (int x, int y);
void gettextsettings (struct textsettingstype *texttypeinfo);
void getviewsettings (struct viewporttype *viewport);
 int getvisualpage (void); WIN
 int getwindowheight (void); WIN
 int getwindowwidth (void); WIN
 int getx (void);
 int gety (void);
void graphdefaults (void);
char* grapherrormsg (int errorcode);
 int graphresult(void);

unsigned imagesize (int left, int top, int right, int bottom);
void initgraph (int *graphdriver, int *graphmode, char *pathtodriver);
 int initwindow (int width, int height, const char* title="Windows BGI", int left=0, int top=0, bool dbflag=false, bool closeflag=true); WIN
 int installuserdriver (char *name, int huge (*detect)(void));
 int installuserfont (char *name);
bool ismouseclick(int kind); WIN

 int kbhit (void); WIN

void line (int x1, int y1, int x2, int y2);
void linerel (int dx, int dy);
void lineto (int x, int y);

 int mousex (void); WIN
```

```
 int mousey (void); WIN
void moverel (int dx, int dy);
void moveto (int x, int y);

void outtext (char *textstring);
void outtextxy (int x, int y, char *textstring);

void pieslice (int x, int y, int stangle, int endangle, int radius);
void printimage (
         const char* title=NULL, double width_inches=7,
         double border_left_inches=0.75, double border_top_inches=0.75,
         int left=0, int right=0, int right=INT_MAX, int bottom=INT_MAX
         ); WIN
void putimage (int left, int top, void *bitmap, int op);
void putpixel (int x, int y, int color);

void readimagefile (
         const char* filename=NULL,
         int left=0, int top=0, int right=INT_MAX, int bottom=INT_MAX
         );
void rectangle (int left, int top, int right, int bottom);
 int registerbgidriver (void (*driver)(void));
 int registerbgifont (void (*font)(void));
void registermousehandler (int kind, void h(int, int)); WIN
void restorecrtmode (void);

     RGB functions: WIN
       COLOR(r,g,b),
```

```
        RED_VALUE(v), GREEN_VALUE(v), BLUE_VALUE(v),
        IS_BGI_COLOR(v), IS_RGB_COLOR(v)

    void sector (int x, int y, int stangle, int endangle, int xradius, int yradius);
    void setactivepage (int page);
    void setallpalette (struct palettetype *palette);
    void setaspectratio (int xasp, int yasp);
    void setbkcolor (int color);
    void setcolor (int color);
    void setcurrentwindow (int window); WIN
    void setmousequeuestatus(int kind, bool status=true); WIN
    void setfillpattern (char *upattern, int color);
    void setfillstyle (int pattern, int color);
unsigned setgraphbufsize (unsigned bufsize);
    void setgraphmode (int mode);
    void setlinestyle (int linestyle, unsigned upattern, int thickness);
    void setpalette (int colornum, int color);
    void setrgbpalette (int colornum, int red, int green, int blue);
    void settextjustify (int horiz, int vert);
    void settextstyle (int font, int direction, int charsize);
    void setusercharsize (int multx, int divx, int multy, int divy);
    void setviewport (int left, int top, int right, int bottom, int clip);
    void setvisualpage (int page);
    void setwritemode (int mode);
     int showerrorbox (const char *message); WIN
     int swapbuffers (void); WIN
```

```
 int textheight (char *textstring);
 int textwidth (char *textstring);

void writeimagefile (
         const char* filename=NULL,
         double width_inches=7, double border_left_inches=0.75, double border_top_inches=0.75,
         int left=0, int top=0, int right=INT_MAX, int bottom=INT_MAX
         ); WIN
```