

```
1  #ifndef FLAME_H
2  #define FLAME_H
3
4  #include <unistd.h>
5  #include <stdio.h>
6  #include <stdlib.h>
7  #include <X11/Xlib.h>
8
9  //
10 typedef struct flame_obj_s {
11
12     GC      gc;
13     Window  window;
14     Display *display;
15     Colormap colormap;
16     int     fast_color_mode;
17
18 } flame_obj_t;
19
20 int flame_close(flame_obj_t *fo);
21 int flame_event_waiting(flame_obj_t *fo);
22 void flame_flush(flame_obj_t *fo);
23 void flame_clear_display(flame_obj_t *fo);
24 void flame_draw_point(flame_obj_t *fo, int x, int y);
25 flame_obj_t *flame_open(char *title, int width, int height);
26 char flame_wait(flame_obj_t *fo, int *click_x, int *click_y);
27 void flame_set_color(flame_obj_t *fo, int red, int green, int blue );
28 void flame_draw_line(flame_obj_t *fo, int x1, int y1, int x2, int y2);
29 void flame_clear_color(flame_obj_t *fo, int red, int green, int blue );
30
31 #endif
32
```