

Faster Image Loading and MouseOver

Heder files location : <https://drive.google.com/open?id=0B-SybtAwa8vcYy1iU283U2tiMG8>

For an Existing Project

1. Exclude igraphics.h from the project
2. For safety rename your old igraphics.h file
3. Paste 3 header files, into your project folder.
 - a. igraphics.h.
 - b. Texturelist.h
 - c. Texture.h
4. Include these three header files to your project
5. Add following codes to your iMain.cpp file

```
void mouseOver(int mx, int my){  
  
    printf("%d %d", mx,my);  
  
}
```

6. To use texture, you declare texture variable in Texturelist.h file

In the initialize method, enter

```
textureName.Create("image_file.bmp");
```

7. In iMain to use texture write

```
drawTexture(x,y, textureName);
```

Instead of iShowBMP(x,y, textureName);