

# Using the WinBGIm Graphics Library with Dev-C++

September 2008

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## Description:

This page provides a mechanism for using the WinBGIm Graphics Library with the Dev-C++ development environment.. Additional documentation for the WinBGIm graphics library is available at [www.cs.colorado.edu/~main/bgi](http://www.cs.colorado.edu/~main/bgi).

## Installation Notes:

1. Install Dev-C++. I installed from the [Version 4.9.9.2 Setup File](#).
2. Download [graphics.h](#) to the include/ subdirectory of the Dev-C++ directories.
3. Download [libbgi.a](#) to the lib/ In order to use the WinBGIm subdirectory of the Dev-C++ directories.
4. Whenever you `#include <graphics.h>` in a program, you must instruct the linker to link in certain libraries. The command to do so from Dev-C++ is Alt-P. Choose the Parameters tab from the pop-up window and type the following into the Linker area:

```
-lbgi  
-lgdi32  
-lcomdlg32  
-luuid  
-loleaut32  
-lole32
```

You can now compile and run programs that use the WinBGIm graphics library, such as this one that opens a small window, draws a circle and waits for the user to press a key:

```
#include <graphics.h>  
  
int main( )  
{  
    initwindow(400, 300, "First Sample");  
    circle(100, 50, 40);  
    while (!kbhit( ))  
    {  
        delay(200);  
    }  
    return 0;  
}
```

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