# SDL_bgi functions and macros

This is a list of functions and macros provided by SDL_bgi.

## Standard BGI

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

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

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

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

void `cleardevice` (void);

void `clearviewport` (void);

void `closegraph` (void);

void `delay` (int millisec)

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);

void `getarccoords` (struct arccoordstype *arccoords);

void `getaspectratio` (int *xasp, int *yasp);

int `getbkcolor` (void);

int `getch` (void);

int `getcolor` (void);

struct palettetype* `getdefaultpalette` (void);

char* `getdrivername` (void);

void `getfillpattern` (char *pattern);

void `getfillsettings` (struct fillsettingstype *fillinfo);

void `getimage` (int left, int top, int right, int bottom, void *bitmap);

int `getgraphmode` (void);

void `getlinesettings` (struct linesettingstype *lineinfo);

int `getmaxcolor` (void);

int `getmaxmode` (void);

int `getmaxx` (void);

int `getmaxy` (void);

char* `getmodename` (int mode_number);

void `getmoderange` (int graphdriver, int *lomode, int *himode);

void `getpalette` (struct palettetype *palette);

int `getpalettesize` (void);

unsigned `int` getpixel (int x, int y);

void `gettextsettings` (struct textsettingstype *texttypeinfo);

void `getviewsettings` (struct viewporttype *viewport);

int `getvisualpage` (void);

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 `installuserdriver` (char *name, int huge (*detect)(void));

int `installuserfont` (char *name);

int `kbhit` (void);

void `line` (int x1, int y1, int x2, int y2);

void `linerel` (int dx, int dy);

void `lineto` (int x, int y);

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 `putimage` (int, int, void *, int);

void `putpixel` (int x, int y, int color);

int `random` (int range) (macro)

void `readimagefile` (char *filename, int left, int top, int right, int bottom);

void `rectangle` (int left, int top, int right, int bottom);

int `registerbgidriver` (void (*driver)(void));

int `registerbgifont` (void (*font)(void));

void `restorecrtmode` (void);

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 `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 `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 `textheight` (char *textstring);

int `textwidth` (char *textstring);

void `writeimagefile` (char *filename, int left, int top, int right, int bottom);

## SDL_bgi extensions

int `ALPHA_VALUE` (int color);

int `BLUE_VALUE` (int color);

void `closewindow` (int);

int `COLOR`(int r, int g, int b);

int `event` (void);

int `eventtype` (void);

int `getcurrentwindow` (void);

int `getevent` (void);

void `getmouseclick` (int kind, int *x, int *y);

int `GREEN_VALUE`(int color);

int `initwindow` (int width, int height);

int `IS_BGI_COLOR` (int color);

int `ismouseclick` (int kind);

int `IS_RGB_COLOR`(int color);

int `mouseclick`(void);

int `mousex` (void);

int `mousey` (void);

void `_putpixel` (int x, int y);

int `RED_VALUE` (int color);

void `readimagefile` (char *filename, int x1, int y1, int x2, int y2);

void `refresh` (void);

void `sdlbgiauto` (void);

void `sdlbgifast` (void);

void `sdlbgislow` (void);

void `setalpha` (int col, Uint32 alpha);

void `setbkrgbcolor` (int color);

void `setblendmode` (int blendmode);

void `setcurrentwindow` (int id);

void `setrgbcolor` (int color);

void `setrgbpalette` (int colornum, int red, int green, int blue);

void `setwinoptions` (char *title, int x, int y, Uint32 flags);

void `showerrorbox` (const char *message);

void `swapbuffers` (void);

int `xkbhit` (void);