Pate FILE: graphics.h , winbgim.h vào thư mục:

C:\Program Files (x86)\CodeBlocks\MinGW\include

Pate file: libbgi.a

C:\Program Files (x86)\CodeBlocks\MinGW\lib\

Cài đặt link

C:\Program Files (x86)\CodeBlocks\MinGW\lib\libbgi.a

-lbgi

-lgdi32

-lcomdlg32

-luuid

-loleaut32

-lole32