Referencia 7. Gráficos avanzados

Funciones de transparencia y mascara
void ngl_alpha(ngl_entity *entity_id)
void ngl_mask(ngl_entity *entity_id, unsigned char red, unsigned char green, unsigned char blue)

Funciones de manejo de píxels
void ngl_put_pixel(ngl_entity *entity_id, unsigned int x, unsigned int y, unsigned char r, unsigned char g, unsigned char b, unsigned char a)

unsigned int ngl_get_pixel_r(ngl_entity *entity_id, unsigned int x, unsigned int y)
unsigned int ngl_get_pixel_g(ngl_entity *entity_id, unsigned int x, unsigned int y)
unsigned int ngl_get_pixel_b(ngl_entity *entity_id, unsigned int x, unsigned int y)

Función para rotaciones
void ngl_rotate(ngl_entity *entity_destiny, ngl_entity *entity_origin)

Funciones de FPS
void ngl_set_fps(unsigned int new_rate)
unsigned int ngl_get_fps(void)

Funciones para pintar líneas
unsigned char ngl_geom_hline(ngl_entity *entity_destiny, unsigned int x1, unsigned int x2, unsigned int y, Uint32 r, Uint32 g, Uint32 b, Uint32 a)

unsigned char ngl_geom_vline(ngl_entity *entity_destiny, unsigned int x, unsigned int y1, unsigned int y2, Uint32 r, Uint32 g, Uint32 b, Uint32 a)

unsigned char ngl_geom_line(ngl_entity *entity_destiny, unsigned int x1, unsigned int x2, unsigned int y1, unsigned int y2, Uint32 r, Uint32 g, Uint32 b, Uint32 a)

unsigned char ngl_geom_line_aa(ngl_entity *entity_destiny, unsigned int x1, unsigned int x2, unsigned int y1, unsigned int y2, Uint8 r, Uint8 g, Uint8 b, Uint8 a)

unsigned char ngl_geom_line_thick(ngl_entity *entity_destiny, unsigned int x1, unsigned int x2, unsigned int y1, unsigned int y2, Uint8 width, Uint32 r, Uint32 g, Uint32 b, Uint32 a)

Funciones para pintar rectángulos
unsigned char ngl_geom_rectangle(ngl_entity *entity_destiny, unsigned int x1, unsigned int x2, unsigned int y1, unsigned int y2, Uint32 r, Uint32 g, Uint32 b, Uint32 a)

unsigned char ngl_geom_rectangle_rounded(ngl_entity *entity_destiny, unsigned int x1, unsigned int x2, unsigned int y1, unsigned int y2, Sint16 rad, Uint32 r, Uint32 g, Uint32 b, Uint32 a)

Funciones para pintar cajas
unsigned char ngl_geom_box(ngl_entity *entity_destiny, unsigned int x1, unsigned int x2, unsigned int y1, unsigned int y2, Uint32 r, Uint32 g, Uint32 b, Uint32 a)

unsigned char ngl_geom_roundedbox(ngl_entity *entity_destiny, unsigned int x1, unsigned int x2, unsigned int y1, unsigned int y2, unsigned int rad, Uint32 r, Uint32 g, Uint32 b, Uint32 a)

Funciones para pintar círculos
unsigned char ngl_geom_circle(ngl_entity *entity_destiny, unsigned int x, unsigned int y, unsigned int rad, Uint32 r, Uint32 g, Uint32 b, Uint32 a)

unsigned char ngl_geom_circle_aa(ngl_entity *entity_destiny, unsigned int x, unsigned int y, unsigned int rad, Uint32 r, Uint32 g, Uint32 b, Uint32 a)

unsigned char ngl_geom_circle_filled(ngl_entity *entity_destiny, unsigned int x, unsigned int y, unsigned int rad, Uint32 r, Uint32 g, Uint32 b, Uint32 a)

Función para pintar arcos
unsigned char ngl_geom_arc(ngl_entity *entity_destiny, Sint16 x, Sint16 y, Sint16 rad, Sint16 start, Sint16 end, Uint8 r, Uint8 g, Uint8 b, Uint8 a)

Funciones para pintar elipses
unsigned char ngl_geom_ellipse(ngl_entity *entity_destiny, unsigned int x, unsigned int y, unsigned int rx, unsigned char ry, Uint32 r, Uint32 g, Uint32 b, Uint32 a)

unsigned char ngl_geom_ellipse_aa(ngl_entity *entity_destiny, Sint16 x, Sint16 y, Sint16 rx, Sint16 ry, Uint8 r, Uint8 g, Uint8 b, Uint8 a)

unsigned char ngl_geom_ellipse_filled(ngl_entity *entity_destiny, Sint16 x, Sint16 y, Sint16 rx, Sint16 ry, Uint8 r, Uint8 g, Uint8 b, Uint8 a)

Funciones para pintar porciones
unsigned char ngl_geom_pie(ngl_entity *entity_destiny, Sint16 x, Sint16 y, Sint16 rad, Sint16 start, Sint16 end, Uint8 r, Uint8 g, Uint8 b, Uint8 a)

unsigned char ngl_geom_pie_filled(ngl_entity *entity_destiny, Sint16 x, Sint16 y, Sint16 rad, Sint16 start, Sint16 end, Uint8 r, Uint8 g, Uint8 b, Uint8 a)