

source: <http://rushabhthathi.wordpress.com/2011/01/22/getting-graphics-h-to-work-on-mingw32-gnu-c-compiler/>

Using graphics.h to work on mingw32 gnu C++ compiler

1. Download [WinBGIm](#) and extract the files.
2. Copy the header files (with extension .h) in WinBGIm to the include directory of your compiler. In my case it was C:\MinGW\include.
3. Copy the library files in WinBGIm (with extensions like .a, .o) to the lib directory of your compiler. In my case it was C:\MinGW\lib.
4. If your IDE can add link libraries (like Codeblocks, Netbeans), add these files which are found in the lib directory mentioned in step 3 to your linker libraries (in same order) :
`libbgi, libgdi32, libcomdlg32, libuuid, liboleaut32, libole32`. If they are not found, try l instead of lib (it is the letter 'l' not one). For Codeblocks, use Project menu > Build Options > Linker Settings tab > Add to add each library one by one. For Netbeans (right click on Project) > Properties > Linker > Libraries entry > ...(button) and add the above libraries. If your IDE does not support that, you can add these to your linker command (try the l letter instead of lib if it does not work) `-libbgi -libgdi32 -libcomdlg32 -libuuid -liboleaut32 -libole32`. An example of a command : `g++ bgidemo0.cpp -libbgi -libgdi32 -libcomdlg32 -libuuid -liboleaut32 -libole32 -o bgidemo0.exe`
5. Write and execute the program as you normally would, including graphics.h header file in your program.