**initial allegro**

#include <allegro5/allegro.h>

al\_init();

**initial display**

declare a pointer for display : ALLEGRO\_DISPLAY\* display = NULL;

construct the display : display = al\_create\_display( int width, int height);

**set and show the display**

To get color :

[declare color]ALLEGRO\_COLOR color;

color = al\_map\_rgb(unsigned char r, unsigned char g, unsigned char b)

To set the whole window into the color :

al\_clear\_to\_color(ALLEGOR COLOR color);

To show it :

al\_flip\_display();

**destroy** all things have been

destroy display:

al\_destroy\_display(ALLEGRO\_DISPLAY\* display);

destroy event\_queue:

al\_destroy\_event\_queue(ALLEGRO\_EVENT\_QUEUE\* event\_queue);