**#include <graphics.h>**

[**initgraph**](file:///H:\Windows%E4%B8%8BC%E8%BD%AF%E4%BB%B6%E5%92%8C%E7%95%8C%E9%9D%A2%E5%BA%93\ege15.04\man\api\env\initgraph.htm)**(600,400) - 初始化窗口**

**closegraph(); - 关闭窗口**

**getch() -EGE专属函数,用来获取键盘字符**

[**setinitmode**](file:///H:\Windows%E4%B8%8BC%E8%BD%AF%E4%BB%B6%E5%92%8C%E7%95%8C%E9%9D%A2%E5%BA%93\ege15.04\man\api\env\setinitmode.htm)**(0) - 关闭EGE起始页面**

**setbkcolor(颜色); - 设置背景色**

**setcolor(颜色); - 设置前景色**

**EGERGB(0xFF, 0x0, 0x0) - RGB颜色0x0-0xff**

**xyprintf(x,y,str,…) -在屏幕固定位置上输出一个字符串**

**char str[100];**

**inputbox\_getline("提示","内容",str,size);//输入框**

**int getheigth()//获取当前窗口的高度**

**int getwidth()//获取当前窗口的宽度**

**画背景图片**

**PIMAGE img=newimage();//声明一个图片对象**

**getimage(img, path); //获取一个图片**

**putimage(0,0,img); //画图片到固定位置**

**putimage\_withalpha(NULL,img,x,y,0,0,w,h); //绘制PNG图片去掉黑影**

**delimage(img); //释放图片对象**

**绘制各种图形**

[**circle**](file:///H:\Windows%E4%B8%8BC%E8%BD%AF%E4%BB%B6%E5%92%8C%E7%95%8C%E9%9D%A2%E5%BA%93\ege15.04\man\api\draw\circle.htm)**(x,y,r) //绘制空心圆**

[**fillellipse**](file:///H:\Windows%E4%B8%8BC%E8%BD%AF%E4%BB%B6%E5%92%8C%E7%95%8C%E9%9D%A2%E5%BA%93\ege15.04\man\api\draw\fillellipse.htm)**（x,y,r,r）//绘制填充椭圆**

[**bar**](file:///H:\Windows%E4%B8%8BC%E8%BD%AF%E4%BB%B6%E5%92%8C%E7%95%8C%E9%9D%A2%E5%BA%93\ege15.04\man\api\draw\bar.htm)**(x,y,x,y) //绘制无边框填充矩形**

[**line**](file:///H:\Windows%E4%B8%8BC%E8%BD%AF%E4%BB%B6%E5%92%8C%E7%95%8C%E9%9D%A2%E5%BA%93\ege15.04\man\api\draw\line.htm)**(x,y,x,y) //绘制线**

[**setfillcolor**](file:///H:\Windows%E4%B8%8BC%E8%BD%AF%E4%BB%B6%E5%92%8C%E7%95%8C%E9%9D%A2%E5%BA%93\ege15.04\man\api\draw\setfillcolor.htm)**（COLOR） //设置填充颜色**

**Sleep(1000)//睡眠一秒钟**

**//弹框**

**MessageBox(NULL,"你死了","警告",类型数字);返回值**

**//音乐播放**

**1显示全部的雷**

**2右键小红旗(if(msg.is\_down()&&msg.is\_rgiht())){}**

**3胜利(剩余没有点击加上小红旗==size)**

**4重玩**

**5撤销**

**2048**

**mciSendString("open \"F:\\7895.mp3\" alias file",NULL,0,NULL);**

**mciSendString("play file",NULL,0,NULL);**

**mciSendString("pause file",NULL,0,NULL);**

**鼠标消息:**

**mousepos(&x, &y) //获取鼠标消息当前坐标点**

**mouse\_msg msg = {0};//声明一个保存鼠标消息的结构体**

**for ( ; is\_run(); delay\_fps(60))//is\_run()判断窗口是否存在,delay\_fps（60）动画播放帧**

**{**

**while (mousemsg()) //等到鼠标消息**

**{**

**msg = getmouse();//获取鼠标消息信息**

**xyprintf(0, 0, "x = %10d y = %10d",msg.x, msg.y, msg.wheel);//获取鼠标的x,y坐标和鼠标滚动值**

**if(msg.is\_down()&&msg.is\_left())//左键按下**

**if(msg.is\_down()&&msg.is\_right())//右键按下**

**if(msg.is\_down()&&msg.is\_mid())//中键**

**if(msg.is\_up()&&msg.is\_left())//左键放开**

**if(msg.is\_up()&&msg.is\_mid())//中键放开**

**if(msg.is\_up()&&msg.is\_right())//右键放开**

**}**

**}**