Notice that all graphics functions are preceded by a lower case gs which stands for *g*raphics *s*ystem.

```
// Absolute coordinate functions

gsMoveTo();
gsLinePattern();
gsColor();
gsPoint();
gsGetPoint();
gsClipArea();
gsLine();
gsLineto();
gsRegularPolygon();
gsPolygon();
gsFillPolygon();
gsFillArea();
gsEllipse();
gsCircle();
gsOpen();
gsClose();
gsSetVideoMode();

// Cursor relative  functions

gsMoveRel();
gsLineRel();

// Virtual coordinate system functions

gsVMove();
gsVPoint();
gsVCircle();
gsVLine();
gsVPolygon();
gsVEllipse();
```

There are two sets of graphics routines mode dependant and mode independant. All mode independant routines are directly linked into the executable program. Mode dependant routines are loaded into a reserved area of memory when the video mode is switched. This approach was taken to eliminate the space that would be required for storing routines programmed for a particular mode that are not in use.

Drivers

There is a separate graphics driver program for each graphics mode. This program contains mode/hardware dependant routines.

Driver functions

Point
GetPoint
Solid Horizontal Line
Horizontal line according to area pattern
Horizontal line according to line patern

Fonts

Ascent - distance from top of character to baseline