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