

#### Codeblocks:

- First download this file [winbgim\\_codeblocks.rar](#)
- Copy graphics.h and winbgim.h to Mingw/include folder.
- Copy libbgi.a to Mingw/lib folder.
- Open codeblocks.
- Go to Settings/compiler/linker settings.
- Add libbgi.a.
- Add this text in other linker options (-lbgi -lgdi32 -lcomdlg32 -luuid -oleaut32 -ole32)
- Click ok.

#### Visual Studio 2010/2012:

- Download [winbgim\\_vstudio.rar](#)
- Extract the files.
- Open bgi.vcxproj.
- Write your code.

*\*Whenever you want to write a new program, just extract the winbgim\_vstudio folder. Rename the folder to your project name. Open bgi.vcxproj file and change it to your need.*