allegro\_msg(“Illegal Move”);

int is\_same\_bitmap(BITMAP \*bmp1, BITMAP \*bmp2);

**bool allegro.****is\_inside\_bitmap(**[**AL\_BITMAP**](http://luallegro.luaforge.net/api/alleg001.html#BITMAP) **bmp, x, y, bool clip)**

Returns non-zero if point (x, y) lies inside the bitmap. If `clip' is true, the function compares the coordinates with the clipping rectangle, that is it returns non-zero if the point lies inside the clipping rectangle or if clipping is disabled for the bitmap. If `clip' is false, the function compares the coordinates with the actual dimensions of the bitmap.