

Вычислительная практика

Работа с графикой

Подключение библиотеки

Скачайте

http://winbgim.codecutter.org/V6_0/WinBGIm_Library6_0_Nov2005.zip



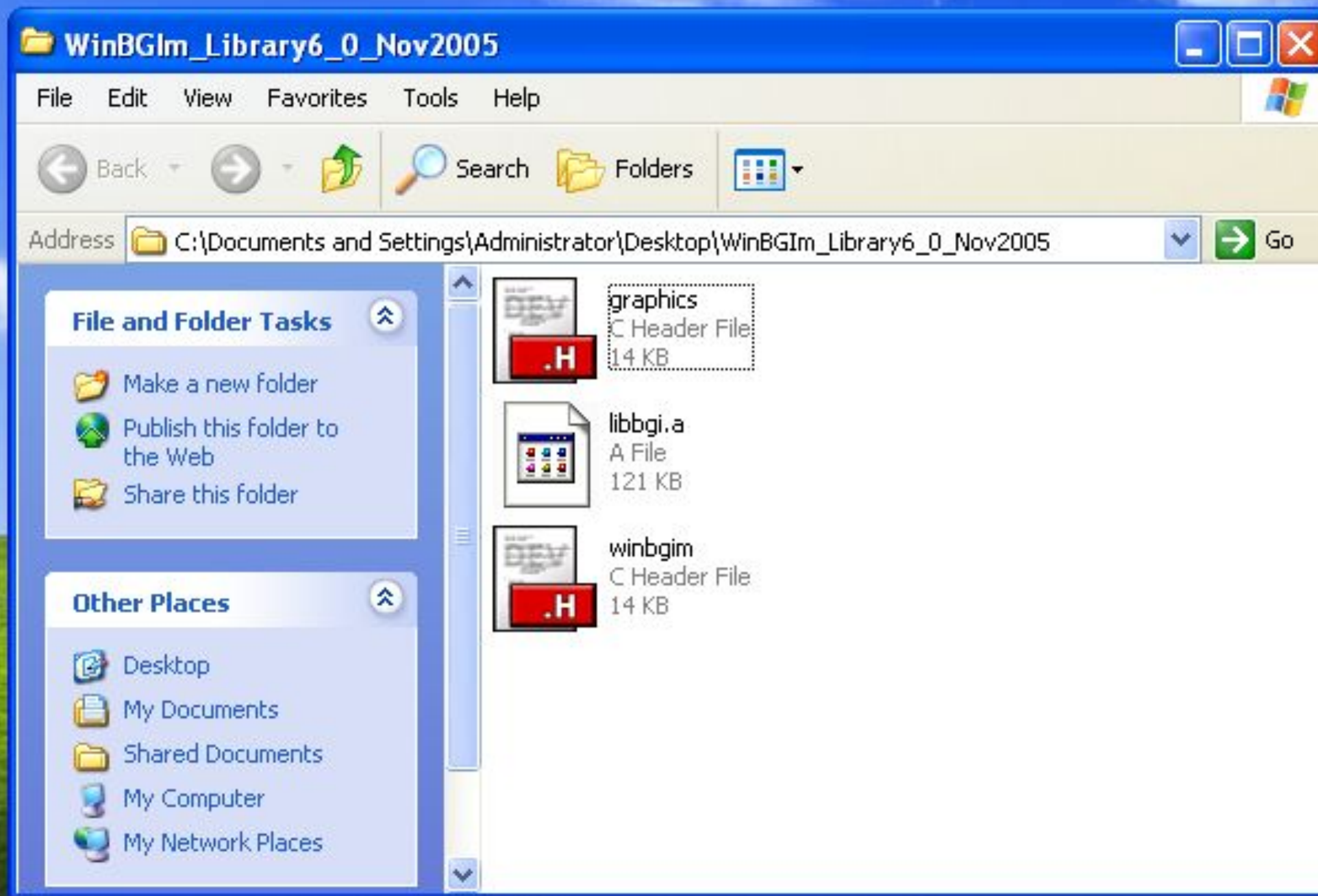
Shortcut to
CbLauncher



CodeBlocks-EP



WinBGIm_Lib...



Recycle Bin

start

WinBGIm_Library6_0...

EN

10:08 AM



Shortcut to
CbLauncher



CodeBlocks-EP



WinBGIm_Lib...

WinBGIm_Library6_0_Nov2005

include

File Edit View Favorites Tools Help

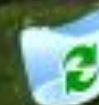
Back Forward Up Search Folders

Address C:\Documents and Settings\Administrator\Desktop\CodeBlocks-EP\MinGW\include Go

Folders

- Desktop
- My Documents
- My Computer
- My Network Places
- Recycle Bin
- CodeBlocks-EP
 - AppData
 - help
 - MinGW
 - bin
 - include
 - AppData
 - ddk
 - GL

winpool	winsvc	winuser	winver
ws2spi	ws2tcpip	wsahelp	wsipx
wsnetbs	wtsapi32	wtypes	xprtdfs
zmouse	winbgim	graphics	



Recycle Bin

start

include

WinBGIm_Library6_0...

EN

10:10 AM



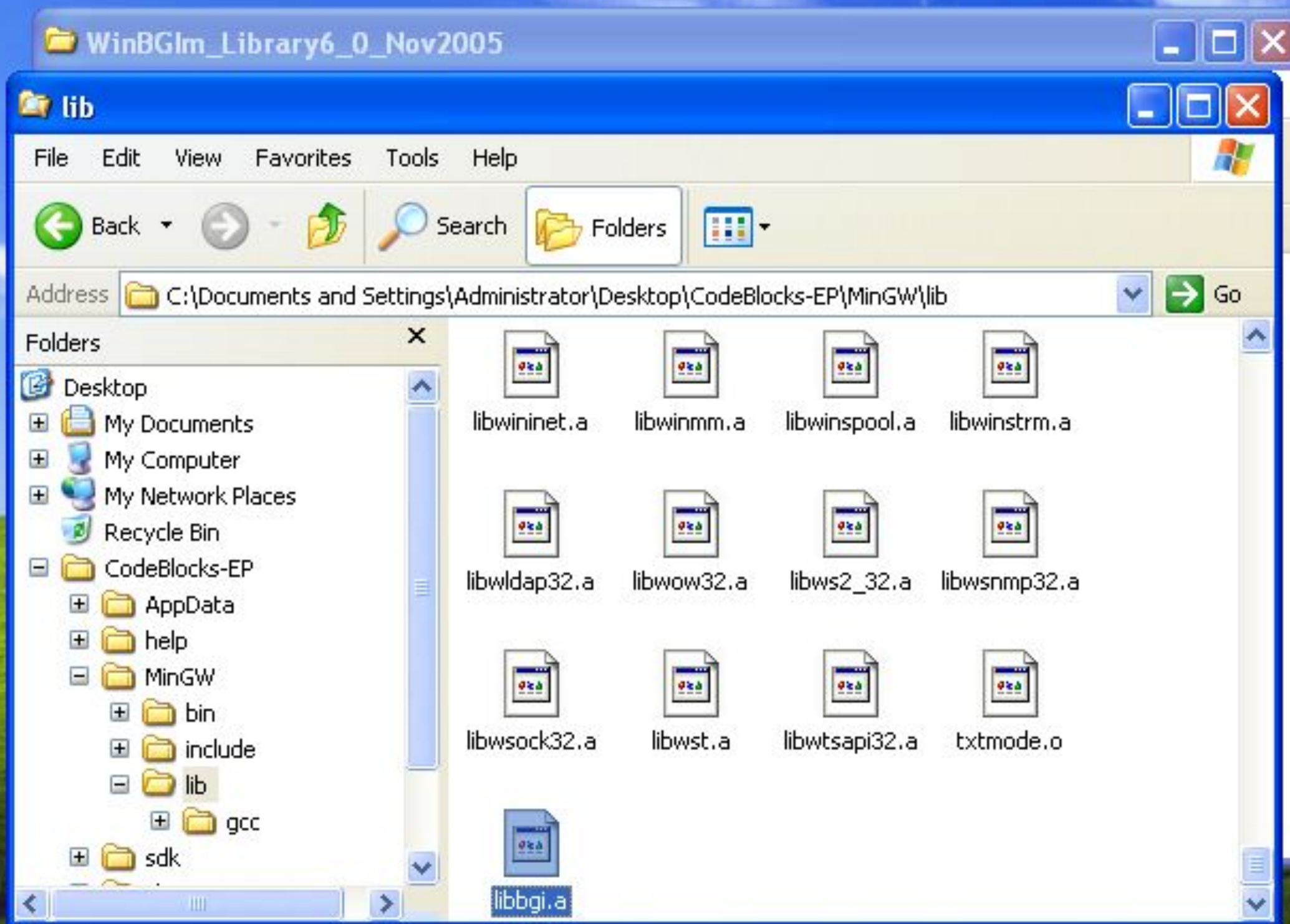
Shortcut to
CbLauncher



CodeBlocks-EP



WinBGIm_Lib...



Recycle Bin

start

lib

WinBGIm_Library6_0...

EN

10:11 AM

Подключение библиотеки

Запустите Code::Blocks и перейдите в меню Settings
-> Compiler -> Linker settings

Global compiler settings



Global compiler settings



Profiler settings



Batch builds



Selected compiler

GNU GCC Compiler

Set as default

Copy

Rename

Delete

Reset defaults

Compiler settings

Linker settings

Search directories

Toolchain executables

Custom variables

Build options

Policy:

Link libraries:

Other linker options:

Add library

File: ministrator\Desktop\CodeBlocks-EP\MinGW\lib\libbgi.a;

OK

Cancel

Add

Edit

Delete

Clear

Copy selected to...

OK

Cancel

Подключение библиотеки

Справа вставьте следующую строку:

`-lbgi -lgdi32 -lcomdlg32 -luuid -loleaut32 -lole32`

Global compiler settings



Global compiler settings



Profiler settings



Batch builds



Selected compiler

GNU GCC Compiler

Set as default

Copy

Rename

Delete

Reset defaults

Compiler settings

Linker settings

Search directories

Toolchain executables

Custom variables

Build options

Policy:

Link libraries:

C:\Documents and Settings\Administrator\Desktop

Add

Edit

Delete

Clear

Copy selected to...

Other linker options:

-lbgi -lgdi32 -lcomdlg32 -luuid -oleaut32 -ole32

OK

Cancel

Подключение библиотеки

В graphics.h замените 302-ю строку на

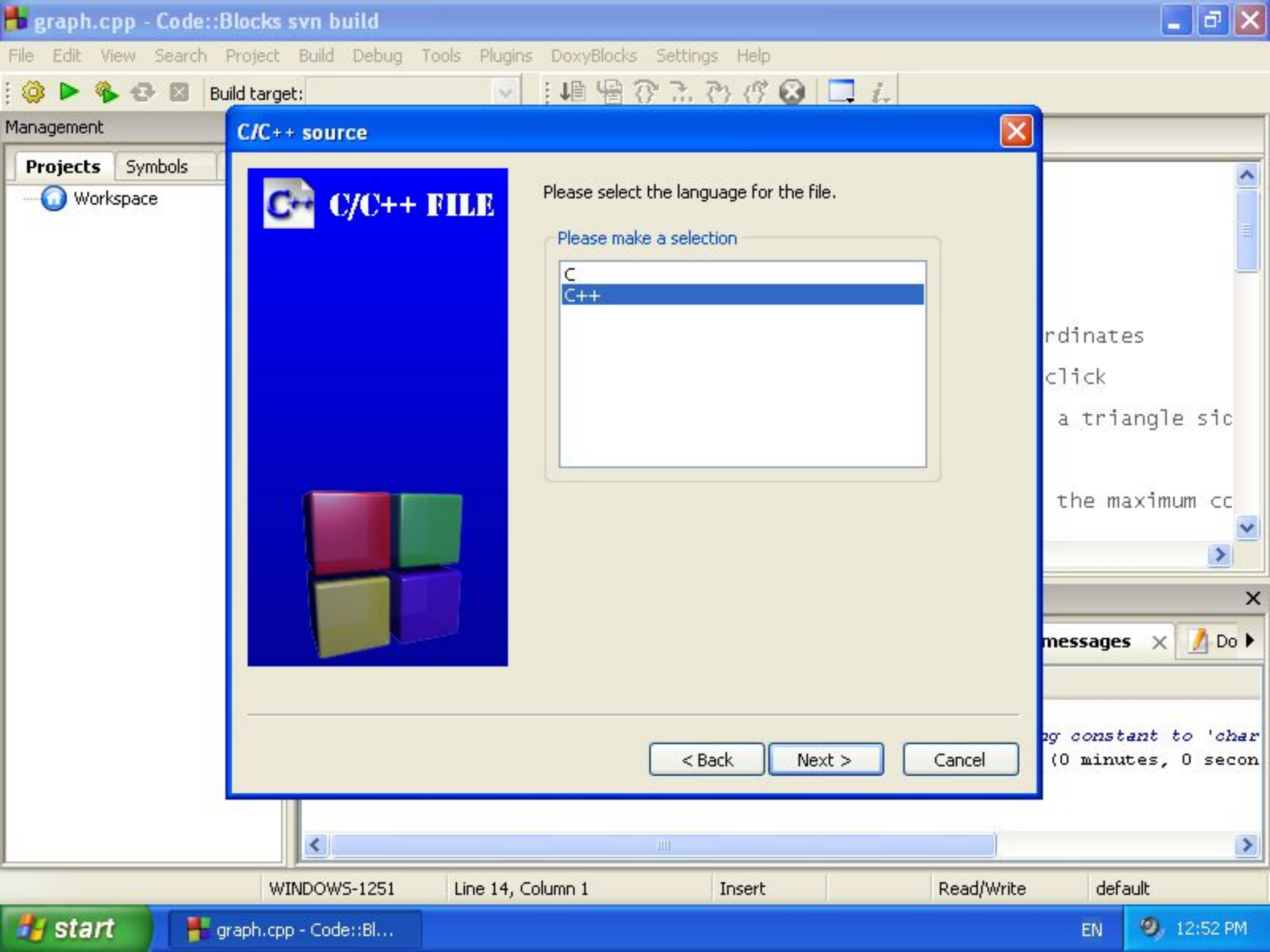
```
int left=0, int top=0, int right=INT_MAX, int bottom=INT_MAX,
```

```
292 void setvisualpage( int page );
293 void swapbuffers( );
294
295 // Image Functions (drawing.cpp)
296 unsigned imagesize( int left, int top, int right, int bottom );
297 void getimage( int left, int top, int right, int bottom, void *bitmap );
298 void putimage( int left, int top, void *bitmap, int flags );
299 void printimage(
300     const char* title=NULL,
301     double width_inches=7, double border_left=0, double border_top=0,
302     int left=0, int top=0, int right=INT_MAX, int bottom=INT_MAX,
303     bool active=true, HWND hwnd=NULL
304 );
```

No active project found. Settings not saved.

Подключение библиотеки

При создании исходных файлов укажите язык C++



Подключение библиотеки

```
#include <graphics.h>
#include <stdio.h>
int main()
{
    initwindow(500, 500);

    setcolor(WHITE);
    char buffer[50];
    sprintf(buffer, "Nazhmite levuyu knopku myshi.");
    outtextxy(0, 0, buffer);

    while(!ismouseclick(WM_LBUTTONDOWN))
    {
        delay(10);
    }
    int x, y;
    getmouseclick(WM_LBUTTONDOWN, x, y);

    closegraph();
    printf("Mysh nazhata v tochke (%d, %d)", x, y);
    return 0;
}
```