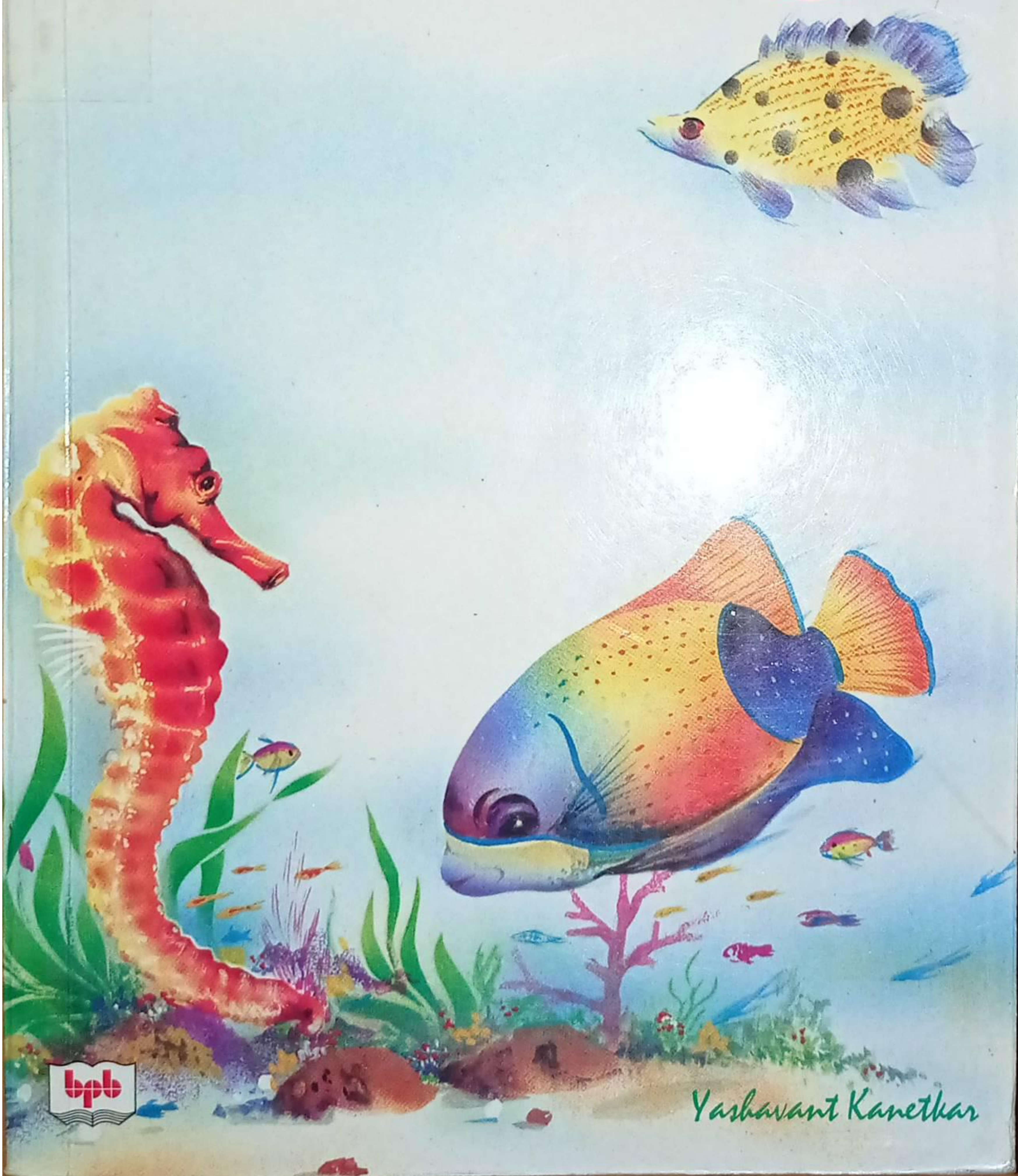


GRAPHICS UNDER C



Yashavant Kanethkar

Contents

	<i>Introduction</i>	<i>i</i>
1.	VDU Basics	1
2.	ABC of Graphics	33
3.	Advanced Graphics	71
4.	Interaction With Mouse	135
5.	Video Games	163
6.	Chart Master	199
7.	VGA Basics	309
8.	Programming The VGA	319
9.	Miscellaneous Issues	363
	<i>Appendix A: Graphics Routines</i>	<i>395</i>
	<i>Appendix B: ROM-BIOS Routines</i>	<i>423</i>
	<i>Appendix C: BGI OBJ Utility</i>	<i>445</i>
	<i>Appendix D: VGA Registers</i>	<i>449</i>
	<i>Index</i>	<i>455</i>