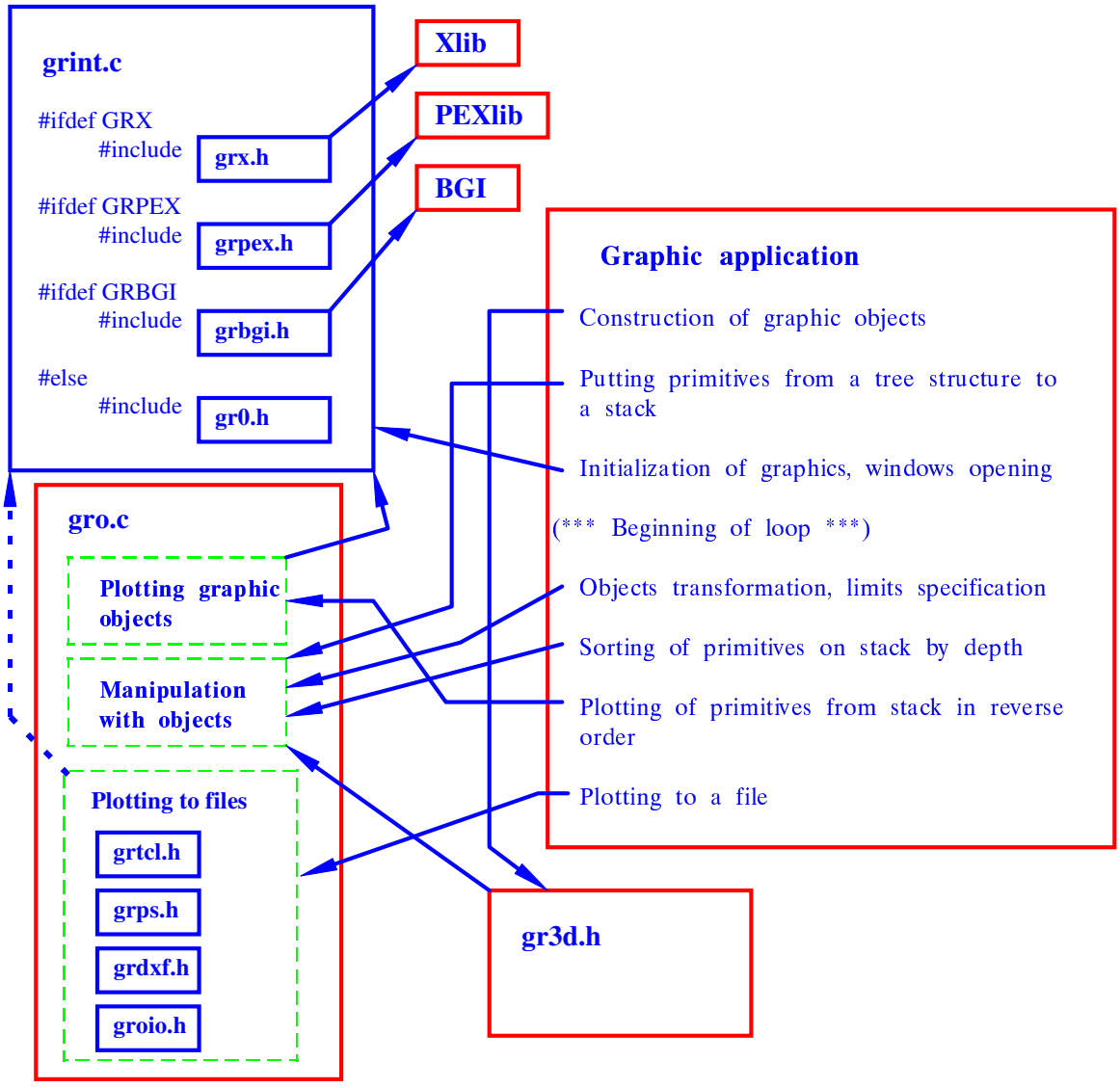
grint.c
#ifdef GRX
#include
grx.h
#ifdef GRPEX
#include
grpex.h
#ifdef GRBGI
#include
grbgi.h
#else
#include
gr0.h
Xlib
PEXlib
BGI
Graphic application
Construction of graphic objects
Putting primitives from a tree structure to a stack
Initialization of graphics, windows opening
(*** Beginning of loop ***)
Objects transformation, limits specification
Sorting of primitives on stack by depth
Plotting of primitives from stack in reverse order
Plotting to a file
gro.c
Plotting graphic objects
Manipulation with objects
Plotting to files
grtcl.h
grps.h
grdxf.h
groio.h
gr3d.h