

SCREEN_W(3)

Allegro manual

SCREEN_W(3)

NAME

SCREEN_W, SCREEN_H – Global define to obtain the size of the screen. Allegro game programming library.

SYNOPSIS

```
#include <allegro.h>
```

```
#define SCREEN_W;
```

```
#define SCREEN_H;
```

DESCRIPTION

Global defines that return the width and height of the screen, or zero if the screen has not been initialised yet. Example:

```
char buf[100];
...
uszprintf(buf, sizeof(buf),
    "The screen size is %d x %d pixels",
    SCREEN_W, SCREEN_H);
```

SEE ALSO

screen(3), set_gfx_mode(3), VIRTUAL_W(3), VIRTUAL_H(3)

