

NAME

exscale – Loading PCX files and bitmap stretching. Allegro game programming library.

SYNOPSIS

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

Example exscale**DESCRIPTION**

This example demonstrates how to use PCX files, palettes and stretch blits. It loads a PCX file, sets its palette and does some random stretch_blits. Don't worry - it's VERY slowed down using vsync().

SEE ALSO

BITMAP(3), END_OF_MAIN(3), PALETTE(3), SCREEN_H(3), SCREEN_W(3), allegro_error(3), allegro_init(3), allegro_message(3), blit(3), destroy_bitmap(3), install_keyboard(3), keypressed(3), load_pcx(3), replace_filename(3), screen(3), set_gfx_mode(3), set_palette(3), stretch_blit(3), vsync(3)

