

line(3)

Allegro manual

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NAME

line – Draws a line onto the bitmap. Allegro game programming library.

SYNOPSIS

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

```
void line(BITMAP *bmp, int x1, int y1, int x2, int y2, int color);
```

DESCRIPTION

Draws a line onto the bitmap, from point (x1, y1) to (x2, y2).

SEE ALSO

fastline(3), hline(3), vline(3), do_line(3), drawing_mode(3), makecol(3)

