

rectfill(3)

Allegro manual

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NAME

rectfill – Draws a solid filled rectangle. Allegro game programming library.

SYNOPSIS

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

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

DESCRIPTION

Draws a solid, filled rectangle with the two points as its opposite corners.

SEE ALSO

rect(3), clear_bitmap(3), drawing_mode(3), makecol(3), exalpha(3), excolmap(3), exkeys(3), exmidi(3), expat(3), exscroll(3), exsprite(3), exstars(3), exswitch(3), extrans(3)

