

```
DOSEditor - C:\Program Files\...
File Edit Search Compile Debug Tools Options Window Help
NONAME99.PAS 1-11
gd:=UGn;
gm:=UGMn;
initgraph(gd, gm, 'c:\Ntp\bg1');
gd:=graphresult;
if gdGgrOK then
begin
  writeLn('Error');
  write(grapherrmsg(gd));
  halt;
end;
end;

procedure destroy;
begin
  closegraph;
end;

begin
  init;
  putpixel(322,45,2);
  readkey;
end;
```

Oops, I have forgotten to call our 'destroy' procedure. This results in some strange behaviour back in text mode.

F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make Alt-F10 Local menu

100	EDLColorgray	= 7;
100	EDLColorcyan	= 8;
100	EDLColormagenta	= 9;
100	EDLColorred	= 10;
100	EDLColorblue	= 11;
100	EDLColorgreen	= 12;
100	EDLColorblack	= 13;
100	EDLColorwhite	= 14;
100	EDLColorgray	= 15;
100	EDLColorcyan	= 16;
100	EDLColormagenta	= 17;
100	EDLColorred	= 18;
100	EDLColorblue	= 19;
100	EDLColorgreen	= 20;
100	EDLColorblack	= 21;
100	EDLColorwhite	= 22;

Graphics Programming With Turbo Pascal

Roger T. Stevens, Christopher Watkins



Graphics Programming With Turbo Pascal:

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