

Graphics Device Interface API Tutorials

- [Alyce](#)

- [GDI and the Device Context](#)
- [Memory Device Context](#)
- [Loading Images](#)
- [Bitmaps in the Device Context](#)
- [Transferring Bits](#)
- [StretchBlt](#)
- [TransparentBlt](#)
- [Parallelogram Blit](#)
- [GDI Pens and Brushes](#)

For an eBook or printed book on using the API with Liberty BASIC, see:
[APIs for Liberty BASIC](#)