

Graphics and Game Programming

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- [Finding the Dimensions of a Graphic \(.bmp, .gif, .png, .jpg\)](#) - [JanetTerra](#) Aug 18, 2009
- [Getting Image File Information with GDI32](#) - [JanetTerra](#) Dec 21, 2009
- [Video Capture in Liberty BASIC](#) [Video Capture in Liberty BASIC](#) by Callum Lowcay
- [Transferring Images with TransparentBlt](#) - [JanetTerra](#) Jul 27, 2011

Sprite Byte Tutorials

- [Sprite Byte Tutorials Lesson One: The Absolute Minimum!](#) - [Alyce](#) May 9, 2006
- [Sprite Byte Tutorials Lesson Two: All About Masks](#) - [Alyce](#) May 10, 2006
- [Sprite Byte Tutorials Lesson Three: Changing the Sprite Image](#) - [Alyce](#) May 23, 2006
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- [Sprite Byte Tutorials Lesson Seven: Collision Detection and Scoring](#) - [Alyce](#) Apr 21, 2009
- [Sprite Byte Tutorials Lesson Eight: Manipulating the Background](#) - [Alyce](#) Jan 20, 2010

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- [Precursor: Easy Functions for Plotting 3D Objects-](#)
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- [Chapter 1: Introducing the Liberty BASIC Wire Frame Library](#) -
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- [Saving JPGs](#) - Saving and Loading JPGs with a Free DLL -
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OpenGL 3D Graphics in Liberty BASIC

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