

Liberty BASIC allows graphics to be used in windows of type "graphics" and in graphicbox controls.

Look in the Liberty BASIC Helpfile under "Language Syntax and Usage" for the sub-category called "Graphics". It contains these topics:

- Graphics
- Reading Mouse Events and Keystrokes
- Graphics Commands

The section on Graphics Commands lists all possible commands that can be used for graphicboxes and graphics windows. These commands include turtle-type graphics, object drawing, and the display of bitmap images.