#include<GL\glut.h>

float WinWid = 400.0, WinHei = 400.0;

void Draw()

{

glClear(GL\_COLOR\_BUFFER\_BIT);

glColor3f(1.0, 1.0, 1.0);

glBegin(GL\_LINES);

for (float i = -WinWid/2; i<= WinWid/2; i += 20.0)

{

glVertex2f(i, -WinHei / 2);

glVertex2f(i, WinHei / 2);

}

for (float i = -WinHei / 2; i <= WinHei / 2; i += 20.0)

{

glVertex2f(-WinWid / 2, i);

glVertex2f(WinWid / 2, i);

}

glEnd();

glFlush(); // Только для GLUT\_SINGL

}

void Initialize()

{

glClearColor(0.0, 0.0, 0.0, 1.0);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

glOrtho(-WinWid/2, WinWid/2, -WinHei/2, WinHei/2, -200.0, 200);

glMatrixMode(GL\_MODELVIEW);

//glTranslatef(50.0, 0.0, 0.0); // перемещение всего рабочего пространства

//glScalef(0.9, 0.9, 1.0);

//glRotatef(20, 1.0, 0.0, 1.0);

}

int main(int argc, char\*\* argv)

{

//Initialization

glutInit(&argc, argv);

glutInitDisplayMode(GLUT\_SINGLE | GLUT\_RGB);

glutInitWindowSize(WinWid, WinHei);

glutInitWindowPosition(100, 200);

glutCreateWindow("Fuck me in my ass");

//Registration

glutDisplayFunc(Draw);//Drawing

Initialize();

glutMainLoop();

return 0;

}