

CSCI441 Library  
v1.7

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# Chapter 1

## Main Page

This library is intended to be used with OpenGL for [CSCI441](#) at the Colorado School of Mines.

When building, the library must be compiled and linked against OpenGL and glm. Headers that end in \*.hpp are built for OpenGL 3.0+ and additionally depend upon GLEW.

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### TODO Items

Handle vertex and face colors in OFF files

### Revision History

v1.8 - 16 Nov 2017

Added support for MTL files for Phong Shading and diffuse maps

v1.7 - 16 Nov 2017

Added [loadBMP\(\)](#) support to [TextureUtils.hpp](#)  
Added support for ASCII STL files to [modelLoader3.hpp](#)  
Added support for OFF files to [modelLoader3.hpp](#)  
Fixed reallocation error if model did not load properly  
Added support for ASCII PLY files to [modelLoader3.hpp](#) (as long as first three vertex properties are x/y/z location)  
If PLY file does not contain normal information (we're currently not checking for it), can autogenerate vertex normals  
If OFF file does not contain normal information, can autogenerate vertex normals  
If OBJ file does not contain normal information, can autogenerate vertex normals

v1.6 - 15 Nov 2017

Added [FramebufferUtils3.hpp](#) to print Framebuffer info  
Fixed off by 1 error for normals/texcoords in [modelLoader3.hpp](#)  
Fixed overflow error for [modelLoader3.hpp](#) when reading in models with more than 65535 vertices

v1.5.1 - 10 Nov 2017

Fixed redefinition errors in [teapot3.hpp](#) and [objects3.hpp](#)  
Fixed bug in [ShaderUtils3.hpp](#) to check if OpenGL is version 4.0+ before querying subroutine uniforms

v1.5 - 06 Nov 2017

Added loadTGA method to [TextureUtils.hpp](#)  
Commenting added to [TextureUtils.hpp](#)  
Converted [OpenGLUtils](#) from static non-implementable class to namespace  
Added commenting to [ShaderProgram3.hpp](#)

v1.4.1 - 05 Nov 2017

Fixed bug in [objects3.hpp](#) of internally passing torus parameters in incorrect order

v1.4 - 03 Nov 2017

Created [ShaderUtils3.hpp](#) and [ShaderProgram3.hpp](#) to make working with Shaders easier

v.1.3.1 - 28 Oct 2017

Matched internal data types to prevent c++11 narrowing warnings on lab machines

v1.3 - 26 Oct 2017

Modified texture coordinates for cylinder to linear step from 0 to 1 in s instead of following cosine  
Modified texture coordinates for sphere to linear step from 0 to 1 in s & t instead of following sine and cosine  
Fixed bug when disk was not being displayed if consisting of 1 ring  
Fixed bug with Partial Disk not starting at current angle  
Fixed bug with normals on Sphere stacks  
Added [modelLoader3.hpp](#) to handle loading and drawing OBJ files  
Added [objects3.hpp](#) that allow for solid primitives to be drawn with OpenGL 3.0  
Notes for teapot - the teapot cannot be textured and it is a pure teapot with no bottom  
For a textured teapot, look into using an object model



#### v1.2 - 25 Sep 2017

Fixed error in `draw*Disk` not completing final slice step  
Added [TextureUtils](#) to load in a PPM  
Added `MaterialStruct` structure to group together Phong properties  
Fixed error in [drawSolidDisk\(\)](#) not allowing inner radius to be zero

#### v1.1.1 - 22 Sep 2017

Removed `GL_MAX_COLOR_ATTACHMENTS` to comply with lab machines

#### v1.1 - 21 Sep 2017

Added [OpenGLUtils](#) class to store commonly used helper functions

#### v1.0.1 - 19 Sep 2017

Added documentation  
Added inline definition to functions to prevent duplicate linking errors

#### v1.0 - 01 Sep 2017

Initial release of all OpenGL 3D objects



## Chapter 2

# Deprecated List

**Member CSCI441::DEPRECATED** (void **pushMatrix**(glm::mat4 mtx))

Multiplies current matrix by given matrix

Multiplies current matrix by inverse of given matrix

Multiplies current matrix by inverse of given matrix

**Member CSCI441::DEPRECATED** (void **setMaterial**(MaterialStruct material))

Multiplies current matrix by given matrix Sets the diffuse, ambient, specular, and shininess properties at once



## Chapter 3

# Namespace Index

### 3.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

<a href="#">CSCI441</a>		
<a href="#">CSCI441</a>	Helper Functions for OpenGL . . . . .	13
<a href="#">FramebufferUtils</a>		
OpenGL Texture Utility functions	. . . . .	26
<a href="#">OpenGLUtils</a>		
OpenGL Utility functions	. . . . .	26
<a href="#">TextureUtils</a>		
OpenGL Texture Utility functions	. . . . .	26



## Chapter 4

# Class Index

### 4.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

<a href="#">CSCI441::ModelLoader</a>	
Loads object models from file and renders using VBOs/VAOs . . . . .	<a href="#">27</a>
<a href="#">CSCI441::ShaderProgram</a>	
Handles registration and compilation of Shaders . . . . .	<a href="#">30</a>





## Chapter 5

# File Index

### 5.1 File List

Here is a list of all documented files with brief descriptions:

CSCI441/ <a href="#">FramebufferUtils3.hpp</a>	
Helper functions to work with OpenGL Framebuffers . . . . .	39
CSCI441/ <a href="#">modelLoader3.hpp</a>	
Helper functions to draw 3D OpenGL 3.0+ objects . . . . .	40
CSCI441/ <b>modelMaterial.hpp</b>	??
CSCI441/ <a href="#">objects.hpp</a>	
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Helper functions to draw teapot with OpenGL 2.1 . . . . .	48
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Helper functions to work with OpenGL Textures . . . . .	50



## Chapter 6

# Namespace Documentation

### 6.1 CSCI441 Namespace Reference

CSCI441 Helper Functions for OpenGL.

#### Classes

- class [ModelLoader](#)  
*Loads object models from file and renders using VBOs/VAOs.*
- class [ShaderProgram](#)  
*Handles registration and compilation of Shaders.*

#### Functions

- void [drawSolidCone](#) (GLdouble base, GLdouble height, GLint stacks, GLint slices)  
*Draws a solid cone.*
- void [drawWireCone](#) (GLdouble base, GLdouble height, GLint stacks, GLint slices)  
*Draws a wireframe cone.*
- void [drawSolidCube](#) (GLdouble sideLength)  
*Draws a solid cube.*
- void [drawWireCube](#) (GLdouble sideLength)  
*Draws a wireframe cube.*
- void [drawSolidCylinder](#) (GLdouble base, GLdouble top, GLdouble height, GLint stacks, GLint slices)  
*Draws a solid open ended cylinder.*
- void [drawWireCylinder](#) (GLdouble base, GLdouble top, GLdouble height, GLint stacks, GLint slices)  
*Draws a wireframe open ended cylinder.*
- void [drawSolidDisk](#) (GLdouble inner, GLdouble outer, GLint slices, GLint rings)  
*Draws a solid disk.*
- void [drawWireDisk](#) (GLdouble inner, GLdouble outer, GLint slices, GLint rings)  
*Draws a wireframe disk.*
- void [drawSolidPartialDisk](#) (GLdouble inner, GLdouble outer, GLint slices, GLint rings, GLdouble start, GLdouble sweep)  
*Draws part of a solid disk.*

- void [drawWirePartialDisk](#) (GLdouble inner, GLdouble outer, GLint slices, GLint rings, GLdouble start, GLdouble sweep)  
*Draws part of a wireframe disk.*
- void [drawSolidSphere](#) (GLdouble radius, GLint stacks, GLint slices)  
*Draws a solid sphere.*
- void [drawWireSphere](#) (GLdouble radius, GLint stacks, GLint slices)  
*Draws a wireframe sphere.*
- void [drawSolidTeapot](#) (GLdouble size)  
*Draws a solid teapot.*
- void [drawWireTeapot](#) (GLdouble size)  
*Draws a wireframe teapot.*
- void [drawSolidTorus](#) (GLdouble innerRadius, GLdouble outerRadius, GLint sides, GLint rings)  
*Draws a solid torus.*
- void [drawWireTorus](#) (GLdouble innerRadius, GLdouble outerRadius, GLint sides, GLint rings)  
*Draws a wireframe torus.*
- void [pushMatrix](#) (glm::mat4 mtx)  
*Multiplies current matrix by given matrix.*
- void [popMatrix](#) (glm::mat4 mtx)  
*Multiplies current matrix by inverse of given matrix.*
- void [setMaterial](#) (MaterialStruct material)  
*sets all material properties at once*
- void [setVertexAttributeLocations](#) (GLint positionLocation, GLint normalLocation=-1, GLint texCoordLocation=-1)  
*Sets the attribute locations for vertex positions, normals, and texture coordinates.*
- **DEPRECATED** (void [pushMatrix](#)(glm::mat4 mtx))  
*Multiplies current matrix by given matrix.*
- **DEPRECATED** (void [setMaterial](#)(MaterialStruct material))  
*sets all material properties at once*

### 6.1.1 Detailed Description

[CSCI441](#) Helper Functions for OpenGL.

### 6.1.2 Function Documentation

#### 6.1.2.1 **DEPRECATED()** [1/2]

```
CSCI441::DEPRECATED (
    void pushMatrix(glm::mat4 mtx )
```

Multiplies current matrix by given matrix.

Multiplies current matrix by inverse of given matrix.

**Deprecated** Multiplies current matrix by given matrix

## Parameters

<i>glm::mat4</i>	mtx - matrix to multiply the current matrix by
------------------	--

**Deprecated** Multiplies current matrix by inverse of given matrix

## Parameters

<i>glm::mat4</i>	mtx - matrix to multiply the current matrix by the inverse of
------------------	---

## 6.1.2.2 DEPRECATED() [2/2]

```
CSCI441::DEPRECATED (
    void setMaterialMaterialStruct material )
```

sets all material properties at once

**Deprecated** Multiplies current matrix by given matrix Sets the diffuse, ambient, specular, and shininess properties at once

## Parameters

<i>MaterialStruct</i>	material - the material to set the properties for
-----------------------	---

## 6.1.2.3 drawSolidCone()

```
void CSCI441::drawSolidCone (
    GLdouble base,
    GLdouble height,
    GLint stacks,
    GLint slices ) [inline]
```

Draws a solid cone.

Cone is oriented along the y-axis with the origin along the base of the cone

## Parameters

<i>GLdouble</i>	base - radius of the base of the cone
<i>GLdouble</i>	height - height of the cone from the base to the tip
<i>GLint</i>	stacks - resolution of the number of steps rotated around the central axis of the cone
<i>GLint</i>	slices - resolution of the number of steps to take along the height

**Precondition**

base must be greater than zero  
height must be greater than zero  
stacks must be greater than zero  
slices must be greater than two

**6.1.2.4 drawSolidCube()**

```
void CSCI441::drawSolidCube (
    GLdouble sideLength ) [inline]
```

Draws a solid cube.

The origin is at the cube's center of mass. Cube is oriented with our XYZ axes

**Parameters**

<i>GLdouble</i>	<i>sideLength</i> - length of the edge of the cube
-----------------	--

**Precondition**

*sideLength* must be greater than zero

**6.1.2.5 drawSolidCylinder()**

```
void CSCI441::drawSolidCylinder (
    GLdouble base,
    GLdouble top,
    GLdouble height,
    GLint stacks,
    GLint slices ) [inline]
```

Draws a solid open ended cylinder.

Cylinder is oriented along the y-axis with the origin along the base

**Parameters**

<i>GLdouble</i>	<i>base</i> - radius of the base of the cylinder
<i>GLdouble</i>	<i>top</i> - radius of the top of the cylinder
<i>GLdouble</i>	<i>height</i> - height of the cylinder from the base to the top
<i>GLint</i>	<i>stacks</i> - resolution of the number of steps rotated around the central axis of the cylinder
<i>GLint</i>	<i>slices</i> - resolution of the number of steps to take along the height

**Precondition**

either: (1) base is greater than zero and top is greater than or equal to zero or (2) base is greater than or equal to zero and top is greater than zero  
height must be greater than zero  
stacks must be greater than zero  
slices must be greater than two

**6.1.2.6 drawSolidDisk()**

```
void CSCI441::drawSolidDisk (
    GLdouble inner,
    GLdouble outer,
    GLint slices,
    GLint rings ) [inline]
```

Draws a solid disk.

Disk is drawn in the XY plane with the origin at its center

**Parameters**

<i>GLdouble</i>	inner - equivalent to the width of the disk
<i>GLdouble</i>	outer - radius from the center of the disk to the center of the ring
<i>GLint</i>	slices - resolution of the number of steps rotated along the disk
<i>GLint</i>	rings - resolution of the number of steps to take along the disk width

**Precondition**

inner is greater than or equal to zero  
outer is greater than zero  
outer is greater than inner  
slices is greater than two  
rings is greater than zero

**6.1.2.7 drawSolidPartialDisk()**

```
void CSCI441::drawSolidPartialDisk (
    GLdouble inner,
    GLdouble outer,
    GLint slices,
    GLint rings,
    GLdouble start,
    GLdouble sweep ) [inline]
```

Draws part of a solid disk.

Disk is drawn in the XY plane with the origin at its center

**Parameters**

<i>GLdouble</i>	inner - equivalent to the width of the disk
<i>GLdouble</i>	outer - radius from the center of the disk to the center of the ring
<i>GLint</i>	stacks - resolution of the number of steps rotated along the disk
<i>GLint</i>	rings - resolution of the number of steps to take along the disk width
<i>GLdouble</i>	start - angle in degrees to start the disk at
<i>GLdouble</i>	sweep - distance in degrees to rotate through

**Precondition**

inner is greater than or equal to zero  
 outer is greater than zero  
 outer is greater than inner  
 slices is greater than two  
 rings is greater than zero  
 start is between [0, 360]  
 sweep is between [0, 360]

**6.1.2.8 drawSolidSphere()**

```
void CSCI441::drawSolidSphere (
    GLdouble radius,
    GLint stacks,
    GLint slices ) [inline]
```

Draws a solid sphere.

Origin is at the center of the sphere

**Parameters**

<i>GLdouble</i>	radius - radius of the sphere
<i>GLint</i>	stacks - resolution of the number of steps to take along theta (rotate around Y-axis)
<i>GLint</i>	slices - resolution of the number of steps to take along phi (rotate around X- or Z-axis)

**Precondition**

radius must be greater than 0  
 stacks must be greater than 2  
 slices must be greater than 2

**6.1.2.9 drawSolidTeapot()**

```
void CSCI441::drawSolidTeapot (
    GLdouble size ) [inline]
```



Draws a solid teapot.

Oriented with spout and handle running along X-axis, cap and bottom along Y-axis. Origin is at the center of the teapot

#### Parameters

<i>GLdouble</i>	size - scale of the teapot
-----------------	----------------------------

#### Precondition

size must be greater than zero

#### 6.1.2.10 drawSolidTorus()

```
void CSCI441::drawSolidTorus (  
    GLdouble innerRadius,  
    GLdouble outerRadius,  
    GLint sides,  
    GLint rings ) [inline]
```

Draws a solid torus.

Torus is oriented in the XY-plane with the origin at its center

#### Parameters

<i>innerRadius</i>	- equivalent to the width of the torus ring
<i>outerRadius</i>	- radius from the center of the torus to the center of the ring
<i>sides</i>	- resolution of steps to take around the band of the ring
<i>rings</i>	- resolution of steps to take around the torus

#### Precondition

innerRadius must be greater than zero  
outerRadius must be greater than zero  
sides must be greater than two  
rings must be greater than two

#### 6.1.2.11 drawWireCone()

```
void CSCI441::drawWireCone (  
    GLdouble base,  
    GLdouble height,  
    GLint stacks,  
    GLint slices ) [inline]
```

Draws a wireframe cone.

Cone is oriented along the y-axis with the origin along the base of the cone

## Parameters

<i>GLdouble</i>	base - radius of the base of the cone
<i>GLdouble</i>	height - height of the cone from the base to the tip
<i>GLint</i>	stacks - resolution of the number of steps rotated around the central axis of the cone
<i>GLint</i>	slices - resolution of the number of steps to take along the height

## Precondition

base must be greater than zero  
height must be greater than zero  
stacks must be greater than zero  
slices must be greater than two

## 6.1.2.12 drawWireCube()

```
void CSCI441::drawWireCube (  
    GLdouble sideLength ) [inline]
```

Draws a wireframe cube.

The origin is at the cube's center of mass. Cube is oriented with our XYZ axes

## Parameters

<i>GLdouble</i>	sideLength - length of the edge of the cube
-----------------	---

## Precondition

sideLength must be greater than zero

## 6.1.2.13 drawWireCylinder()

```
void CSCI441::drawWireCylinder (  
    GLdouble base,  
    GLdouble top,  
    GLdouble height,  
    GLint stacks,  
    GLint slices ) [inline]
```

Draws a wireframe open ended cylinder.

Cylinder is oriented along the y-axis with the origin along the base

**Parameters**

<i>GLdouble</i>	base - radius of the base of the cylinder
<i>GLdouble</i>	top - radius of the top of the cylinder
<i>GLdouble</i>	height - height of the cylinder from the base to the top
<i>GLint</i>	stacks - resolution of the number of steps rotated around the central axis of the cylinder
<i>GLint</i>	slices - resolution of the number of steps to take along the height

**Precondition**

either: (1) base is greater than zero and top is greater than or equal to zero or (2) base is greater than or equal to zero and top is greater than zero  
height must be greater than zero  
stacks must be greater than zero  
slices must be greater than two

**6.1.2.14 drawWireDisk()**

```
void CSCI441::drawWireDisk (
    GLdouble inner,
    GLdouble outer,
    GLint slices,
    GLint rings ) [inline]
```

Draws a wireframe disk.

Disk is drawn in the XY plane with the origin at its center

**Parameters**

<i>GLdouble</i>	inner - equivalent to the width of the disk
<i>GLdouble</i>	outer - radius from the center of the disk to the center of the ring
<i>GLint</i>	slices - resolution of the number of steps rotated along the disk
<i>GLint</i>	rings - resolution of the number of steps to take along the disk width

**Precondition**

inner is greater than or equal to zero  
outer is greater than zero  
outer is greater than inner  
slices is greater than two  
rings is greater than zero

**6.1.2.15 drawWirePartialDisk()**

```
void CSCI441::drawWirePartialDisk (
    GLdouble inner,
```

```

GLdouble outer,
GLint slices,
GLint rings,
GLdouble start,
GLdouble sweep ) [inline]

```

Draws part of a wireframe disk.

Disk is drawn in the XY plane with the origin at its center

#### Parameters

<i>GLdouble</i>	inner - equivalent to the width of the disk
<i>GLdouble</i>	outer - radius from the center of the disk to the center of the ring
<i>GLint</i>	stacks - resolution of the number of steps rotated along the disk
<i>GLint</i>	rings - resolution of the number of steps to take along the disk width
<i>GLdouble</i>	start - angle in degrees to start the disk at
<i>GLdouble</i>	sweep - distance in degrees to rotate through

#### Precondition

inner is greater than or equal to zero  
 outer is greater than zero  
 outer is greater than inner  
 slices is greater than two  
 rings is greater than zero  
 start is between [0, 360]  
 sweep is between [0, 360]

#### 6.1.2.16 drawWireSphere()

```

void CSCI441::drawWireSphere (
    GLdouble radius,
    GLint stacks,
    GLint slices ) [inline]

```

Draws a wireframe sphere.

Origin is at the center of the sphere

#### Parameters

<i>GLdouble</i>	radius - radius of the sphere
<i>GLint</i>	stacks - resolution of the number of steps to take along theta (rotate around Y-axis)
<i>GLint</i>	slices - resolution of the number of steps to take along phi (rotate around X- or Z-axis)

**Precondition**

radius must be greater than 0  
 stacks must be greater than 2  
 slices must be greater than 2

**6.1.2.17 drawWireTeapot()**

```
void CSCI441::drawWireTeapot (
    GLdouble size ) [inline]
```

Draws a wireframe teapot.

Oriented with spout and handle running along X-axis, cap and bottom along Y-axis. Origin is at the center of the teapot

**Parameters**

<i>GLdouble</i>	size - scale of the teapot
-----------------	----------------------------

**Precondition**

size must be greater than zero

**6.1.2.18 drawWireTorus()**

```
void CSCI441::drawWireTorus (
    GLdouble innerRadius,
    GLdouble outerRadius,
    GLint sides,
    GLint rings ) [inline]
```

Draws a wireframe torus.

Torus is oriented in the XY-plane with the origin at its center

**Parameters**

<i>innerRadius</i>	- equivalent to the width of the torus ring
<i>outerRadius</i>	- radius from the center of the torus to the center of the ring
<i>sides</i>	- resolution of steps to take around the band of the ring
<i>rings</i>	- resolution of steps to take around the torus

**Precondition**

innerRadius must be greater than zero  
outerRadius must be greater than zero  
sides must be greater than two  
rings must be greater than two

**6.1.2.19 popMatrix()**

```
void CSCI441::popMatrix (
    glm::mat4 mtx ) [inline]
```

Multiplies current matrix by inverse of given matrix.

**Parameters**

<i>glm::mat4</i>	mtx - matrix to multiply the current matrix by the inverse of
------------------	---

**6.1.2.20 pushMatrix()**

```
void CSCI441::pushMatrix (
    glm::mat4 mtx ) [inline]
```

Multiplies current matrix by given matrix.

**Parameters**

<i>glm::mat4</i>	mtx - matrix to multiply the current matrix by
------------------	--

**6.1.2.21 setMaterial()**

```
void CSCI441::setMaterial (
    MaterialStruct material ) [inline]
```

sets all material properties at once

Sets the diffuse, ambient, specular, and shininess properties at once

**Parameters**

<i>MaterialStruct</i>	material - the material to set the properties for
-----------------------	---

### 6.1.2.22 `setVertexAttributeLocations()`

```
void CSCI441::setVertexAttributeLocations (
    GLint positionLocation,
    GLint normalLocation = -1,
    GLint texCoordLocation = -1 ) [inline]
```

Sets the attribute locations for vertex positions, normals, and texture coordinates.

Needs to be called after a shader program is being used and before drawing geometry

#### Parameters

<i>GLint</i>	<i>positionLocation</i> - location of the vertex position attribute
<i>GLint</i>	<i>normalLocation</i> - location of the vertex normal attribute
<i>GLint</i>	<i>texCoordLocation</i> - location of the vertex texture coordinate attribute

## 6.2 FramebufferUtils Namespace Reference

OpenGL Texture Utility functions.

### 6.2.1 Detailed Description

OpenGL Texture Utility functions.

## 6.3 OpenGLUtils Namespace Reference

contains OpenGL Utility functions

### 6.3.1 Detailed Description

contains OpenGL Utility functions

## 6.4 TextureUtils Namespace Reference

OpenGL Texture Utility functions.

### 6.4.1 Detailed Description

OpenGL Texture Utility functions.



# Chapter 7

## Class Documentation

### 7.1 CSCI441::ModelLoader Class Reference

Loads object models from file and renders using VBOs/VAOs.

```
#include <modelLoader3.hpp>
```

#### Public Member Functions

- [ModelLoader](#) ()  
*Creates an empty model.*
- [ModelLoader](#) (const char \*filename)  
*Loads a model from the given file.*
- [~ModelLoader](#) ()  
*Frees memory associated with model on both CPU and GPU.*
- bool [loadModelFile](#) (const char \*filename, bool INFO=true, bool ERRORS=true)  
*Loads a model from the given file.*
- bool [draw](#) (GLint positionLocation, GLint normalLocation=-1, GLint texCoordLocation=-1, GLint matDiffLocation=-1, GLint matSpecLocation=-1, GLint matShinLocation=-1, GLint matAmbLocation=-1, GLenum diffuseTexture=GL\_TEXTURE0)  
*Renders a model.*

#### Static Public Member Functions

- static void [enableAutoGenerateNormals](#) ()  
*Enable autogeneration of vertex normals.*
- static void [disableAutoGenerateNormals](#) ()  
*Disable autogeneration of vertex normals.*

#### 7.1.1 Detailed Description

Loads object models from file and renders using VBOs/VAOs.

## 7.1.2 Constructor & Destructor Documentation

### 7.1.2.1 ModelLoader()

```
CSCI441::ModelLoader::ModelLoader (
    const char * filename )
```

Loads a model from the given file.

#### Parameters

<i>const</i>	char* filename - file to load model from
--------------	--

## 7.1.3 Member Function Documentation

### 7.1.3.1 disableAutoGenerateNormals()

```
void CSCI441::ModelLoader::disableAutoGenerateNormals ( ) [static]
```

Disable autogeneration of vertex normals.

If an object model does not contain vertex normal data, then normals will be computed based on the cross product of vertex winding order.

#### Note

Must be called prior to loading in a model from file  
No normals are generated by default

### 7.1.3.2 draw()

```
bool CSCI441::ModelLoader::draw (
    GLint positionLocation,
    GLint normalLocation = -1,
    GLint texCoordLocation = -1,
    GLint matDiffLocation = -1,
    GLint matSpecLocation = -1,
    GLint matShinLocation = -1,
    GLint matAmbLocation = -1,
    GLenum diffuseTexture = GL_TEXTURE0 )
```

Renders a model.

## Parameters

<i>GLint</i>	positionLocation - attribute location of vertex position
<i>GLint</i>	normalLocation - attribute location of vertex normal
<i>GLint</i>	texCoordLocation - attribute location of vertex texture coordinate
<i>GLint</i>	matDiffLocation - attribute location of material diffuse component
<i>GLint</i>	matSpecLocation - attribute location of material specular component
<i>GLint</i>	matShinLocation - attribute location of material shininess component
<i>GLint</i>	matAmbLocation - attribute location of material ambient component
<i>GLenum</i>	diffuseTexture - texture number to bind diffuse texture map to

## Returns

true if draw succeeded, false otherwise

## 7.1.3.3 enableAutoGenerateNormals()

```
void CSCI441::ModelLoader::enableAutoGenerateNormals ( ) [static]
```

Enable autogeneration of vertex normals.

If an object model does not contain vertex normal data, then normals will be computed based on the cross product of vertex winding order.

## Note

Must be called prior to loading in a model from file

## 7.1.3.4 loadModelFile()

```
bool CSCI441::ModelLoader::loadModelFile (
    const char * filename,
    bool INFO = true,
    bool ERRORS = true )
```

Loads a model from the given file.

## Parameters

<i>const</i>	char* filename - file to load model from
<i>bool</i>	INFO - flag to control if informational messages should be displayed
<i>bool</i>	ERRORS - flag to control if error messages should be displayed

**Returns**

true if load succeeded, false otherwise

The documentation for this class was generated from the following file:

- CSCI441/[modelLoader3.hpp](#)

## 7.2 CSCI441::ShaderProgram Class Reference

Handles registration and compilation of Shaders.

```
#include <ShaderProgram3.hpp>
```

**Public Member Functions**

- [ShaderProgram](#) (const char \*vertexShaderFilename, const char \*fragmentShaderFilename)  
*Creates a Shader Program using a Vertex Shader and Fragment Shader.*
- [ShaderProgram](#) (const char \*vertexShaderFilename, const char \*tessellationControlShaderFilename, const char \*tessellationEvaluationShaderFilename, const char \*geometryShaderFilename, const char \*fragmentShaderFilename)  
*Creates a Shader Program using a Vertex Shader, Tessellation Shader, Geometry Shader, and Fragment Shader.*
- [ShaderProgram](#) (const char \*vertexShaderFilename, const char \*tessellationControlShaderFilename, const char \*tessellationEvaluationShaderFilename, const char \*fragmentShaderFilename)  
*Creates a Shader Program using a Vertex Shader, Tessellation Shader, and Fragment Shader.*
- [ShaderProgram](#) (const char \*vertexShaderFilename, const char \*geometryShaderFilename, const char \*fragmentShaderFilename)  
*Creates a Shader Program using a Vertex Shader, Geometry Shader, and Fragment Shader.*
- [~ShaderProgram](#) ()  
*Clean up memory associated with the Shader Program.*
- GLint [getUniformLocation](#) (const char \*uniformName)  
*Returns the location of the given uniform in this shader program.*
- GLint [getUniformBlockIndex](#) (const char \*uniformBlockName)  
*Returns the index of the given uniform block in this shader program.*
- GLint [getUniformBlockSize](#) (const char \*uniformBlockName)  
*Returns the size of the given uniform block in this shader program.*
- GLubyte \* [getUniformBlockBuffer](#) (const char \*uniformBlockName)  
*Returns an allocated buffer for the given uniform block in this shader program.*
- GLint \* [getUniformBlockOffsets](#) (const char \*uniformBlockName)  
*Returns an array of offsets into the buffer for the given uniform block in this shader program.*
- GLint \* [getUniformBlockOffsets](#) (const char \*uniformBlockName, const char \*names[])  
*Returns an array of offsets into the buffer for the given uniform block and names in this shader program.*
- void [setUniformBlockBinding](#) (const char \*uniformBlockName, GLuint binding)  
*Set the binding point for the given uniform block in this shader program.*
- GLint [getAttributeLocation](#) (const char \*attributeName)  
*Returns the location of the given attribute in this shader program.*
- GLuint [getSubroutineIndex](#) (GLenum shaderStage, const char \*subroutineName)  
*Returns the index of the given subroutine for a shader stage in this shader program.*
- GLuint [getNumUniforms](#) ()

- Returns the number of active uniforms in this shader program.*
- GLuint [getNumUniformBlocks](#) ()  
*Returns the number of active uniform blocks in this shader program.*
- GLuint [getNumAttributes](#) ()  
*Returns the number of active attributes in this shader program.*
- GLuint [getShaderProgramHandle](#) ()  
*Returns the handle for this shader program.*
- void [useProgram](#) ()  
*Sets the Shader Program to be active.*

## Static Public Member Functions

- static void [enableDebugMessages](#) ()  
*Enables debug messages from Shader Program functions.*
- static void [disableDebugMessages](#) ()  
*Disables debug messages from Shader Program functions.*

### 7.2.1 Detailed Description

Handles registration and compilation of Shaders.

### 7.2.2 Constructor & Destructor Documentation

#### 7.2.2.1 ShaderProgram() [1/4]

```
CSCI441::ShaderProgram::ShaderProgram (
    const char * vertexShaderFilename,
    const char * fragmentShaderFilename )
```

Creates a Shader Program using a Vertex Shader and Fragment Shader.

#### Parameters

<i>const</i>	char* vertexShaderFilename - name of the file corresponding to the vertex shader
<i>const</i>	char* fragmentShaderFilename - name of the file corresponding to the fragment shader

#### 7.2.2.2 ShaderProgram() [2/4]

```
CSCI441::ShaderProgram::ShaderProgram (
    const char * vertexShaderFilename,
    const char * tessellationControlShaderFilename,
```

```

const char * tessellationEvaluationShaderFilename,
const char * geometryShaderFilename,
const char * fragmentShaderFilename )

```

Creates a Shader Program using a Vertex Shader, Tessellation Shader, Geometry Shader, and Fragment Shader.

#### Parameters

<i>const</i>	char* vertexShaderFilename - name of the file corresponding to the vertex shader
<i>const</i>	char* tessellationControlShaderFilename - name of the file corresponding to the tessellation control shader
<i>const</i>	char* tessellationEvaluationShaderFilename - name of the file corresponding to the tessellation evaluation shader
<i>const</i>	char* geometryShaderFilename - name of the file corresponding to the geometry shader
<i>const</i>	char* fragmentShaderFilename - name of the file corresponding to the fragment shader

#### 7.2.2.3 ShaderProgram() [ 3 / 4 ]

```

CSCI441::ShaderProgram::ShaderProgram (
    const char * vertexShaderFilename,
    const char * tessellationControlShaderFilename,
    const char * tessellationEvaluationShaderFilename,
    const char * fragmentShaderFilename )

```

Creates a Shader Program using a Vertex Shader, Tessellation Shader, and Fragment Shader.

#### Parameters

<i>const</i>	char* vertexShaderFilename - name of the file corresponding to the vertex shader
<i>const</i>	char* tessellationControlShaderFilename - name of the file corresponding to the tessellation control shader
<i>const</i>	char* tessellationEvaluationShaderFilename - name of the file corresponding to the tessellation evaluation shader
<i>const</i>	char* fragmentShaderFilename - name of the file corresponding to the fragment shader

#### 7.2.2.4 ShaderProgram() [ 4 / 4 ]

```

CSCI441::ShaderProgram::ShaderProgram (
    const char * vertexShaderFilename,
    const char * geometryShaderFilename,
    const char * fragmentShaderFilename )

```

Creates a Shader Program using a Vertex Shader, Geometry Shader, and Fragment Shader.

#### Parameters

<i>const</i>	char* vertexShaderFilename - name of the file corresponding to the vertex shader
<i>const</i>	char* geometryShaderFilename - name of the file corresponding to the geometry shader
<i>const</i>	char* fragmentShaderFilename - name of the file corresponding to the fragment shader

### 7.2.3 Member Function Documentation

#### 7.2.3.1 disableDebugMessages()

```
void CSCI441::ShaderProgram::disableDebugMessages ( ) [static]
```

Disables debug messages from Shader Program functions.

Disables debug messages from Shader Program functions. Debug messages are on by default.

#### 7.2.3.2 enableDebugMessages()

```
void CSCI441::ShaderProgram::enableDebugMessages ( ) [static]
```

Enables debug messages from Shader Program functions.

Enables debug messages from Shader Program functions. Debug messages are on by default.

#### 7.2.3.3 getAttributeLocation()

```
GLint CSCI441::ShaderProgram::getAttributeLocation (
    const char * attributeName )
```

Returns the location of the given attribute in this shader program.

#### Note

Prints an error message to standard error stream if the attribute is not found

#### Parameters

<i>const</i>	char* attributeName - name of the attribute to get the location for
--------------	---

#### Returns

GLint - location of the given attribute in this shader program

#### 7.2.3.4 getNumAttributes()

```
GLuint CSCI441::ShaderProgram::getNumAttributes ( )
```

Returns the number of active attributes in this shader program.

#### Returns

GLuint - number of active attributes in this shader program

#### 7.2.3.5 `getNumUniformBlocks()`

```
GLuint CSCI441::ShaderProgram::getNumUniformBlocks ( )
```

Returns the number of active uniform blocks in this shader program.

##### Returns

GLuint - number of active uniform blocks in this shader program

#### 7.2.3.6 `getNumUniforms()`

```
GLuint CSCI441::ShaderProgram::getNumUniforms ( )
```

Returns the number of active uniforms in this shader program.

##### Returns

GLuint - number of active uniforms in this shader program

#### 7.2.3.7 `getShaderProgramHandle()`

```
GLuint CSCI441::ShaderProgram::getShaderProgramHandle ( )
```

Returns the handle for this shader program.

##### Returns

GLuint - handle for this shader program

#### 7.2.3.8 `getSubroutineIndex()`

```
GLuint CSCI441::ShaderProgram::getSubroutineIndex (
    GLenum shaderStage,
    const char * subroutineName )
```

Returns the index of the given subroutine for a shader stage in this shader program.

##### Note

Prints an error message to standard error stream if the subroutine is not found



## Parameters

<i>GLenum</i>	shaderStage - stage of the shader program to get the subroutine for. Allowable values: GL_VERTEX_SHADER, GL_TESS_CONTROL_SHADER, GL_TESS_EVALUATION_SHADER, GL_GEOMETRY_SHADER, GL_FRAGMENT_SHADER
<i>const</i>	char* subroutineName - name of the subroutine to get the location for

## Returns

GLuint - index of the given subroutine for the shader stage in this shader program

## 7.2.3.9 getUniformBlockBuffer()

```
GLubyte * CSCI441::ShaderProgram::getUniformBlockBuffer (
    const char * uniformBlockName )
```

Returns an allocated buffer for the given uniform block in this shader program.

## Note

Prints an error message to standard error stream if the uniform block is not found

## Parameters

<i>const</i>	char* uniformBlockName - name of the uniform block to allocate a buffer for
--------------	---

## Returns

GLubyte\* - allocated buffer for the given uniform block in this shader program

## 7.2.3.10 getUniformBlockIndex()

```
GLint CSCI441::ShaderProgram::getUniformBlockIndex (
    const char * uniformBlockName )
```

Returns the index of the given uniform block in this shader program.

## Note

Prints an error message to standard error stream if the uniform block is not found

## Parameters

<i>const</i>	char* uniformBlockName - name of the uniform block to get the index for
--------------	---

**Returns**

GLint - index of the given uniform block in this shader program

**7.2.3.11 getUniformBlockOffsets()** [1/2]

```
GLint * CSCI441::ShaderProgram::getUniformBlockOffsets (
    const char * uniformBlockName )
```

Returns an array of offsets into the buffer for the given uniform block in this shader program.

**Note**

Prints an error message to standard error stream if the uniform block is not found

**Parameters**

<i>const</i>	char* uniformBlockName - name of the uniform block to return offsets for
--------------	--

**Returns**

GLint\* - array of offsets for the given uniform block in this shader program

**7.2.3.12 getUniformBlockOffsets()** [2/2]

```
GLint * CSCI441::ShaderProgram::getUniformBlockOffsets (
    const char * uniformBlockName,
    const char * names[] )
```

Returns an array of offsets into the buffer for the given uniform block and names in this shader program.

**Note**

Prints an error message to standard error stream if the uniform block is not found

**Parameters**

<i>const</i>	char* uniformBlockName - name of the uniform block to return offsets for
<i>const</i>	char* names[] - names of the uniform block components to get offsets for

**Returns**

GLint\* - array of offsets for the given uniform block in this shader program

### 7.2.3.13 getUniformBlockSize()

```
GLint CSCI441::ShaderProgram::getUniformBlockSize (
    const char * uniformBlockName )
```

Returns the size of the given uniform block in this shader program.

#### Note

Prints an error message to standard error stream if the uniform block is not found

#### Parameters

<i>const</i>	char* uniformBlockName - name of the uniform block to get the size for
--------------	--

#### Returns

GLint - size of the given uniform block in this shader program

### 7.2.3.14 getUniformLocation()

```
GLint CSCI441::ShaderProgram::getUniformLocation (
    const char * uniformName )
```

Returns the location of the given uniform in this shader program.

#### Note

Prints an error message to standard error stream if the uniform is not found

#### Parameters

<i>const</i>	char* uniformName - name of the uniform to get the location for
--------------	---

#### Returns

GLint - location of the given uniform in this shader program

### 7.2.3.15 setUniformBlockBinding()

```
void CSCI441::ShaderProgram::setUniformBlockBinding (
    const char * uniformBlockName,
    GLuint binding )
```

Set the binding point for the given uniform block in this shader program.

**Note**

Prints an error message to standard error stream if the uniform block is not found

**Parameters**

<i>const</i>	char* uniformBlockName - name of the uniform block to bind
<i>GLuint</i>	binding - binding point for this uniform block

The documentation for this class was generated from the following file:

- CSCI441/[ShaderProgram3.hpp](#)

## Chapter 8

# File Documentation

### 8.1 CSCI441/FramebufferUtils3.hpp File Reference

Helper functions to work with OpenGL Framebuffers.

```
#include <GL/glew.h>
#include <stdio.h>
```

#### Namespaces

- [CSCI441](#)  
*CSCI441 Helper Functions for OpenGL.*
- [FramebufferUtils](#)  
*OpenGL Texture Utility functions.*

#### 8.1.1 Detailed Description

Helper functions to work with OpenGL Framebuffers.

##### Author

Dr. Jeffrey Paone

##### Date

Last Edit: 14 Nov 2017

##### Version

1.6

##### Copyright

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These functions, classes, and constants help minimize common code that needs to be written.

## 8.2 CSCI441/modelLoader3.hpp File Reference

Helper functions to draw 3D OpenGL 3.0+ objects.

```
#include <GL/glew.h>
#include <glm/glm.hpp>
#include <SOIL/SOIL.h>
#include <fstream>
#include <map>
#include <string>
#include <vector>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <time.h>
#include <CSCI441/modelMaterial.hpp>
#include <CSCI441/TextureUtils.hpp>
```

### Classes

- class [CSCI441::ModelLoader](#)  
*Loads object models from file and renders using VBOs/VAOs.*

### Namespaces

- [CSCI441](#)  
*CSCI441 Helper Functions for OpenGL.*

### 8.2.1 Detailed Description

Helper functions to draw 3D OpenGL 3.0+ objects.

#### Author

Dr. Jeffrey Paone

#### Date

Last Edit: 15 Nov 2017

#### Version

1.7

#### Copyright

MIT License Copyright (c) 2017 Dr. Jeffrey Paone

This class will load and render object files. Currently supports: .obj .off .stl

#### Warning

NOTE: This header file will only work with OpenGL 3.0+  
NOTE: This header file depends upon GLEW

## 8.3 CSCI441/objects.hpp File Reference

Helper functions to draw 3D OpenGL 2.1 objects.

```
#include <GL/gl.h>
#include <assert.h>
#include <math.h>
#include <CSCI441/teapot.hpp>
```

### Namespaces

- [CSCI441](#)  
*CSCI441 Helper Functions for OpenGL.*

### Functions

- void [CSCI441::drawSolidCone](#) (GLdouble base, GLdouble height, GLint stacks, GLint slices)  
*Draws a solid cone.*
- void [CSCI441::drawWireCone](#) (GLdouble base, GLdouble height, GLint stacks, GLint slices)  
*Draws a wireframe cone.*
- void [CSCI441::drawSolidCube](#) (GLdouble sideLength)  
*Draws a solid cube.*
- void [CSCI441::drawWireCube](#) (GLdouble sideLength)  
*Draws a wireframe cube.*
- void [CSCI441::drawSolidCylinder](#) (GLdouble base, GLdouble top, GLdouble height, GLint stacks, GLint slices)  
*Draws a solid open ended cylinder.*
- void [CSCI441::drawWireCylinder](#) (GLdouble base, GLdouble top, GLdouble height, GLint stacks, GLint slices)  
*Draws a wireframe open ended cylinder.*
- void [CSCI441::drawSolidDisk](#) (GLdouble inner, GLdouble outer, GLint slices, GLint rings)  
*Draws a solid disk.*
- void [CSCI441::drawWireDisk](#) (GLdouble inner, GLdouble outer, GLint slices, GLint rings)  
*Draws a wireframe disk.*
- void [CSCI441::drawSolidPartialDisk](#) (GLdouble inner, GLdouble outer, GLint slices, GLint rings, GLdouble start, GLdouble sweep)  
*Draws part of a solid disk.*
- void [CSCI441::drawWirePartialDisk](#) (GLdouble inner, GLdouble outer, GLint slices, GLint rings, GLdouble start, GLdouble sweep)  
*Draws part of a wireframe disk.*
- void [CSCI441::drawSolidSphere](#) (GLdouble radius, GLint stacks, GLint slices)  
*Draws a solid sphere.*
- void [CSCI441::drawWireSphere](#) (GLdouble radius, GLint stacks, GLint slices)  
*Draws a wireframe sphere.*
- void [CSCI441::drawSolidTeapot](#) (GLdouble size)  
*Draws a solid teapot.*
- void [CSCI441::drawWireTeapot](#) (GLdouble size)  
*Draws a wireframe teapot.*
- void [CSCI441::drawSolidTorus](#) (GLdouble innerRadius, GLdouble outerRadius, GLint sides, GLint rings)  
*Draws a solid torus.*
- void [CSCI441::drawWireTorus](#) (GLdouble innerRadius, GLdouble outerRadius, GLint sides, GLint rings)  
*Draws a wireframe torus.*

### 8.3.1 Detailed Description

Helper functions to draw 3D OpenGL 2.1 objects.

#### Author

Dr. Jeffrey Paone

#### Date

Last Edit: 25 Oct 2017

#### Version

1.3

#### Copyright

MIT License Copyright (c) 2017 Dr. Jeffrey Paone

These functions draw solid (or wireframe) 3D closed OpenGL objects. All objects are constructed using triangles that have normals and texture coordinates properly set.

#### Warning

NOTE: This header file will only work with OpenGL 2.1

## 8.4 CSCI441/objects3.hpp File Reference

Helper functions to draw 3D OpenGL 3.0+ objects.

```
#include <GL/glew.h>
#include <assert.h>
#include <math.h>
#include <CSCI441/teapot3.hpp>
#include <map>
```

#### Namespaces

- [CSCI441](#)  
*CSCI441 Helper Functions for OpenGL.*



## Functions

- void [CSCI441::setVertexAttributeLocations](#) (GLint positionLocation, GLint normalLocation=-1, GLint texCoordLocation=-1)  
*Sets the attribute locations for vertex positions, normals, and texture coordinates.*
- void [CSCI441::drawSolidCone](#) (GLdouble base, GLdouble height, GLint stacks, GLint slices)  
*Draws a solid cone.*
- void [CSCI441::drawWireCone](#) (GLdouble base, GLdouble height, GLint stacks, GLint slices)  
*Draws a wireframe cone.*
- void [CSCI441::drawSolidCube](#) (GLdouble sideLength)  
*Draws a solid cube.*
- void [CSCI441::drawWireCube](#) (GLdouble sideLength)  
*Draws a wireframe cube.*
- void [CSCI441::drawSolidCylinder](#) (GLdouble base, GLdouble top, GLdouble height, GLint stacks, GLint slices)  
*Draws a solid open ended cylinder.*
- void [CSCI441::drawWireCylinder](#) (GLdouble base, GLdouble top, GLdouble height, GLint stacks, GLint slices)  
*Draws a wireframe open ended cylinder.*
- void [CSCI441::drawSolidDisk](#) (GLdouble inner, GLdouble outer, GLint slices, GLint rings)  
*Draws a solid disk.*
- void [CSCI441::drawWireDisk](#) (GLdouble inner, GLdouble outer, GLint slices, GLint rings)  
*Draws a wireframe disk.*
- void [CSCI441::drawSolidPartialDisk](#) (GLdouble inner, GLdouble outer, GLint slices, GLint rings, GLdouble start, GLdouble sweep)  
*Draws part of a solid disk.*
- void [CSCI441::drawWirePartialDisk](#) (GLdouble inner, GLdouble outer, GLint slices, GLint rings, GLdouble start, GLdouble sweep)  
*Draws part of a wireframe disk.*
- void [CSCI441::drawSolidSphere](#) (GLdouble radius, GLint stacks, GLint slices)  
*Draws a solid sphere.*
- void [CSCI441::drawWireSphere](#) (GLdouble radius, GLint stacks, GLint slices)  
*Draws a wireframe sphere.*
- void [CSCI441::drawSolidTeapot](#) (GLdouble size)  
*Draws a solid teapot.*
- void [CSCI441::drawWireTeapot](#) (GLdouble size)  
*Draws a wireframe teapot.*
- void [CSCI441::drawSolidTorus](#) (GLdouble innerRadius, GLdouble outerRadius, GLint sides, GLint rings)  
*Draws a solid torus.*
- void [CSCI441::drawWireTorus](#) (GLdouble innerRadius, GLdouble outerRadius, GLint sides, GLint rings)  
*Draws a wireframe torus.*

### 8.4.1 Detailed Description

Helper functions to draw 3D OpenGL 3.0+ objects.

#### Author

Dr. Jeffrey Paone

**Date**

Last Edit: 26 Oct 2017

**Version**

1.3

**Copyright**

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These functions draw solid (or wireframe) 3D closed OpenGL objects. All objects are constructed using triangles that have normals and texture coordinates properly set.

**Warning**

NOTE: This header file will only work with OpenGL 3.0+

NOTE: This header file depends upon GLEW

## 8.5 CSCI441/OpenGLUtils.hpp File Reference

Helper functions to work with OpenGL 2.1.

```
#include <GL/gl.h>
#include <glm/glm.hpp>
#include <stdio.h>
```

**Namespaces**

- [CSCI441](#)  
*CSCI441 Helper Functions for OpenGL.*
- [OpenGLUtils](#)  
*contains OpenGL Utility functions*

**Functions**

- void [CSCI441::pushMatrix](#) (glm::mat4 mtx)  
*Multiplies current matrix by given matrix.*
- void [CSCI441::popMatrix](#) (glm::mat4 mtx)  
*Multiplies current matrix by inverse of given matrix.*
- void [CSCI441::OpenGLUtils::printOpenGLInfo](#) ()  
*Prints information about our OpenGL context.*
- void [CSCI441::setMaterial](#) (MaterialStruct material)  
*sets all material properties at once*

### 8.5.1 Detailed Description

Helper functions to work with OpenGL 2.1.

#### Author

Dr. Jeffrey Paone

#### Date

Last Edit: 25 Oct 2017

#### Version

1.3

#### Copyright

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These functions, classes, and constants help minimize common code that needs to be written.

#### Warning

NOTE: This header file depends upon glm

### 8.5.2 Function Documentation

#### 8.5.2.1 printOpenGLInfo()

```
void CSCI441::OpenGLUtils::printOpenGLInfo ( ) [inline]
```

Prints information about our OpenGL context.

## 8.6 CSCI441/OpenGLUtils3.hpp File Reference

Helper functions to work with OpenGL 3.0+.

```
#include <GL/glew.h>
#include <glm/glm.hpp>
#include <stdio.h>
```

## Namespaces

- [CSCI441](#)  
*CSCI441 Helper Functions for OpenGL.*
- [OpenGLUtils](#)  
*contains OpenGL Utility functions*

## Functions

- [CSCI441::DEPRECATED](#) (void pushMatrix(glm::mat4 mtx))  
*Multiplies current matrix by given matrix.*
- void [CSCI441::OpenGLUtils::printOpenGLInfo](#) ()  
*Prints information about our OpenGL context.*
- [CSCI441::DEPRECATED](#) (void setMaterial(MaterialStruct material))  
*sets all material properties at once*

### 8.6.1 Detailed Description

Helper functions to work with OpenGL 3.0+.

#### Author

Dr. Jeffrey Paone

#### Date

Last Edit: 25 Oct 2017

#### Version

1.3

#### Copyright

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These functions, classes, and constants help minimize common code that needs to be written.

#### Warning

NOTE: This header file depends upon glm

NOTE: This header file depends upon GLEW

### 8.6.2 Function Documentation

### 8.6.2.1 printOpenGLInfo()

```
void CSCI441::OpenGLUtils::printOpenGLInfo ( ) [inline]
```

Prints information about our OpenGL context.

## 8.7 CSCI441/ShaderProgram3.hpp File Reference

Class to work with OpenGL 3.0+ Shaders.

```
#include "ShaderUtils3.hpp"  
#include <stdlib.h>
```

### Classes

- class [CSCI441::ShaderProgram](#)  
*Handles registration and compilation of Shaders.*

### Namespaces

- [CSCI441](#)  
*CSCI441 Helper Functions for OpenGL.*

### 8.7.1 Detailed Description

Class to work with OpenGL 3.0+ Shaders.

#### Author

Dr. Jeffrey Paone

#### Date

Last Edit: 03 Nov 2017

#### Version

1.4

#### Copyright

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These functions, classes, and constants help minimize common code that needs to be written.

## 8.8 CSCI441/ShaderUtils3.hpp File Reference

Helper functions to work with OpenGL Shaders.

```
#include <GL/glew.h>
#include <stdio.h>
#include <string.h>
#include <fstream>
#include <string>
```

### 8.8.1 Detailed Description

Helper functions to work with OpenGL Shaders.

#### Author

Dr. Jeffrey Paone

#### Date

Last Edit: 28 Oct 2017

#### Version

1.4

#### Copyright

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These functions, classes, and constants help minimize common code that needs to be written.

## 8.9 CSCI441/teapot.hpp File Reference

Helper functions to draw teapot with OpenGL 2.1.

```
#include <GL/gl.h>
```

### 8.9.1 Detailed Description

Helper functions to draw teapot with OpenGL 2.1.

#### Date

Last Edit: 19 Sep 2017

#### Warning

NOTE: This header file will only work with OpenGL 2.1

Modified by Dr. Jeffrey Paone to work in Colorado School of Mines [CSCI441](#) course context.

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## 8.10 CSCI441/teapot3.hpp File Reference

Helper functions to draw teapot with OpenGL 3.0+.

```
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
#include <GL/glew.h>
```

### 8.10.1 Detailed Description

Helper functions to draw teapot with OpenGL 3.0+.

#### Date

Last Edit: 26 Oct 2017

#### Warning

NOTE: This header file will only work with OpenGL 3.0+

## 8.11 CSCI441/TextureUtils.hpp File Reference

Helper functions to work with OpenGL Textures.

```
#include <GL/gl.h>
#include <SOIL/SOIL.h>
#include <stdio.h>
#include <string>
```

### Namespaces

- [CSCI441](#)  
*CSCI441 Helper Functions for OpenGL.*
- [TextureUtils](#)  
*OpenGL Texture Utility functions.*

### Functions

- bool [CSCI441::TextureUtils::loadBMP](#) (const char \*filename, int &imageWidth, int &imageHeight, int &imageChannels, unsigned char \*imageData, const char \*path=".")  
*loads a BMP into memory*
- bool [CSCI441::TextureUtils::loadPPM](#) (const char \*filename, int &imageWidth, int &imageHeight, unsigned char \*&imageData)  
*loads a PPM into memory*
- bool [CSCI441::TextureUtils::loadTGA](#) (const char \*filename, int &imageWidth, int &imageHeight, unsigned char \*&imageData, int &imageChannels)  
*loads a TGA into memory*
- GLuint [CSCI441::TextureUtils::loadAndRegisterTexture](#) (const char \*filename, GLenum minFilter=GL\_LINEAR, GLenum magFilter=GL\_LINEAR, GLenum wrapS=GL\_REPEAT, GLenum wrapT=GL\_REPEAT)  
*loads and registers a texture into memory returning a texture handle*
- GLuint [CSCI441::TextureUtils::loadAndRegister2DTexture](#) (const char \*filename, GLenum minFilter=GL\_LINEAR, GLenum magFilter=GL\_LINEAR, GLenum wrapS=GL\_REPEAT, GLenum wrapT=GL\_REPEAT)  
*loads and registers a texture into memory returning a texture handle*



### 8.11.1 Detailed Description

Helper functions to work with OpenGL Textures.

#### Author

Dr. Jeffrey Paone

#### Date

Last Edit: 03 Nov 2017

#### Version

1.5

#### Copyright

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These functions, classes, and constants help minimize common code that needs to be written.

### 8.11.2 Function Documentation

#### 8.11.2.1 loadAndRegister2DTexture()

```
GLuint CSCI441::TextureUtils::loadAndRegister2DTexture (
    const char * filename,
    GLenum minFilter = GL_LINEAR,
    GLenum magFilter = GL_LINEAR,
    GLenum wrapS = GL_REPEAT,
    GLenum wrapT = GL_REPEAT ) [inline]
```

loads and registers a texture into memory returning a texture handle

This function loads a texture into memory and registers the texture with OpenGL. The provided minification and magnification filters are set for the texture. The texture coordinate wrapping parameters are also set.

#### Parameters

<i>const</i>	char* filename - name of texture to load
<i>GLenum</i>	minFilter - minification filter to apply (default: GL_LINEAR)
<i>GLenum</i>	magFilter - magnification filter to apply (default: GL_LINEAR)
<i>GLenum</i>	wrapS - wrapping to apply to S coordinate (default: GL_REPEAT)
<i>GLenum</i>	wrapT - wrapping to apply to T coordinate (default: GL_REPEAT)

**Returns**

GLuint - texture handle corresponding to the texture

**8.11.2.2 loadAndRegisterTexture()**

```
GLuint CSCI441::TextureUtils::loadAndRegisterTexture (
    const char * filename,
    GLenum minFilter = GL_LINEAR,
    GLenum magFilter = GL_LINEAR,
    GLenum wrapS = GL_REPEAT,
    GLenum wrapT = GL_REPEAT ) [inline]
```

loads and registers a texture into memory returning a texture handle

Equivalent to [loadAndRegister2DTexture\(\)](#)

**8.11.2.3 loadBMP()**

```
bool CSCI441::TextureUtils::loadBMP (
    const char * filename,
    int & imageWidth,
    int & imageHeight,
    int & imageChannels,
    unsigned char * imageData,
    const char * path = "." ) [inline]
```

loads a BMP into memory

This function reads an ASCII BMP, returning true if the function succeeds and false if it fails. If it succeeds, the variables imageWidth and imageHeight will hold the width and height of the read image, respectively.

It's not terribly robust.

Returns the image as an unsigned character array containing imageWidth\*imageHeight\*3 entries (for that many bytes of storage).

NOTE: this function expects imageData to be UNALLOCATED, and will allocate memory itself. If the function fails (returns false), imageData will be set to NULL and any allocated memory will be automatically deallocated.

**Parameters**

in	<i>const</i>	char* filename - filename of the image to load
out	<i>int</i>	&imageWidth - will contain the image width upon successful completion
out	<i>int</i>	&imageHeight - will contain the image height upon successful completion
out	<i>unsigned</i>	char* &imageData - will contain the RGB data upon successful completion
in	<i>const</i>	char* path - path to where file is stored. defaults to current directory

**Precondition**

imageData is unallocated

**Returns**

bool - true if loading succeeded, false otherwise

**8.11.2.4 loadPPM()**

```
bool CSCI441::TextureUtils::loadPPM (
    const char * filename,
    int & imageWidth,
    int & imageHeight,
    unsigned char *& imageData ) [inline]
```

loads a PPM into memory

This function reads an ASCII PPM, returning true if the function succeeds and false if it fails. If it succeeds, the variables imageWidth and imageHeight will hold the width and height of the read image, respectively.

It's not terribly robust.

Returns the image as an unsigned character array containing imageWidth\*imageHeight\*3 entries (for that many bytes of storage).

NOTE: this function expects imageData to be UNALLOCATED, and will allocate memory itself. If the function fails (returns false), imageData will be set to NULL and any allocated memory will be automatically deallocated.

**Parameters**

in	<i>const</i>	char *filename - filename of the image to load
out	<i>int</i>	&imageWidth - will contain the image width upon successful completion
out	<i>int</i>	&imageHeight - will contain the image height upon successful completion
out	<i>unsigned</i>	char* &imageData - will contain the RGB data upon successful completion

**Precondition**

imageData is unallocated

**Returns**

bool - true if loading succeeded, false otherwise

### 8.11.2.5 loadTGA()

```
bool CSCI441::TextureUtils::loadTGA (
    const char * filename,
    int & imageWidth,
    int & imageHeight,
    unsigned char *& imageData,
    int & imageChannels ) [inline]
```

loads a TGA into memory

This function reads an ASCII TGA, returning true if the function succeeds and false if it fails. If it succeeds, the variables imageWidth and imageHeight will hold the width and height of the read image, respectively.

It's not terribly robust.

Returns the image as an unsigned character array containing imageWidth\*imageHeight\*3 entries (for that many bytes of storage).

NOTE: this function expects imageData to be UNALLOCATED, and will allocate memory itself. If the function fails (returns false), imageData will be set to NULL and any allocated memory will be automatically deallocated.

#### Parameters

in	<i>const</i>	char *filename - filename of the image to load
out	<i>int</i>	&imageWidth - will contain the image width upon successful completion
out	<i>int</i>	&imageHeight - will contain the image height upon successful completion
out	<i>unsigned</i>	char* &imageData - will contain the RGB data upon successful completion
out	<i>int</i>	&imageChannels - will contain the number of channels in the image upon successful completion

#### Precondition

imageData is unallocated

#### Returns

bool - true if loading succeeded, false otherwise

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