```
1 #include "gwm.h"
2
3 int gWidth = 0;
4 int gHeight = 0;
 6 void main (void)
7 {
8
        // declarations
9
       void keyboardFunc(unsigned int);
10
       void displayFunc(void);
       void reshapeFunc(int, int);
11
12
       // code
13
       gwmKeyboardCallback(keyboardFunc);
14
15
       gwmDisplayCallback(displayFunc);
16
       gwmReshapeCallback(reshapeFunc);
17
18
       gwmCreateWindow("Viewports", 100, 100, 800, 600);
19
       gwmEventLoop();
20 }
21
22 void keyboardFunc(unsigned int key)
23 {
24
       switch(key)
25
        {
26
            // VK_ESCAPE
27
            case 0x1B:
28
                gwmExitEventLoop();
29
                break;
30
31
            case '0':
32
            case VK_NUMPAD0:
                glViewport(0, 0, gWidth, gHeight);
33
34
                break;
35
            case '1':
36
37
            case VK_NUMPAD1:
38
                glViewport(0, 0, gWidth / 2.0f, gHeight / 2.0f);
39
                break;
40
            case '2':
41
42
            case VK NUMPAD2:
43
                glViewport(gWidth / 2, 0, gWidth / 2.0f, gHeight / 2.0f);
44
                break;
45
            case '3':
46
            case VK NUMPAD3:
47
48
                glViewport(gWidth / 2, gHeight / 2, gWidth / 2.0f, gHeight / 2.0f);
49
                break;
50
51
            case '4':
52
            case VK_NUMPAD4:
```

```
E:\Codes\gwm\for_rtr_seminar\Assignments\03_Viewport.cpp
```

```
2
```

```
53
                 glViewport(0, gHeight / 2, gWidth / 2.0f, gHeight / 2.0f);
 54
                 break;
 55
 56
             case '5':
 57
             case VK_NUMPAD5:
 58
                 glViewport(0, 0, gWidth / 2.0f, gHeight);
 59
                 break;
 60
 61
             case '6':
 62
             case VK_NUMPAD6:
                 glViewport(gWidth / 2, 0.0f, gWidth / 2.0f, gHeight);
 63
 64
                 break;
 65
             case '7':
 66
67
             case VK_NUMPAD7:
 68
                 glViewport(0, gHeight / 2, gWidth, gHeight / 2.0f);
 69
                 break;
 70
             case '8':
 71
 72
             case VK_NUMPAD8:
 73
                 glViewport(0, 0, gWidth, gHeight / 2.0f);
 74
                 break;
 75
             case '9':
 76
             case VK NUMPAD9:
 77
 78
                 glViewport(gWidth / 4, gHeight / 4, gWidth / 2.0f, gHeight / 2.0f);
 79
 80
        }
 81 }
 82
 83 void reshapeFunc(int width, int height)
 84 {
        glMatrixMode(GL_PROJECTION);
 85
 86
        glLoadIdentity();
 87
 88
        gWidth = width;
 89
        gHeight = height;
 90
 91
        glViewport(0, 0, gWidth, gHeight);
 92
        gluPerspective(45.0, (float)width / (float)height, 0.1f, 100.0f);
 93 }
 94
 95 void displayFunc(void)
 96 {
 97
         // code
        glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);
 98
99
100
        glMatrixMode(GL_MODELVIEW);
101
        glLoadIdentity();
102
        glTranslatef(0.0f, 0.0f, -3.0f);
103
104
        glBegin(GL_TRIANGLES);
```

```
E:\Codes\gwm\for_rtr_seminar\Assignments\03_Viewport.cpp
```

118

```
3
105
        glColor3f(1.0f, 0.0f, 0.0f);
106
        glVertex2f(0.0f, 1.0f);
107
108
        glColor3f(0.0f, 1.0f, 0.0f);
        glVertex2f(-1.0f, -1.0f);
109
110
        glColor3f(0.0f, 0.0f, 1.0f);
111
        glVertex2f(1.0f, -1.0f);
112
113
        glEnd();
114
115
        gwmSwapBuffers();
116 }
117
```