

```
1  #include "../gwm.h"
2
3  #include "res.h"
4
5  GLuint texture_moon;
6  GLUquadric *quadric = NULL;
7
8  void main (void)
9  {
10     // declarations
11     void initFunc(void);
12     void keyboardFunc(unsigned int);
13     void displayFunc(void);
14     void reshapeFunc(int, int);
15     void uninitFunc(void);
16
17     // code
18     gwmInitializeCallback(initFunc);
19     gwmKeyboardCallback(keyboardFunc);
20     gwmDisplayCallback(displayFunc);
21     gwmReshapeCallback(reshapeFunc);
22     gwmUninitializeCallback(uninitFunc);
23
24     gwmCreateWindow("Texture", 100, 100, 800, 600);
25     gwmEventLoop();
26 }
27
28 void initFunc(void)
29 {
30     // Texture
31     glEnable(GL_TEXTURE_2D);
32     gwmLoadTexture(&texture_moon, MAKEINTRESOURCE(IDBITMAP_MOON));
33 }
34
35 void keyboardFunc(unsigned int key)
36 {
37     switch(key)
38     {
39         // VK_ESCAPE
40         case 0x1B:
41             gwmExitEventLoop();
42             break;
43     }
44 }
45
46 void reshapeFunc(int width, int height)
47 {
48     if (height == 0)
49     {
50         height = 1;
51     }
52 }
```

```
53     glViewport(0, 0, (GLsizei)width, (GLsizei)height);
54
55     glMatrixMode(GL_PROJECTION);
56     glLoadIdentity();
57
58     gluPerspective(45.0, (GLfloat)width / (GLfloat)height, 0.1f, 100.0f);
59 }
60
61 void displayFunc(void)
62 {
63     glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);
64
65     /* Load ModelView Matrix */
66     glMatrixMode(GL_MODELVIEW);
67     glLoadIdentity();      /* Reset to Identity Matrix | center */
68
69     /* Multiply it by Translation Matrix */
70     glTranslatef(0.0f, 0.0f, -4.0f);
71
72     glBegin(GL_QUADS);
73
74     glTexCoord2f(1.0f, 1.0f);
75     glVertex2f(1.0f, 1.0f);
76
77     glTexCoord2f(0.0f, 1.0f);
78     glVertex2f(-1.0f, 1.0f);
79
80     glTexCoord2f(0.0f, 0.0f);
81     glVertex2f(-1.0f, -1.0f);
82
83     glTexCoord2f(1.0f, 0.0f);
84     glVertex2f(1.0f, -1.0f);
85
86     glEnd();
87
88
89     gwmSwapBuffers();
90 }
91
92 void uninitFunc(void)
93 {
94     if (quadric)
95     {
96         gluDeleteQuadric(quadric);
97         quadric = NULL;
98     }
99 }
100
```