

# 이벤트 처리(키보드) 3\_7\_0\_a

- `glutKeyboardFunc(keyboard);` //일반키
- 3\_7\_0 코드에 추가

```
GLfloat xTran = 0.0f;
GLfloat yTran = 0.0f;
void keyboard(unsigned char key, int x, int y)
{
    if(key == 'a')
        xTran -= 2.0f;
    else if (key == 'd')
        xTran += 2.0f;
    else if (key == 'w')
        yTran += 2.0f;
    else if (key == 'x')
        yTran -= 2.0f;

    glutPostRedisplay(); ..
}
```

```
void RenderScene(void)
```

```
{
    glClear(GL_COLOR_BUFFER_BIT);

    if (bCull)
        glEnable(GL_CULL_FACE);
    else
        glDisable(GL_CULL_FACE);

    glPushMatrix();
    glRotatef(xRot, 1.0f, 0.0f, 0.0f);
    glRotatef(yRot, 0.0f, 1.0f, 0.0f);

    glTranslatef(xTran, 0.0f, 0.0f);
```

yTran도 추가

```
    GLfloat x, y, angle;
    int iPivot = 1;
    glBegin(GL_TRIANGLE_FAN);
    glVertex2f(0.0f, 0.0f);
    for (angle = 0.0f; angle < (2.0f * GL_PI); angle += (GL_PI / 8.0f))
    {
        x = 50.0f * cos(angle);
        y = 50.0f * sin(angle);

        if ((iPivot % 2) == 0)
            glColor3f(0.0f, 1.0f, 0.0f);
        else
            glColor3f(1.0f, 0.0f, 0.0f);

        iPivot++;
        glVertex2f(x, y);
    }
    glEnd();

    glPopMatrix();
    glFlush();
}
```

# 이벤트 처리(키보드) 3\_7\_0\_a

- `glutSpecialFunc(SpecialKeys);` //특수키

```
void RenderScene(void)
{
    glClear(GL_COLOR_BUFFER_BIT);

    if (bCull)
        glEnable(GL_CULL_FACE);
    else
        glDisable(GL_CULL_FACE);

    glPushMatrix();
    glRotatef(xRot, 1.0f, 0.0f, 0.0f);
    glRotatef(yRot, 0.0f, 1.0f, 0.0f);

    glTranslatef(xTran, 0.0f, 0.0f);

    GLfloat x, y, angle;
    int iPivot = 1;
    glBegin(GL_TRIANGLE_FAN);
    glVertex2f(0.0f, 0.0f);
    for (angle = 0.0f; angle < (2.0f * GL_PI); angle += (GL_PI / 8.0f))
    {
        x = 50.0f * cos(angle);
        y = 50.0f * sin(angle);

        if ((iPivot % 2) == 0)
            glColor3f(0.0f, 1.0f, 0.0f);
        else
            glColor3f(1.0f, 0.0f, 0.0f);

        iPivot++;
        glVertex2f(x, y);
    }
    glEnd();

    glPopMatrix();
    glFlush();
}
```

```
GLfloat xRot = 0.0f;
GLfloat yRot = 0.0f;
void SpecialKeys(int key, int x, int y)
{
    if (key == GLUT_KEY_UP)
        xRot -= 2.0f;
    if (key == GLUT_KEY_DOWN)
        xRot += 2.0f;
    if (key == GLUT_KEY_LEFT)
        yRot -= 2.0f;
    if (key == GLUT_KEY_RIGHT)
        yRot += 2.0f;

    if (xRot > 360.0f)
        xRot -= 360.0f;
    if (xRot < 0.0f)
        xRot += 360.0f;
    if (yRot > 360.0f)
        yRot -= 360.0f;
    if (yRot < 0.0f)
        yRot += 360.0f;

    glutPostRedisplay();
}
```