



# GLFW: MANEJO DE INTERFACES



# Comandos

---

- Inicialización
- Ventanas
- Contexto y Hints
- Eventos

# Inicialización

---

- `glfwInit()`
- `glfwTerminate()`
- `glfwSetErrorCallback(error_callback)`

# Ventanas (GLFWwindow)

---

- `glfwCreateWindow(width, height, title, monitor or NULL, share or NULL)`
  - `glfwGetPrimaryMonitor()` para fullscreen, NULL para modo Ventana
  - Share si se comparte context entre monitores, NULL para no compartir context
- `glfwSetWindowMonitor (window, monitor, xpos, ypos, width, height, refreshRate)`
  - refreshRate es en Hz o `GLFW_DONT_CARE`
- `glfwSetWindowPos(window, xpos, ypos)`
- `glfwGetFramebufferSize(window, width, height)`: En pixeles
- `glfwWindowShouldClose(window)`
- `glfwDestroyWindow(window)`
- `glfwSwappBuffers(window)`

## Contexto y Hints

---

- glfwMakeContextCurrent(window)
- glfwWindowHint()
  - GLFW\_CONTEXT\_VERSION\_MAJOR
  - GLFW\_CONTEXT\_VERSION\_MINOR
  - GLFW\_OPENGL\_CORE\_PROFILE
  - GLFW\_OPENGL\_COMPAT\_PROFILE
  - GLFW\_OPENGL\_ANY\_PROFILE
  - GLFW\_OPENGL\_FORWARD\_COMPAT

# Eventos

---

- Teclado
  - glfwSetKeyCallback(window, key\_callback)
    - key\_callback(window, int key, int scancode, int action, int mods)
      - keycode: GLFW\_KEY\_
      - Acciones: GLFW\_PRESS, GLFW\_REPEAT, GLFW\_RELEASE
- Mouse
  - glfwSetCursorPosCallback(window, cursor\_pos\_callback)
    - Cursor\_pos\_callback(window, xpos, ypos)
  - glfwGetCursorPosCallback(window, &xpos, &ypos)
  - glfwSetMouseButtonCallback(window, mouse\_button\_callback)
    - mouse\_button\_callback(window, int button, int action, int mods)
      - Button: GLFW\_MOUSE\_BUTTON\_
      - Action: GLFW\_PRESS, GLFW\_RELEASE
  - glfwGetMouseButtonCallback(window, button)

# Eventos

---

- `glfwSetScrollCallback(window, scroll_callback)`
  - `Scroll_callback(window, xoffset, yoffset)`
- Joystick
  - `glfwJoystickPresent(GLFWW_JOYSTICK_1-15-LAST)`
  - `glfwGetJoystickAxes()`
  - `glfwGetJoystickButtons()`
- `glfwPollEvents()`
- `glfwGetTime()`
- `glfwSetTime()`