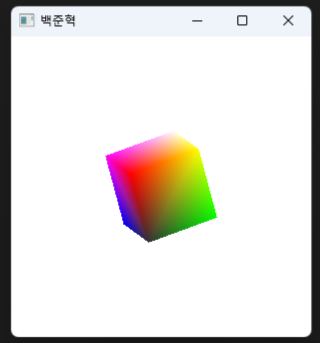
파일(F) 편집(E) 보기(V) Git(G) 프로젝트(P) 빌드(B) 디버그(D) 테스트(S) 분석(N) 도구(T) 확장(X) 창(W) 도움말(H) 검색 CG_Practice 로그인

Debug x86 로컬 Windows 디버거 GitHub Copilot

CG_Practice03.cpp | CG_Practice02.cpp | CG_Practice01.cpp | CG_Practice04.cpp | CG_Practice03.cpp | CG_Practice02.cpp | CG_Practice01.cpp | CG_Practice01.cpp | CG_Practice.cpp | CG_Practice06.cpp | CG_Practice05.cpp | CG_Practice04.cpp | CG_Practice03.cpp | CG_Practice02.cpp

CG_Practice03 (전역 범위) MyDisplay()

```cpp
#include <GL/glut.h>
#include <GL/gl.h>
#include <GL/glu.h>
#include <stdlib.h>

GLfloat MyVertices[8][3] = {
    {-0.25, -0.25, 0.25 },
    {-0.25, 0.25, 0.25 },
    { 0.25, 0.25, 0.25 },
    { 0.25, -0.25, 0.25 },
    {-0.25, -0.25, -0.25 },
    {-0.25, 0.25, -0.25 },
    { 0.25, 0.25, -0.25 },
    { 0.25, -0.25, -0.25 }
};

GLfloat MyColors[8][3] = {
    { 0.2, 0.2, 0.2 },
    { 1.0, 0.0, 0.0 },
    { 1.0, 1.0, 0.0 },
    { 0.0, 1.0, 0.0 },
    { 0.0, 0.0, 1.0 },
    { 1.0, 0.0, 1.0 },
    { 1.0, 1.0, 1.0 },
    { 0.0, 1.0, 1.0 }
};

GLubyte MyVertexList[24] = {
    0, 3, 2, 1,
    2, 3, 7, 6,
    0, 4, 7, 3,
    1, 2, 6, 5,
    4, 5, 6, 7,
    0, 1, 5, 4
};

GLuint MyCubeListID;

void MyCreateList() {
    MyCubeListID = glGenLists(1);
    glNewList(MyCubeListID, GL_COMPILE);

    glClear(GL_COLOR_BUFFER_BIT);

    glFrontFace(GL_CCW);
    glEnable(GL_CULL_FACE);

    glEnableClientState(GL_COLOR_ARRAY);
    glEnableClientState(GL_VERTEX_ARRAY);

    glColorPointer(3, GL_FLOAT, 0, MyColors);
    glVertexPointer(3, GL_FLOAT, 0, MyVertices);

    for (GLint i = 0; i < 6; i++) {
        glDrawElements(GL_POLYGON, 4, GL_UNSIGNED_BYTE, &MyVertexList[4 * i]);
    }

    glDisableClientState(GL_COLOR_ARRAY);
    glDisableClientState(GL_VERTEX_ARRAY);

    glEndList();
}

void MyDisplay() {
    glClear(GL_COLOR_BUFFER_BIT);

    glMatrixMode(GL_MODELVIEW);

    glLoadIdentity();

    glRotatef(30.0, 1.0, 1.0, 1.0);

    glCallList(MyCubeListID);

    glFlush();
}

int main(int argc, char** argv) {
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_RGB);
    glutInitWindowSize(300, 300);
    glutInitWindowPosition(0, 0);
    glutCreateWindow("백준혁");

    glClearColor(1.0, 1.0, 1.0, 1.0);

    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    glOrtho(-1.0, 1.0, -1.0, 1.0, -1.0, 1.0);

    MyCreateList();

    glutDisplayFunc(MyDisplay);

    glutMainLoop();
    return 0;
}
```




62 % 문제가 검색되지 않음 줄: 68 문자: 5 탭 CRLF

출력

출력 보기 선택(S): 빌드

```
1>D:₩Computer_Grapics₩CG_Practice₩CG_Practice03₩CG_Practice01.cpp(18,9): warning C4305: '초기화 중': 'double'에서 'GLfloat'(으)로 잘립니다.
1>D:₩Computer_Grapics₩CG_Practice₩CG_Practice03₩CG_Practice01.cpp(18,14): warning C4305: '초기화 중': 'double'에서 'GLfloat'(으)로 잘립니다.
1>CG_Practice03.vcxproj -> D:₩Computer_Grapics₩CG_Practice₩Debug₩CG_Practice03.exe
1>"CG_Practice03.vcxproj" 프로젝트를 빌드했습니다.
========== 빌드: 1개 성공, 0개 실패, 0개 최신 상태, 0개 건너뜀 ==========
========== 빌드이(가) 오후 5:29에 완료되었으며, 00.453 초이(가) 걸림 ==========
```

오류 목록 출력

솔루션 탐색기

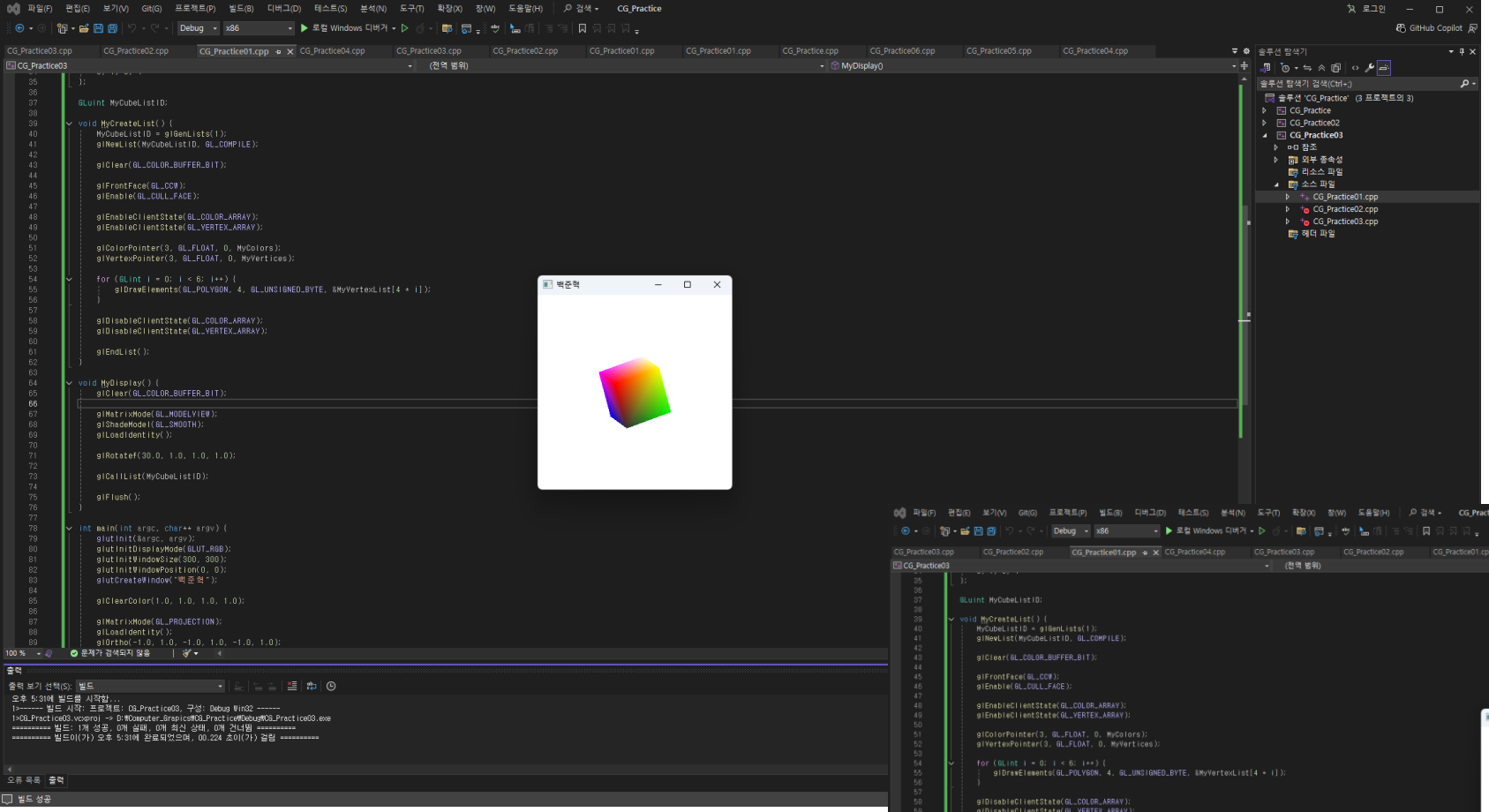
솔루션 탐색기 검색(Ctrl+;)

솔루션 'CG_Practice' (3 프로젝트의 3)

- CG_Practice
  - 참조
  - 외부 종속성
  - 리소스 파일
  - 소스 파일
    - CG_Practice.cpp
    - CG_Practice01.cpp
    - CG_Practice02.cpp
    - CG_Practice03.cpp
    - CG_Practice04.cpp
    - CG_Practice05.cpp
  - 헤더 파일
- CG_Practice02
  - 참조
  - 외부 종속성
  - 리소스 파일
  - 소스 파일
    - CG_Practice01.cpp
    - CG_Practice02.cpp
    - CG_Practice03.cpp
    - CG_Practice04.cpp
    - CG_Practice05.cpp
    - CG_Practice06.cpp
  - 헤더 파일
- CG_Practice03
  - 참조
  - 외부 종속성
  - 리소스 파일
  - 소스 파일
    - CG_Practice01.cpp
    - CG_Practice02.cpp
    - CG_Practice03.cpp
  - 헤더 파일

GitHub Copilot 채팅 솔루션 탐색기 Git 변경 내용

빌드 성공 소스 제어에 추가 리포지토리 선택



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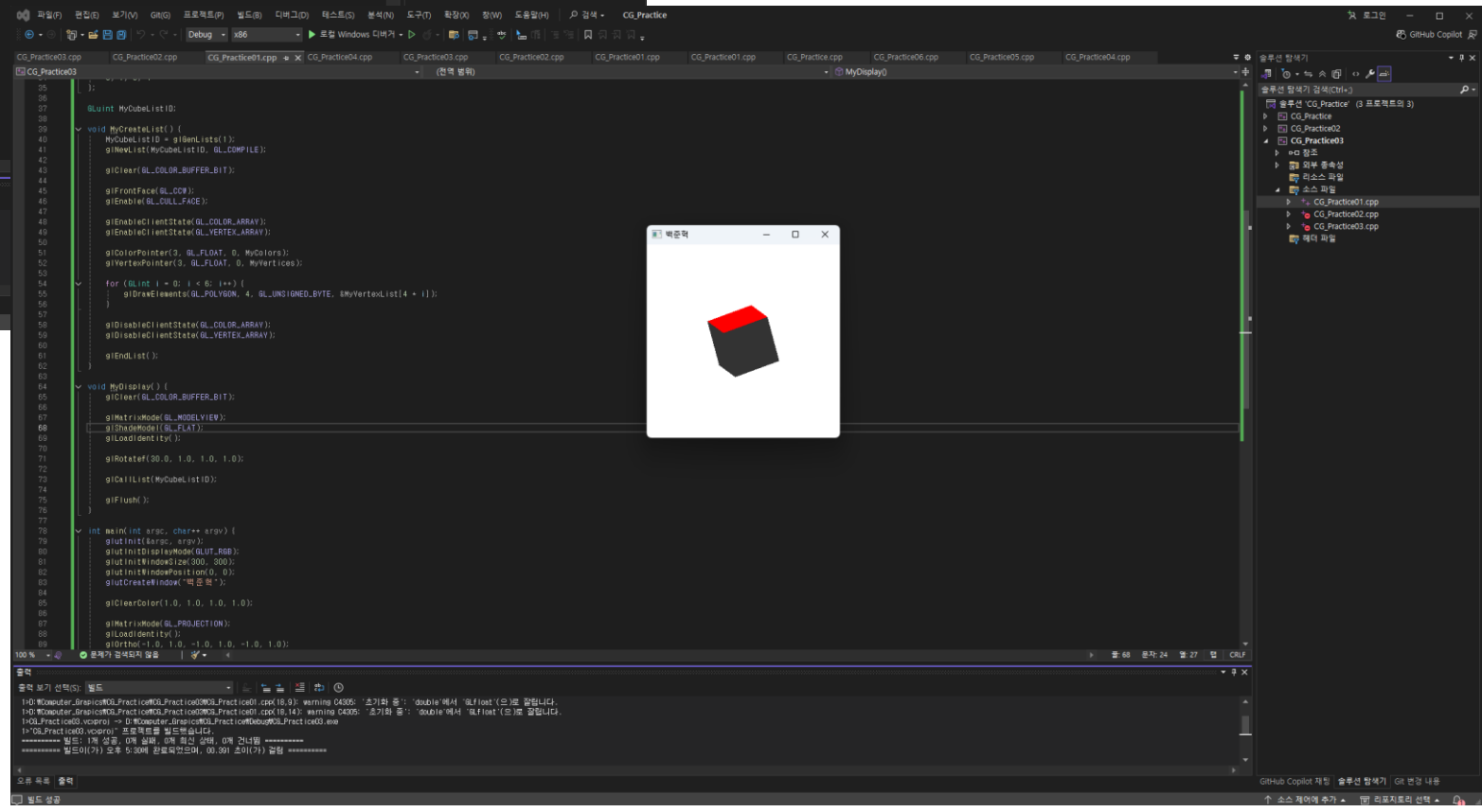
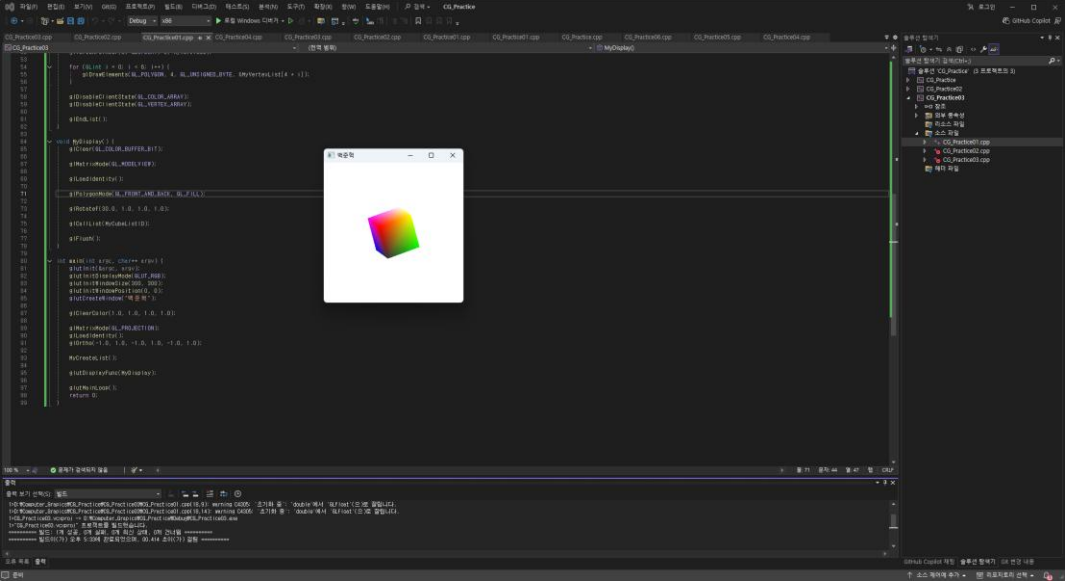
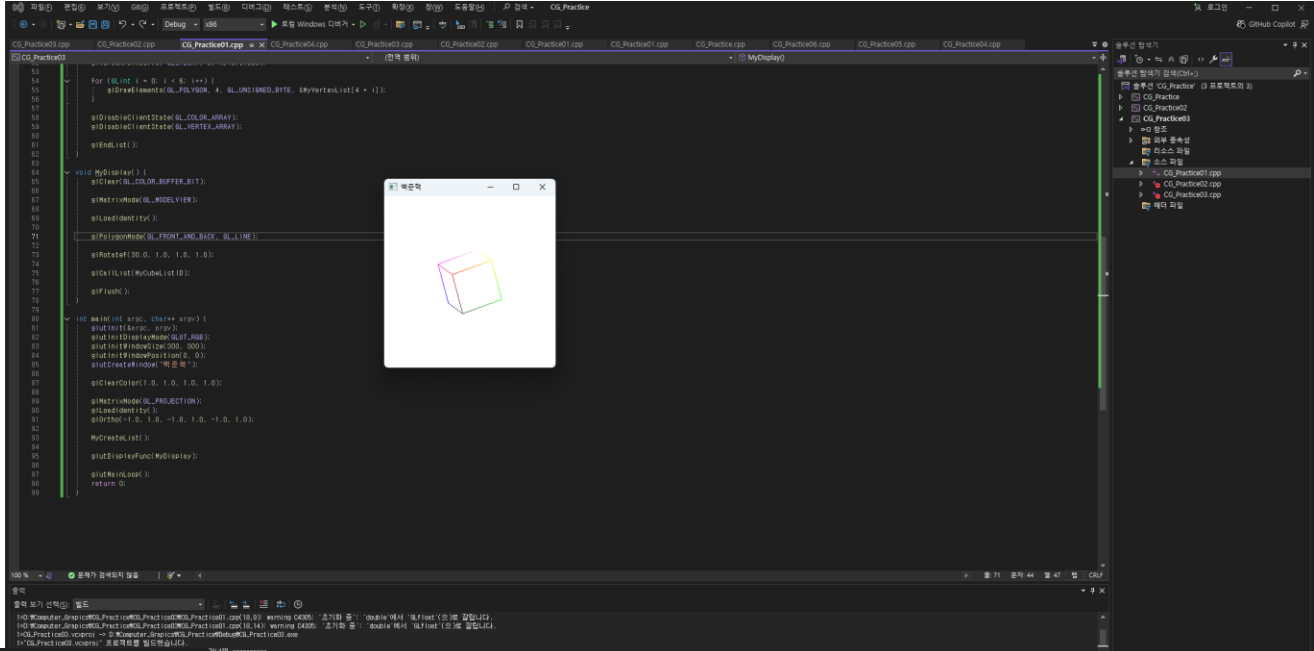
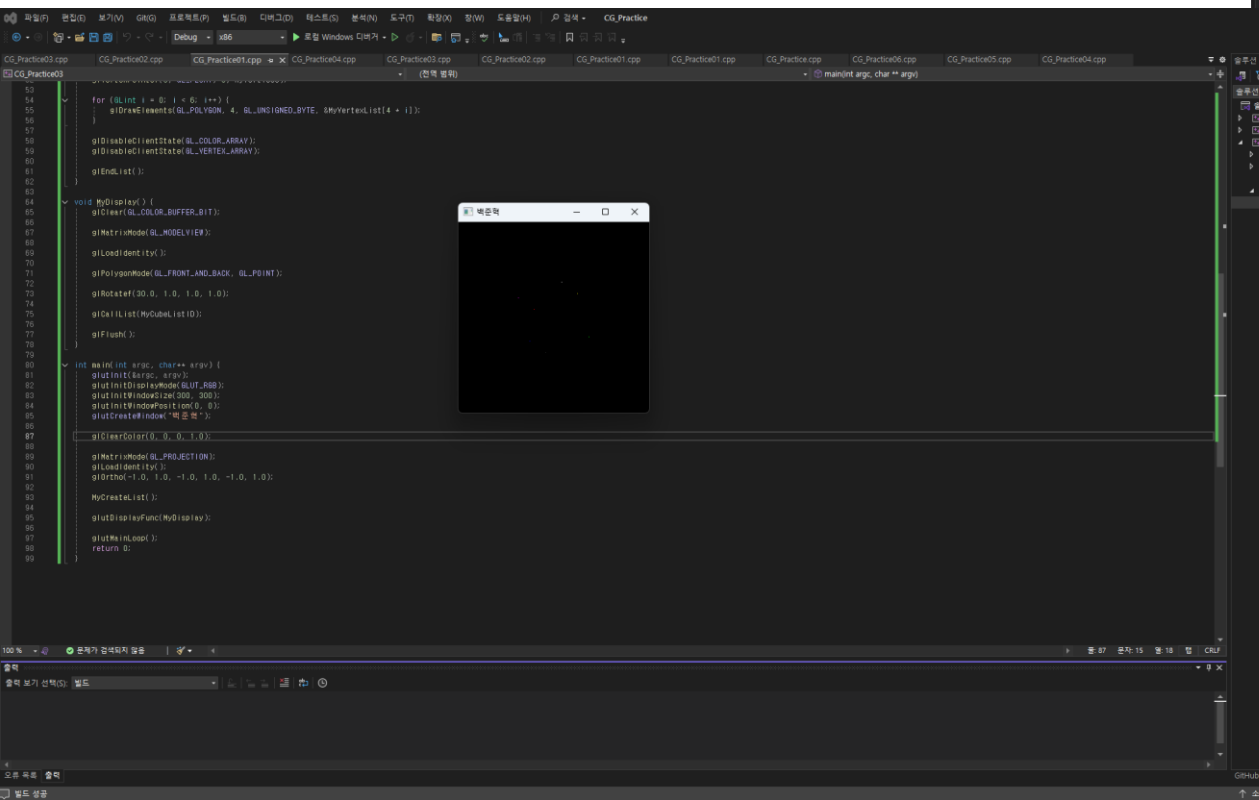
CG_Practice06.cpp
CG_Practice05.cpp
CG_Practice04.cpp
CG_Practice03
(전역 범위)
MyDisplay()
};
GLuint MyCubeListID;
void MyCreateList() {
MyCubeListID = glGenLists(1);
glNewList(MyCubeListID, GL_COMPILE);
glClear(GL_COLOR_BUFFER_BIT);
glFrontFace(GL_CCW);
glEnable(GL_CULL_FACE);
glEnableClientState(GL_COLOR_ARRAY);
glEnableClientState(GL_VERTEX_ARRAY);
glColorPointer(3, GL_FLOAT, 0, MyColors);
glVertexPointer(3, GL_FLOAT, 0, MyVertices);
for (GLint i = 0; i < 6; i++) {
glDrawElements(GL_POLYGON, 4, GL_UNSIGNED_BYTE, &MyVertexList[4 * i]);
}
glDisableClientState(GL_COLOR_ARRAY);
glDisableClientState(GL_VERTEX_ARRAY);
glEndList();
}
void MyDisplay() {
glClear(GL_COLOR_BUFFER_BIT);
glMatrixMode(GL_MODELVIEW);
glShadeModel(GL_SMOOTH);
glLoadIdentity();
glRotatef(30.0, 1.0, 1.0, 1.0);
glCallList(MyCubeListID);
glFlush();
}
int main(int argc, char** argv) {
glutInit(&argc, argv);
glutInitDisplayMode(GLUT_RGB);
glutInitWindowSize(300, 300);
glutInitWindowPosition(0, 0);
glutCreateWindow("백준혁");
glClearColor(1.0, 1.0, 1.0, 1.0);
glMatrixMode(GL_PROJECTION);
glLoadIdentity();
glOrtho(-1.0, 1.0, -1.0, 1.0, -1.0, 1.0);
백준혁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MyDisplay()
};
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void MyCreateList() {
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glClear(GL_COLOR_BUFFER_BIT);
glFrontFace(GL_CCW);
glEnable(GL_CULL_FACE);
glEnableClientState(GL_COLOR_ARRAY);
glEnableClientState(GL_VERTEX_ARRAY);
glColorPointer(3, GL_FLOAT, 0, MyColors);
glVertexPointer(3, GL_FLOAT, 0, MyVertices);
for (GLint i = 0; i < 6; i++) {
glDrawElements(GL_POLYGON, 4, GL_UNSIGNED_BYTE, &MyVertexList[4 * i]);
}
glDisableClientState(GL_COLOR_ARRAY);
glDisableClientState(GL_VERTEX_ARRAY);
glEndList();
}
void MyDisplay() {
glClear(GL_COLOR_BUFFER_BIT);
glMatrixMode(GL_MODELVIEW);
glShadeModel(GL_FLAT);
glLoadIdentity();
glRotatef(30.0, 1.0, 1.0, 1.0);
glCallList(MyCubeListID);
glFlush();
}
int main(int argc, char** argv) {
glutInit(&argc, argv);
glutInitDisplayMode(GLUT_RGB);
glutInitWindowSize(300, 300);
glutInitWindowPosition(0, 0);
glutCreateWindow("백준혁");
glClearColor(1.0, 1.0, 1.0, 1.0);
glMatrixMode(GL_PROJECTION);
glLoadIdentity();
glOrtho(-1.0, 1.0, -1.0, 1.0, -1.0, 1.0);
백준혁