Criando uma Janela

Instanlando o OpenTK

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| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  namespace YourNamespaceHere {  internal class Game {    }  } |

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| --- |
| using OpenTK.Graphics.OpenGL4;  using OpenTK.Windowing.Common;  using OpenTK.Windowing.Desktop;  using OpenTK.Windowing.GraphicsLibraryFramework;  namespace YourNamespaceHere {  internal class Game : GameWindow {    }  } |

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| using OpenTK.Windowing.Desktop; |

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| internal class Game : GameWindow |

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| using OpenTK.Windowing.Desktop;  namespace YourNamespaceHere {  internal class Game : GameWindow {  static void Main(string[] args) {    }  }  } |

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| public Game(int width, int height, string title)  : base(GameWindowSettings.Default, new NativeWindowSettings() {  Size = (width, height),  Title = title  }) {  CenterWindow();  } |

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| static void Main(string[] args) {  new Game(1024, 768, “Game”).Run();  } |

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| using OpenTK.Windowing.Desktop;  namespace YourNamespaceHere {  internal class Game : GameWindow {  public Game(int width, int height, string title)  : base(GameWindowSettings.Default, new NativeWindowSettings() {  Size = (width, height),  Title = title  }) {  CenterWindow();  }  static void Main(string[] args) {  new Game(1024, 768, “Game”).Run();  }  }  } |

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| --- |
| using OpenTK.Graphics.OpenGL4;  using OpenTK.Windowing.Common; |

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| protected override void OnFramebufferResize(FramebufferResizeEventArgs e) {  base.OnFramebufferResize(e);  GL.Viewport(0, 0, e.Width, e.Height);  } |

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| --- |
| using OpenTK.Graphics.OpenGL4;  using OpenTK.Windowing.Common;  using OpenTK.Windowing.Desktop;  namespace YourNamespaceHere {  internal class Game : GameWindow {  public Game(int width, int height, string title)  : base(GameWindowSettings.Default, new NativeWindowSettings() {  Size = (width, height),  Title = title  }) {  CenterWindow();  }  protected override void OnFramebufferResize(FramebufferResizeEventArgs e) {  base.OnFramebufferResize(e);  GL.Viewport(0, 0, e.Width, e.Height);  }  static void Main(string[] args) {  new Game(800, 600, “Game”).Run();  }  }  } |

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| --- |
| using OpenTK.Windowing.GraphicsLibraryFramework; |

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| protected override void OnUpdateFrame(FrameEventArgs args) {  base.OnUpdateFrame(args);  if(KeyboardState.IsKeyDown(Keys.Escape)) {  Close();  }  } |

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| protected override void OnLoad() {  base.OnLoad();  GL.ClearColor(0.2f, 0.3f, 0.3f, 1.0f);  } |

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| protected override void OnRenderFrame(FrameEventArgs args) {  base.OnRenderFrame(args);  GL.Clear(ClearBufferMask.ColorBufferBit);  SwapBuffers();  } |