oject Build Debug Fortran wxSmith Tools Tools+ Plugins DoxyBlocks Settings Help ▶ \= \\$: \\$: \\$: \\$: \\$: \\$: \\$: \\$ : 🖨 🕨 🗞 🚱 🛛 Debug [ 😂 🦊 | /\*\* \*< | 😠 🦹 | 🦠 v 🚨 🐴 🛙 🖾 main.cpp X "C:\Users\PAVANI\OneDrive\Desktop\Graphics and animations\startopengl\bin\Debug\startopengl.exe" LI 8 9 ─void display() { 10 glClear(GL\_COLOR\_BUFFER\_BIT); 11 12 glBegin (GL TRIANGLES); 13 glColor3f(0.0, 0.0, 1.0); Model Transform glVertex2f(-0.3, -0.2); 14 15 glVertex2f( 0.3, -0.2); 16 glVertex2f( 0.0, 0.3); 17 glEnd(); 18 19 glTranslatef(0.2, -0.3, 0.0); 20 glScalef(2.0, 2.0, 2.0); 21 glBegin (GL\_TRIANGLES); 22 glColor3f(1.0, 0.0, 0.0); 23 glVertex2f(-0.3, -0.2); 24 glColor3f(0.0, 1.0, 0.0); 25 glVertex2f( 0.3, -0.2); 26 glColor3f(0.0, 0.0, 1.0); 27 glVertex2f( 0.0, 0.3); 28 glEnd(); 29 30 glFlush(); 31 32 33 34 int main(int argc, char\*\* argv) { 35 glutInit(&argc, argv); 36 glutInitWindowSize(640, 480); 37 glutInitWindowPosition(50, 50); 38 glutCreateWindow("Model Transform"); 39 glutDisplayFunc(display); 40 41 initGL(); 42 glutMainLoop(); 43 return 0: 44 45 < C/C++ WINDOWS-1252 Windows (CR+LF) Line 45, Col 1, Pos 908 Insert Read/Write Ħ 🌁 32°C 🔨 🙆 🦟 🧠 📳 🗀 🛭 0 search