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#include <stdio.h> #include <stdlib.h> #include <GL/gl.h> #include
<GLFW/glfw3.h> #include <math.h>

#include "type.h"

static void die(const char *text) { fputs(text, stdout); exit(1); }

GLFWwindow *window; TypeFont font; int window_width, window_height; float
time;

int main() { if (!glfwInit()) die("Cannot initialize GLFW"); glfwWin-
dowHint(GLFW_CONTEXT_VERSION_MAJOR, 2); glfwWindowHint(GLFW_CONTEXT_VERSION_MI-
0);

window = glfwCreateWindow(800, 600, "Text", NULL, NULL);

if (!window) die("Cannot create window");

glfwMakeContextCurrent(window);
glfwSwapInterval(1);

glEnable(GL_BLEND);
glBlendFunc(GL_SRC_ALPHA, GL_ONE_MINUS_SRC_ALPHA);
glEnable(GL_TEXTURE_2D);

font = type_load_font("Ubuntu.ttf", 40);

for (time=0; !glfwWindowShouldClose(window); time+=0.05) {
    glfwGetFramebufferSize(window, &window_width, &window_height);
    glViewport(0, 0, window_width, window_height);

    glLoadIdentity();
    glOrtho(0, window_width, window_height, 0, -10000, 10000);

    glClearColor(0, 0, 0, 1);
    glClear(GL_COLOR_BUFFER_BIT);

    glPushMatrix();
        glColor3f(1, 1, 1);
        glTranslatef(window_width/2, window_height/2, 0);
        glRotatef(time*100, 1, 1, 1);
        glScalef(10*sin(time/5), 10*sin(time/5), 1);
        glTranslatef(100*cos(time/3), 100*sin(time/7), 1);
        type_draw_text(font, "SEX");
    glPopMatrix();
    glPushMatrix();
        glColor3f(0, 1, 1);
        glTranslatef(window_width/3, window_height/2+10, 0);

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        glRotatef(time*41, 1, 1, 1);
        glScalef(12*sin(time/3), 9*sin(time/11), 1);
        glTranslatef(80*cos(time/11), 100*sin(time/17), 0);
        type_draw_text(font, "PV");
    glPopMatrix();
    glPushMatrix();
    glColor3f(1, 0.8, 1);
        glTranslatef(window_width/5, window_height/2, 0);
        glRotatef(time*31, 1, 1, 1);
        glScalef(5*sin(time/3), 9*sin(time/11), 1);
        glTranslatef(56*cos(time/8), 100*sin(time/17), 0);
        type_draw_text(font, "Yo čau biA");
    glPopMatrix();

    glfwSwapBuffers(window);
    glfwPollEvents();
}

glfwDestroyWindow(window);
glfwTerminate();
}

```