

Notes on OpenGL Learning

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1 Lesson01 Setting Up An OpenGL Window

1. OpenGL uses some new symbol to represent commonly used ones, for example, `GLvoid` for `void`, `GLsizei` for `int`, `GLfloat` for `float`.
2. `glViewport` is used to reset the current viewport.
3. `glMatrixMode` is used to select matrices which may later be modified.
4. `glLoadIdentity` is used to reset matrix.
5. `gluPerspective` is used to calculate the aspect ratio of the window.
6. `glShadeModel` is used to set shade model, the parameter could be `GL_SMOOTH`, which indicates smooth shading.
7. `glClearColor` is used to set background color.
8. `glClearDepth` is used to clear depth buffer.
9. `glEnable` is used to enable some functions in OpenGL.
10. `glDepthFunc` is used to designate specific depth test function.

2 Outline Fonts

It uses `GLYPHMETRICSFLOAT` to store information about fonts.
It generates 256 display lists to

References