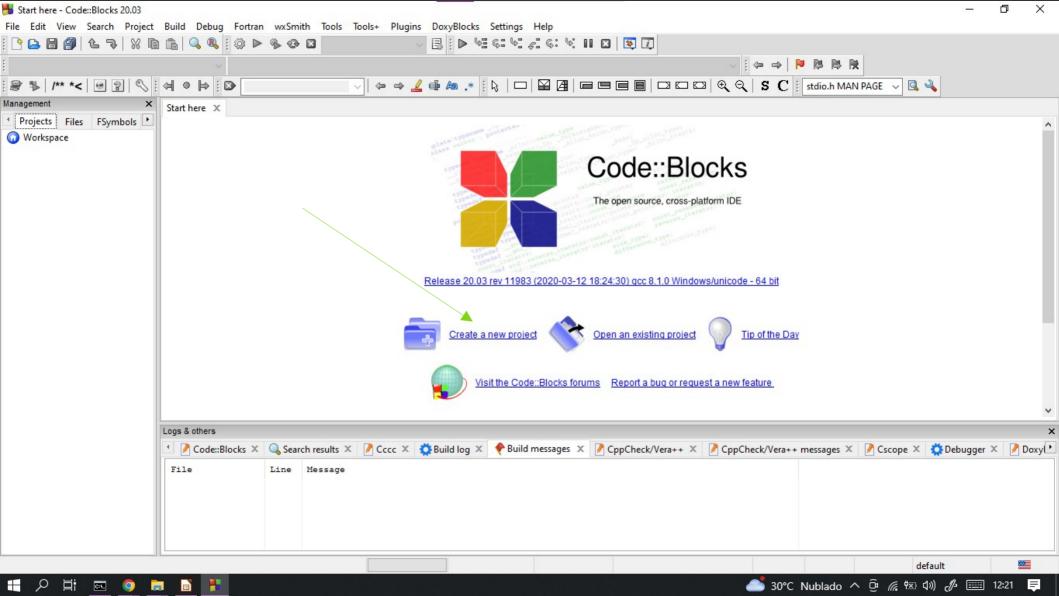
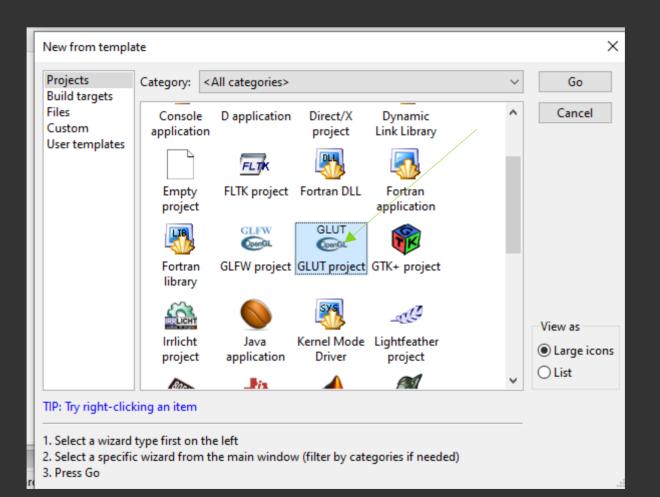
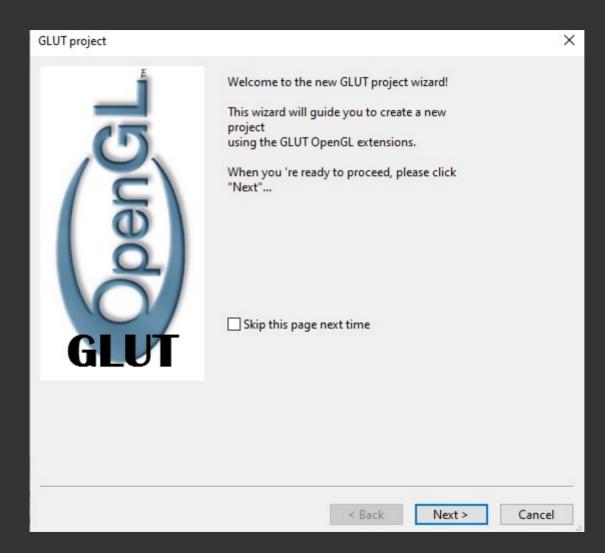
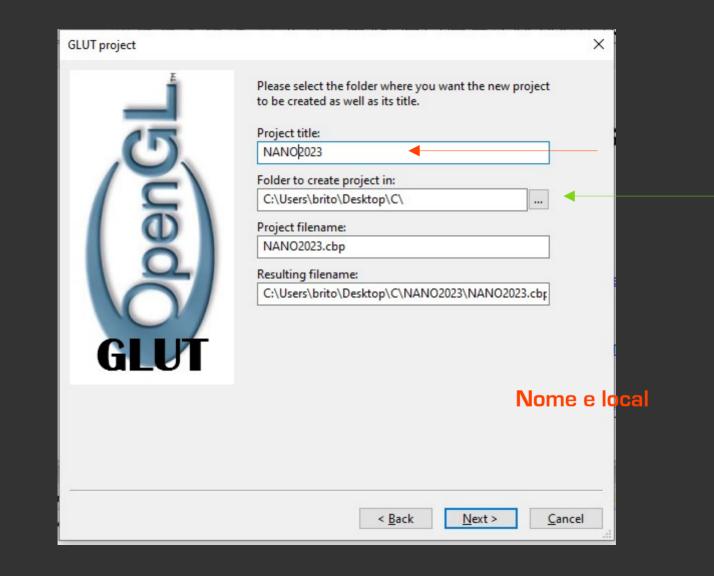
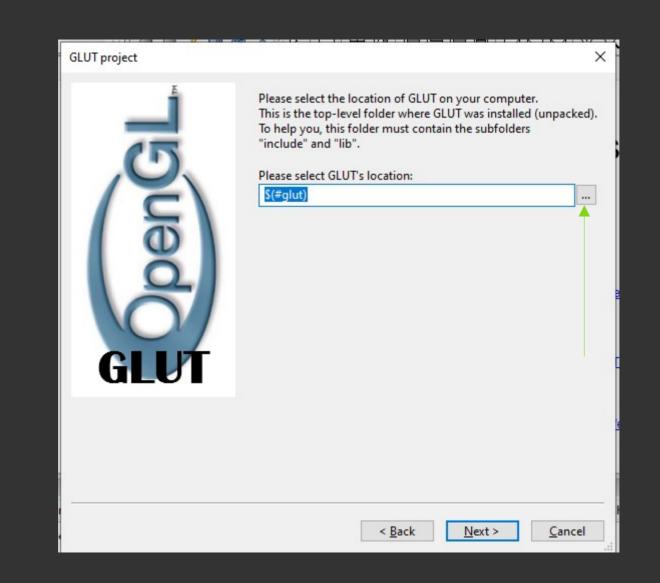
OPENGL NANO 2023

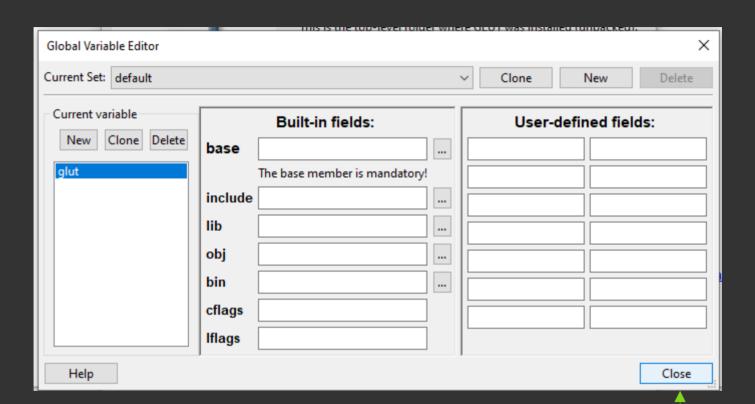


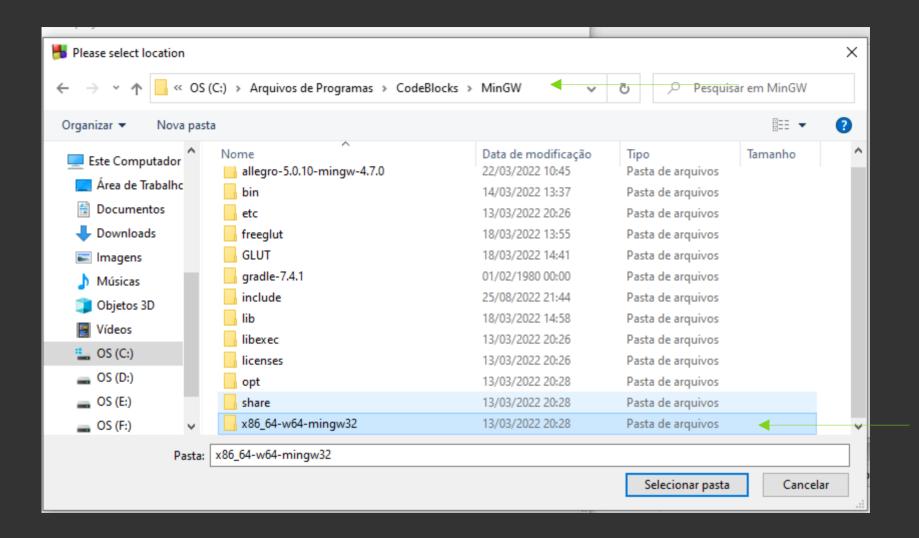
















Please select the location of GLUT on your computer.

This is the top-level folder where GLUT was installed (unpacked).

To help you, this folder must contain the subfolders

"include" and "lib".

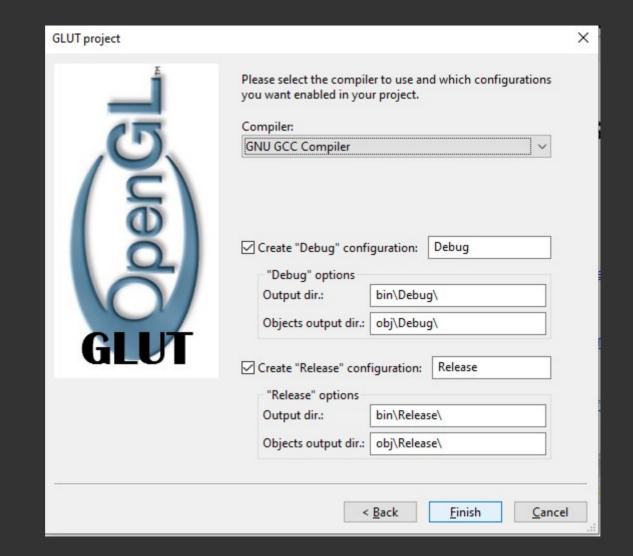
Please select GLUT's location:

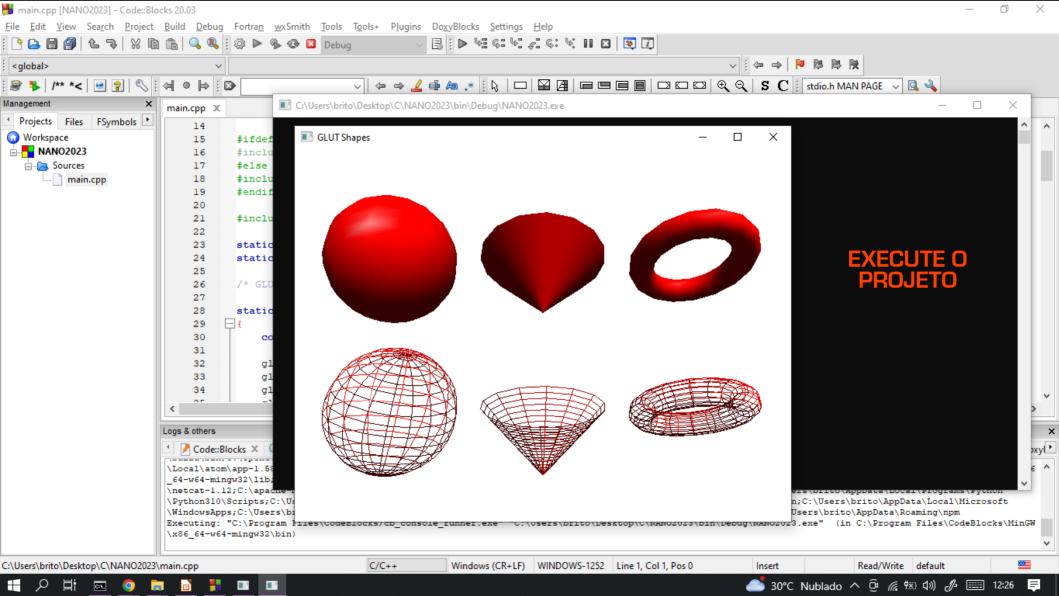
C:\Program Files\CodeBlocks\MinGW\x86_64-w64-mingw

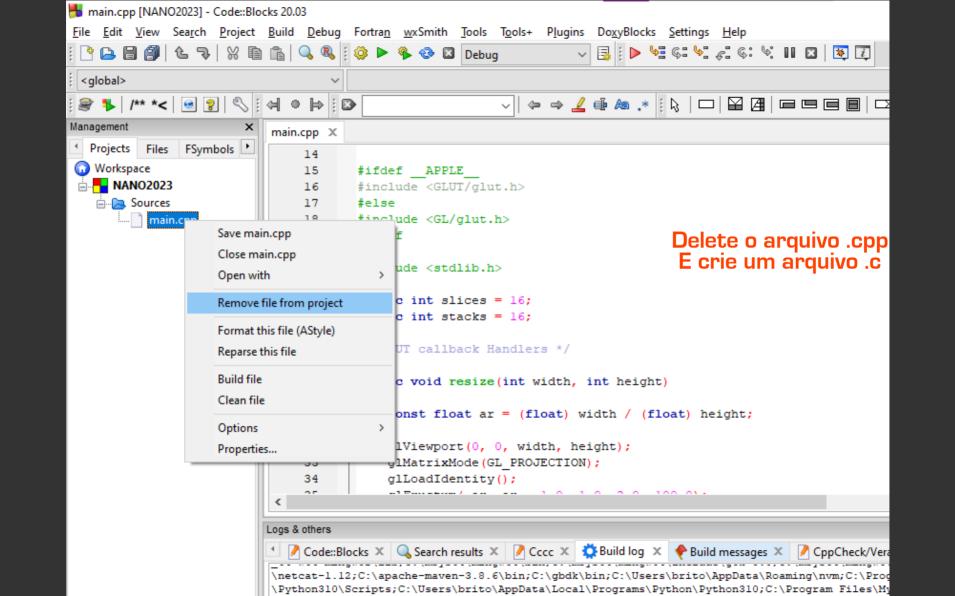
< Back

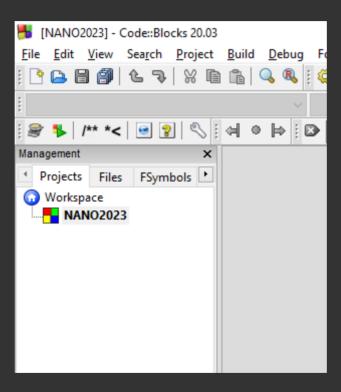
Next >

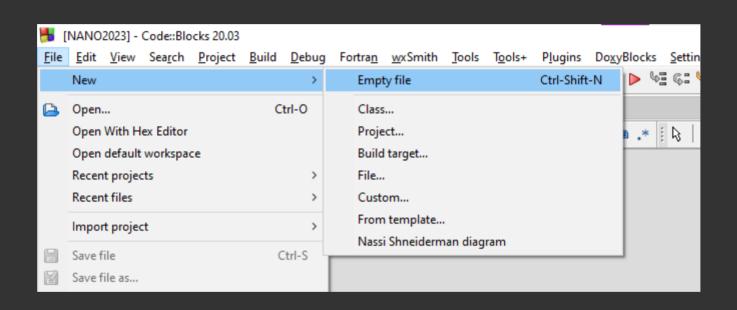
Cancel



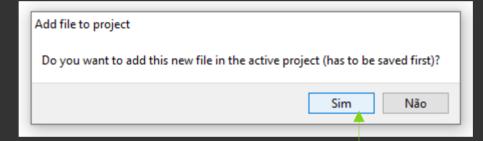


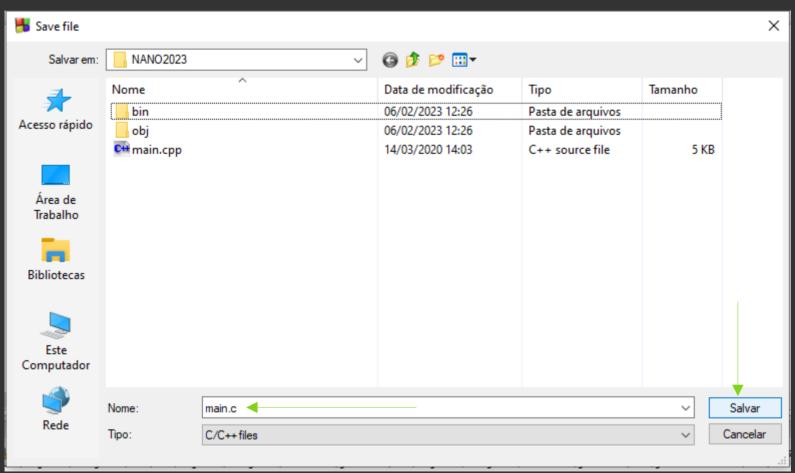




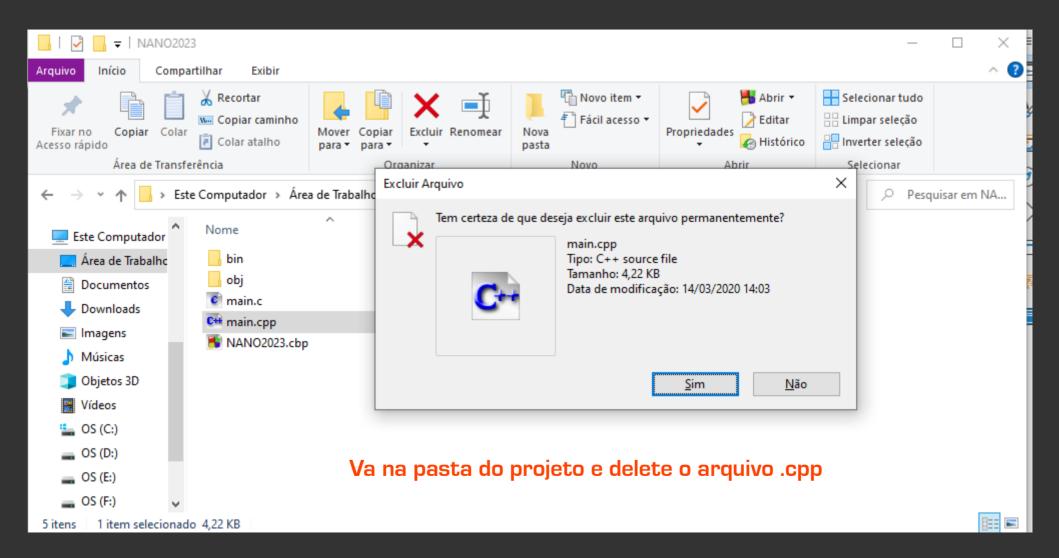


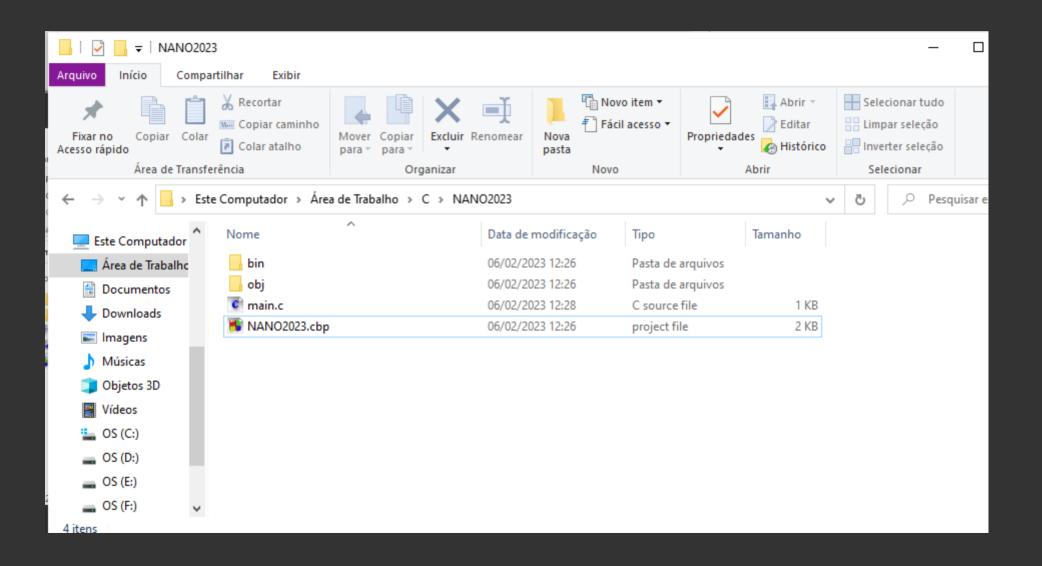
Crie o arquivo main.c

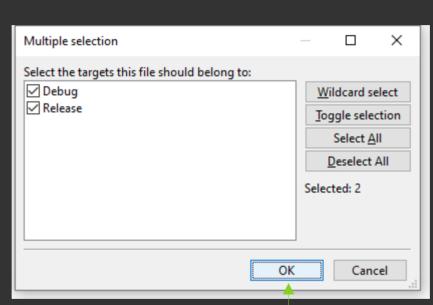


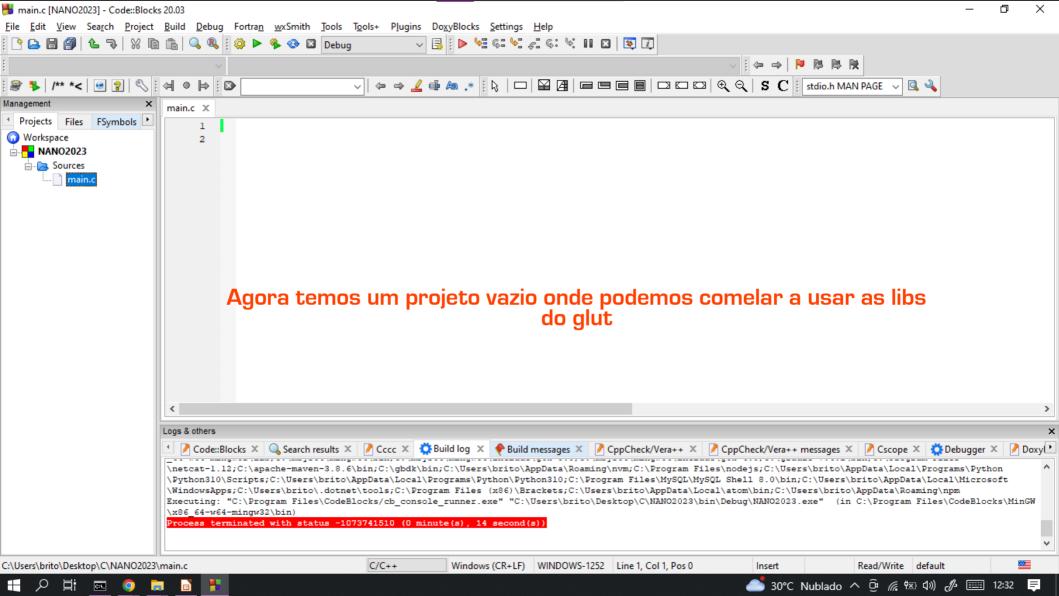


Coloque o nome de main.c e salve

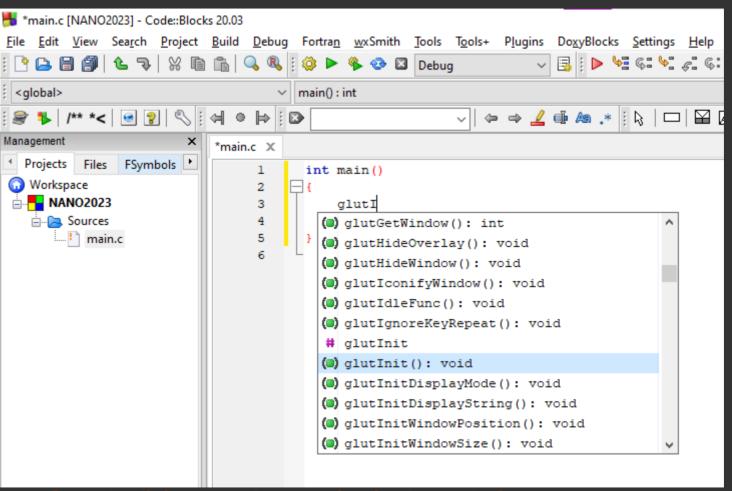






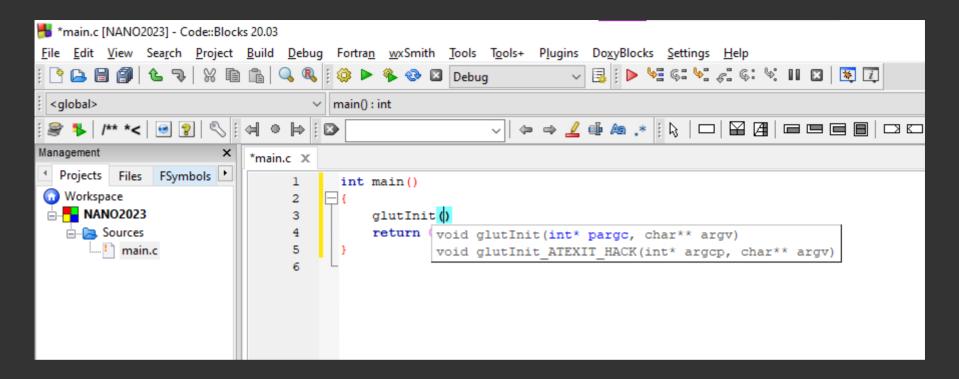




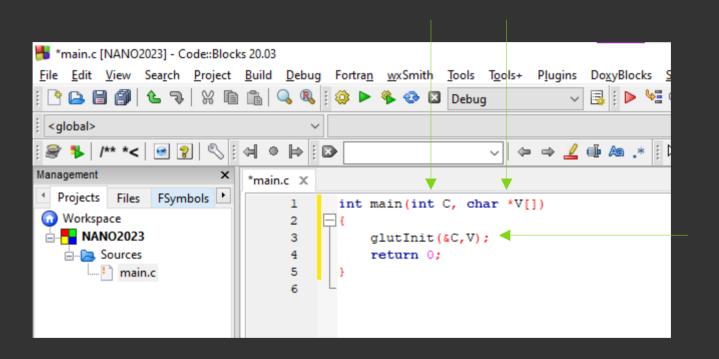


Quando digitamos glut + primeira letra da função as opções aparecem

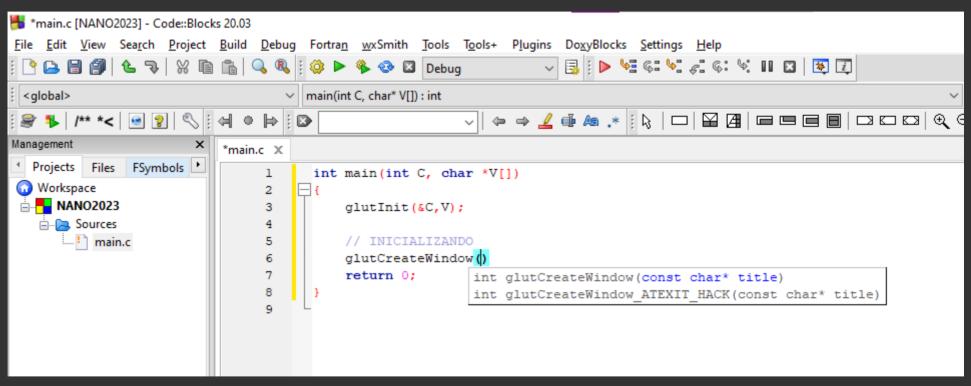
Todas os nomes das funções começam com glut



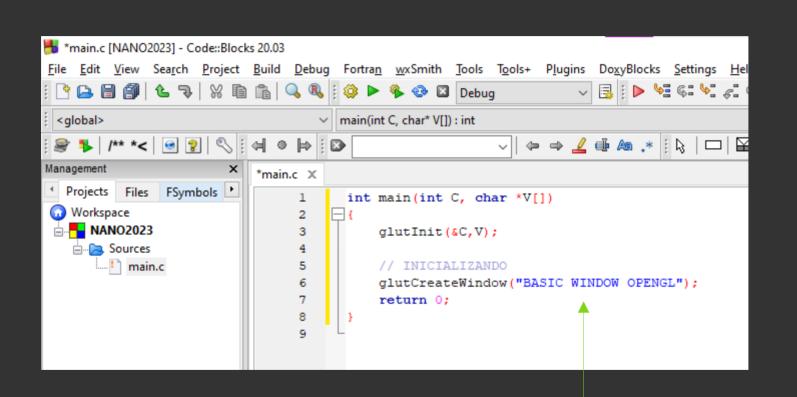
Deixando o ponteiro dentro dos parentesis da função aparecem os parametros que devemos passar para a função funcionar e seu tipo de retorno Nesse caso temos que passar um ponteiro pra int, e um ponteiro pra ponteiro pra char

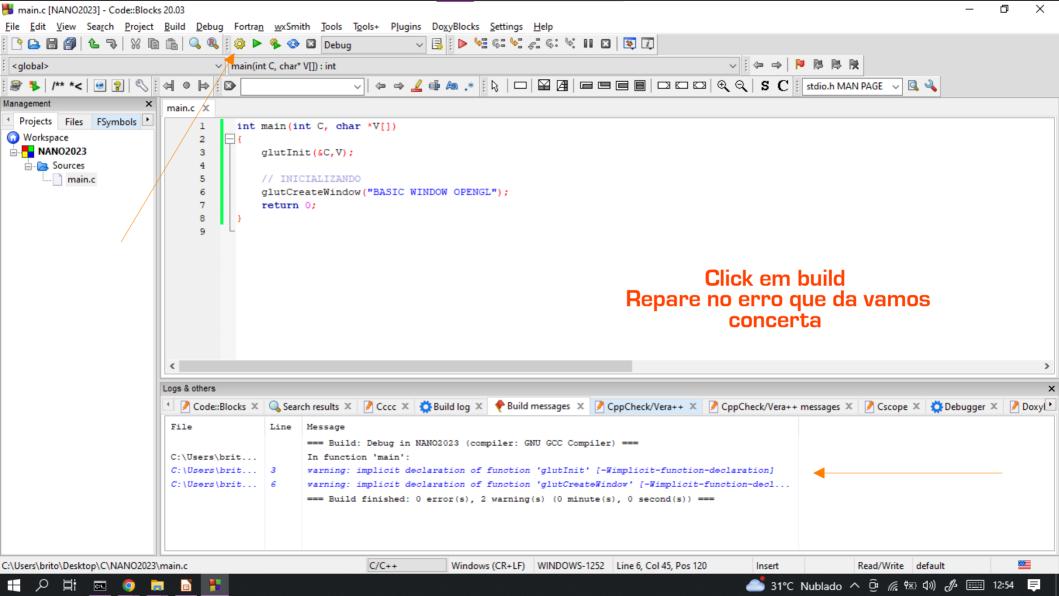


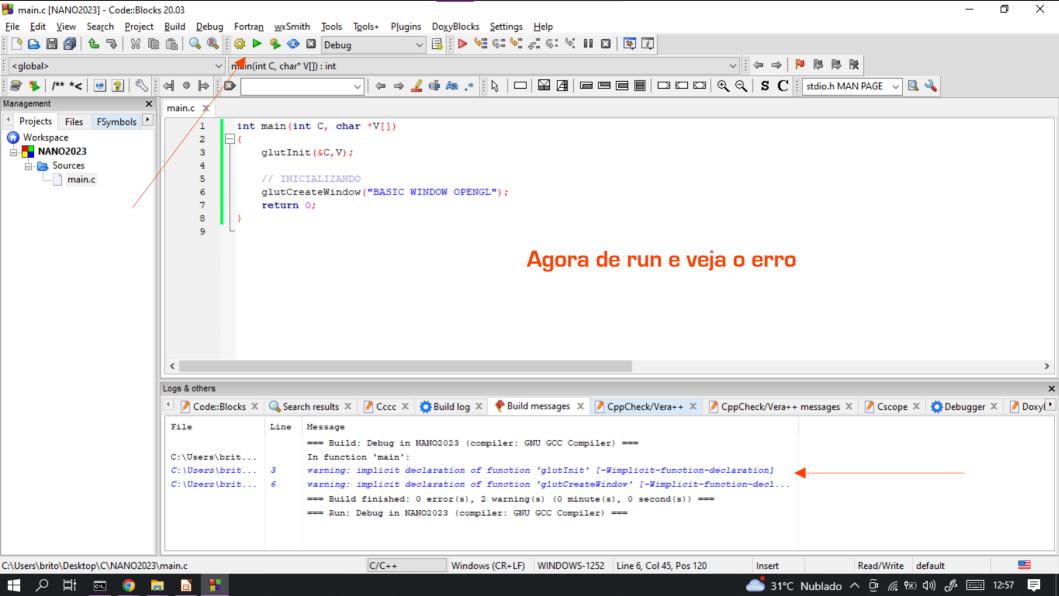
Passamos os parametros necessarios a função

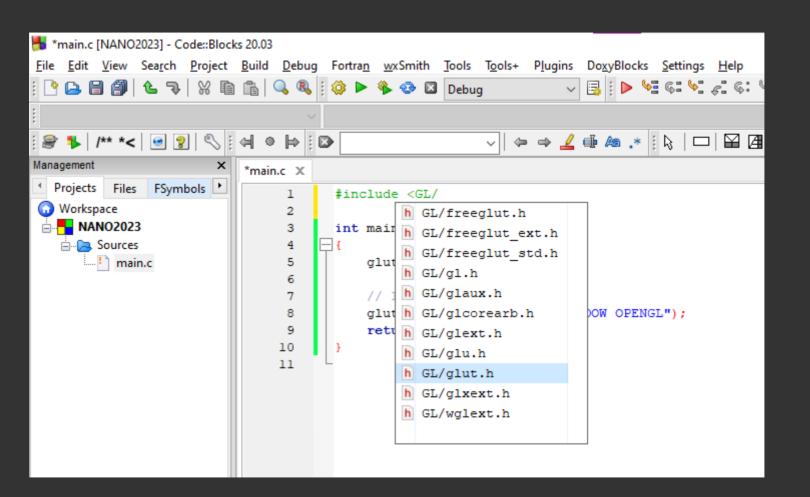


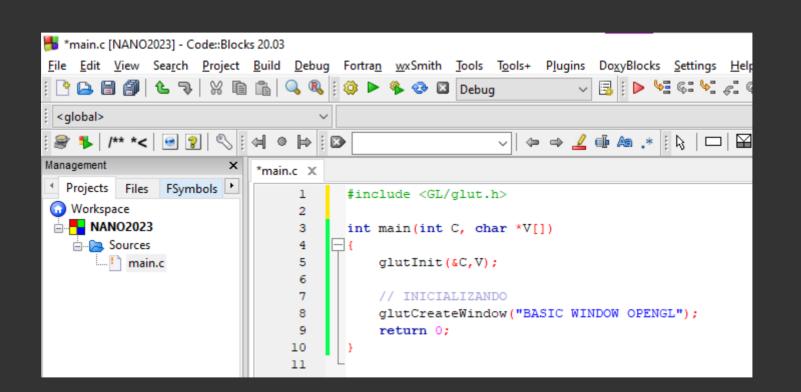
Olhando os parametros que devem ser passados a função temos Um const char* title que retorna um int Nesse caso um endereço de memoria de algum texto que vamos escrever

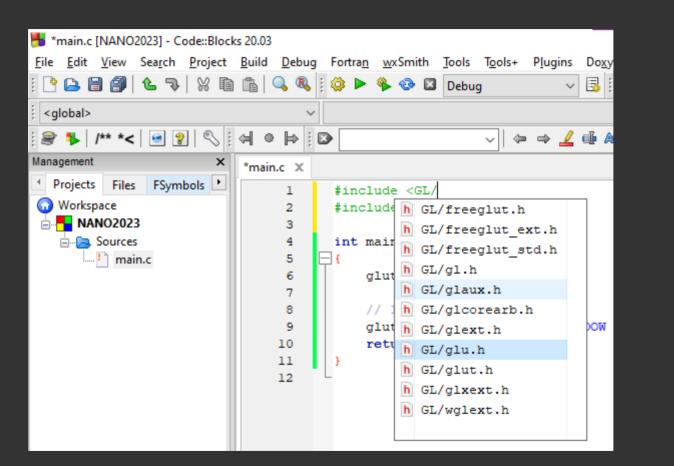


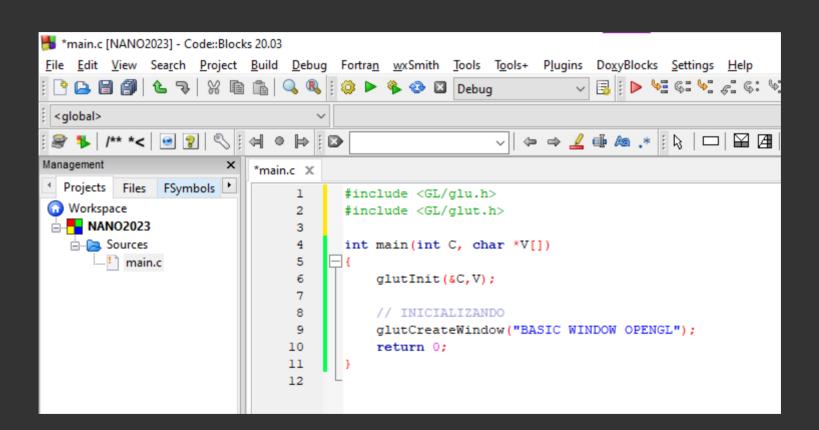


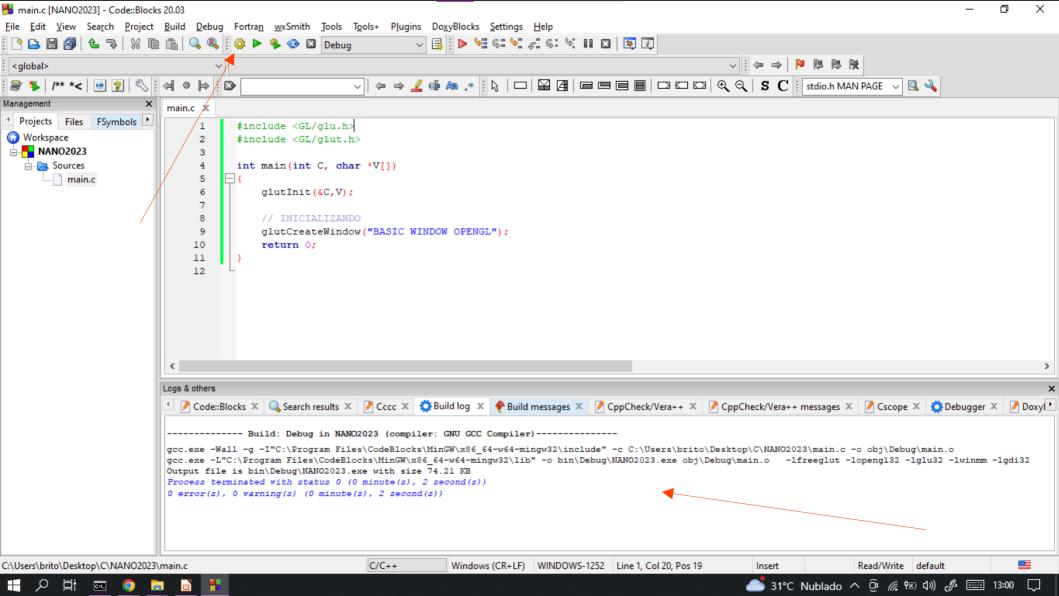


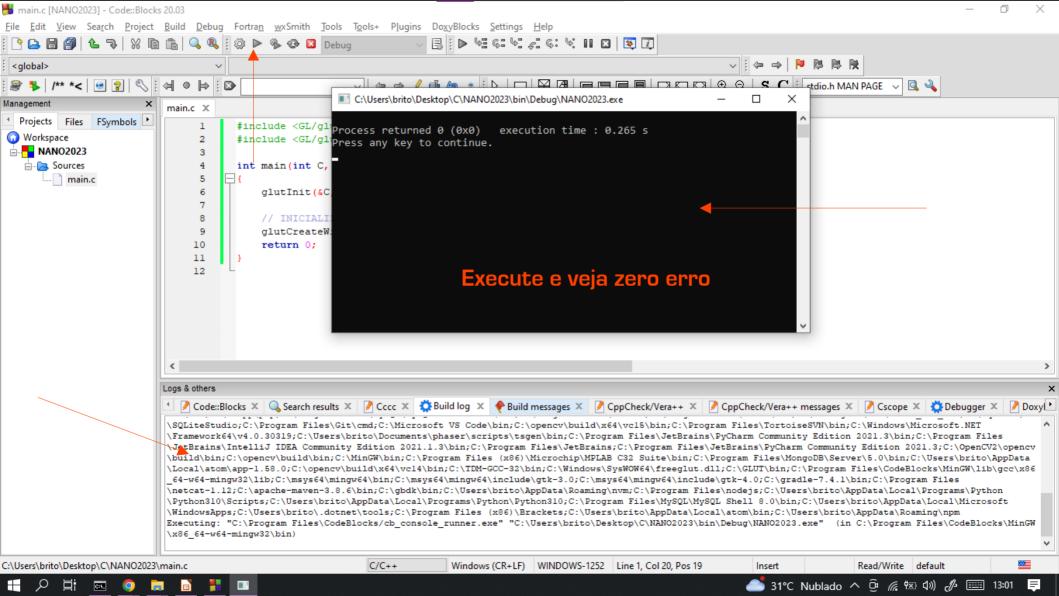


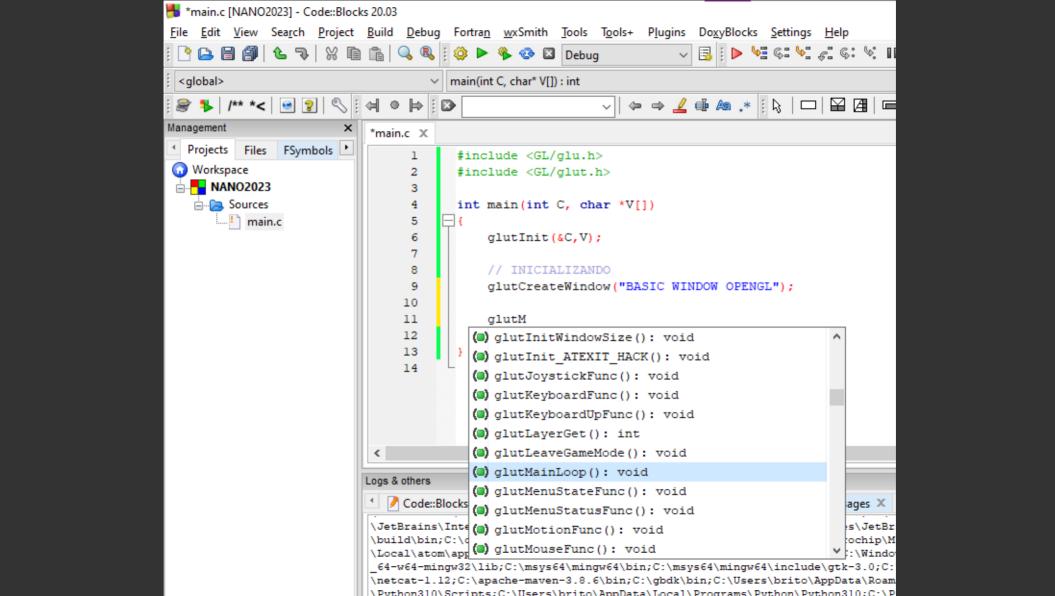


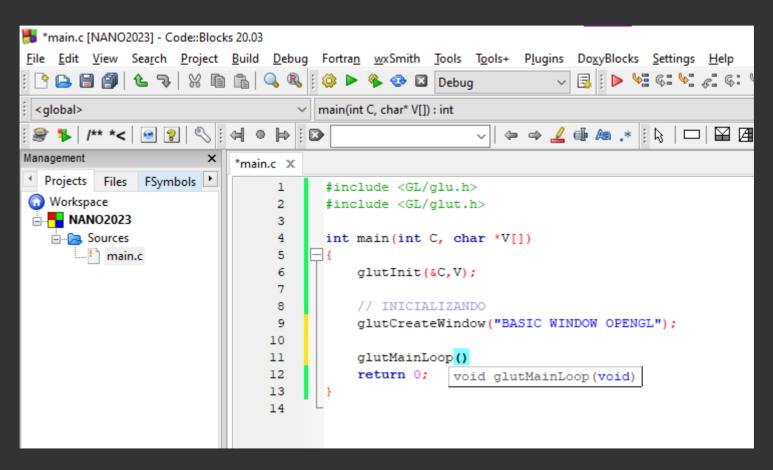




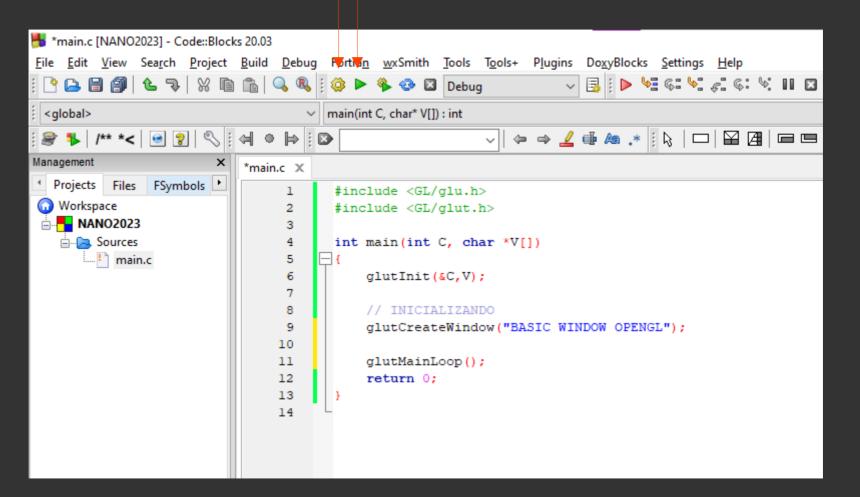




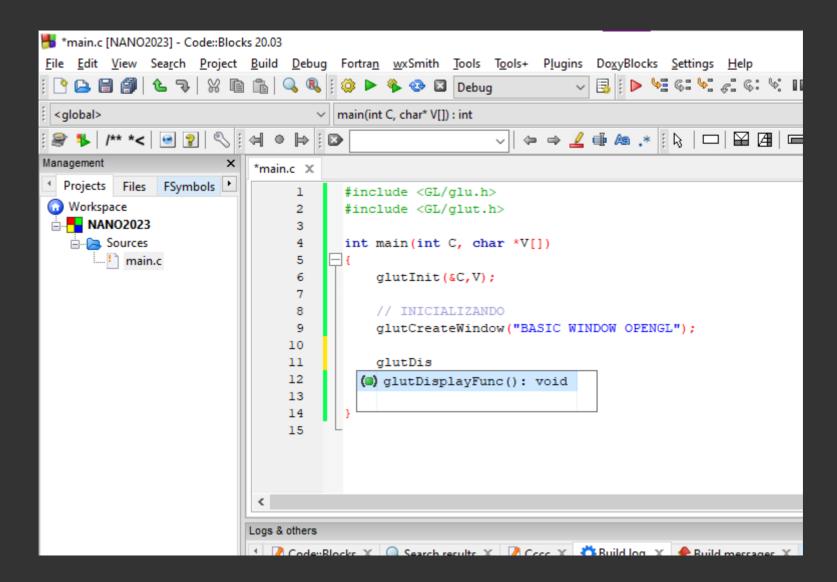


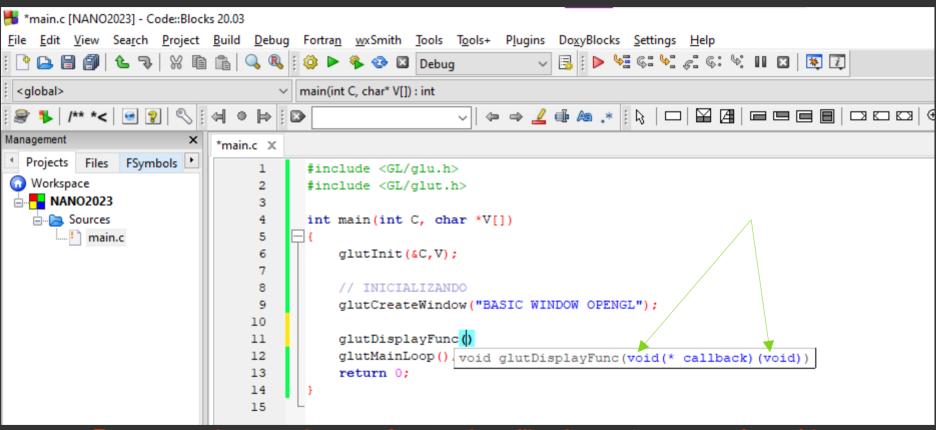


Função que não retorna nada e recebe nada

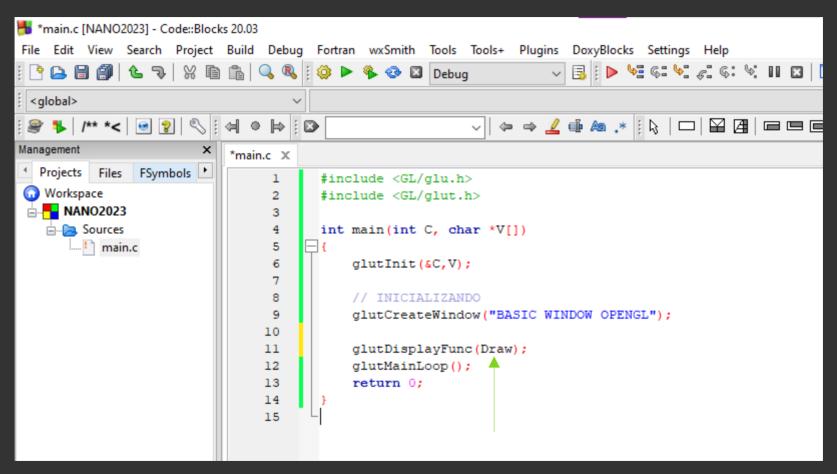


C:\Users\brito\Desktop\C\NANO2023\bin\Debug\NANO2023.exe freeglut (C:\Users\brito\Desktop\C\NANO2023\bin\Debug\NANO2023.exe): ERROR: No display callback registered for window 1 ^ Process returned 1 (0x1) execution time : 0.283 s Press any key to continue. Vamos resolver REGISTRANDO UMA CALLBACK





Retorna nada e recebe uma função de callback que é um ponteiro void Poteiros voids assumem qualquer tipo primitivo Note que toda essa função é apenas um parametro



Como ela recebe uma função vamos escrever uma função pra ele nesse caso a Draw(){}

