My Project

Generated by Doxygen 1.8.11

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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File Index

3.1 File List

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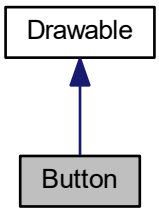
Chapter 4

Class Documentation

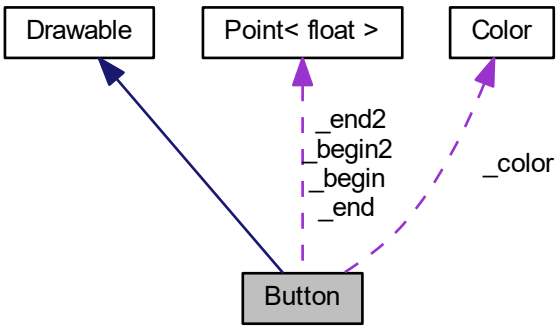
4.1 Button Class Reference

`#include <drawtools.h>`

Inheritance diagram for Button:



Collaboration diagram for Button:



Public Member Functions

- Button (string text, int mode, Color color, PointF begin, PointF end, PointF begin2, PointF end2)
- void draw () const override
- void print () const override
- void Update ()

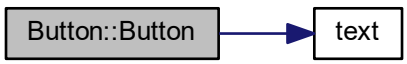
Public Attributes

- Color _color
- PointF _begin
- PointF _end
- PointF _end2
- PointF _begin2
- int _mode
- string _text

4.1.1 Constructor & Destructor Documentation

4.1.1.1 Button::Button (string *text,* int *mode,* Color *color,* PointF *begin,* PointF *end,* PointF *begin2,* PointF *end2*)

Here is the call graph for this function:



4.1.2 Member Function Documentation

4.1.2.1 void Button::draw ( ) const [override], [virtual]

Implements Drawable.

4.1.2.2 void Button::print ( ) const [override], [virtual]

Implements Drawable.

4.1.2.3 void Button::Update ( )

4.1.3 Member Data Documentation

4.1.3.1 PointF Button::_begin

4.1.3.2 PointF Button::_begin2

4.1.3.3 Color Button::_color

4.1.3.4 PointF Button::_end

4.1.3.5 PointF Button::_end2

4.1.3.6 int Button::_mode

4.1.3.7 string Button::_text

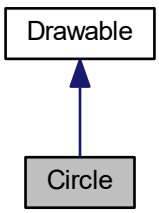
The documentation for this class was generated from the following files:

- OpenGLSkeleton/drawtools.h
- OpenGLSkeleton/drawtools.cpp

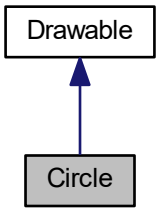
4.2 Circle Class Reference

```
#include <drawtools.h>
```

Inheritance diagram for Circle:



Collaboration diagram for Circle:



Public Member Functions

- Circle (const PointF &position, const Color &color, float radius, int segments)
- void draw () const override
- void print () const override

4.2.1 Constructor & Destructor Documentation

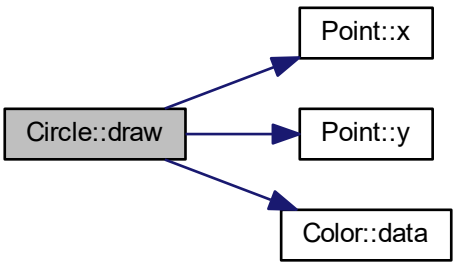
4.2.1.1 Circle::Circle (const PointF & *position,* const Color & *color,* float *radius,* int *segments*)

4.2.2 Member Function Documentation

4.2.2.1 void Circle::draw ( ) const [override], [virtual]

Implements Drawable.

Here is the call graph for this function:



4.2.2.2 void Circle::print ( ) const [override], [virtual]

Implements Drawable.

The documentation for this class was generated from the following files:

- OpenGLSkeleton/drawtools.h
- OpenGLSkeleton/drawtools.cpp

4.3 Color Struct Reference

```
#include <drawtools.h>
```

Public Member Functions

- Color ()=default
- Color (float red, float green, float blue)
- float & r ()
- const float & r () const
- float & g ()
- const float & g () const
- float & b ()
- const float & b () const
- float & operator[ ] (int i)
- const float & operator[ ] (int i) const
- float * data ()
- const float * data () const

4.3.1 Constructor & Destructor Documentation

4.3.1.1 Color::Color ( ) [default]

4.3.1.2 Color::Color (float *red*, float *green*, float *blue*) [inline]

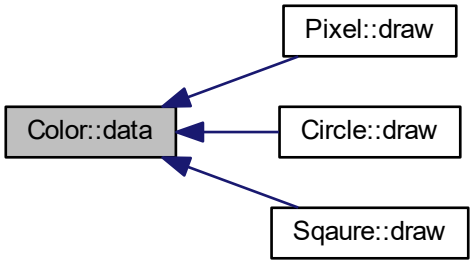
4.3.2 Member Function Documentation

4.3.2.1 float& Color::b ( ) [inline]

4.3.2.2 const float& Color::b ( ) const [inline]

4.3.2.3 float* Color::data ( ) [inline]

Here is the caller graph for this function:



4.3.2.4 const float* Color::data ( ) const [inline]

4.3.2.5 float& Color::g ( ) [inline]

4.3.2.6 const float& Color::g ( ) const [inline]

4.3.2.7 float& Color::operator[ ] (int *i*) [inline]

4.3.2.8 const float& Color::operator[ ] (int *i*) const [inline]

4.3.2.9 float& Color::r ( ) [inline]

4.3.2.10 const float& Color::r ( ) const [inline]

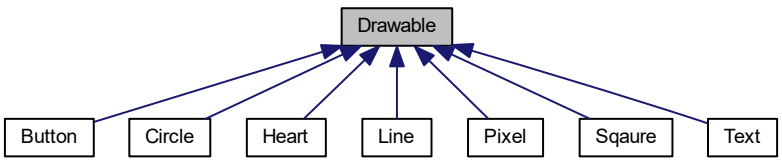
The documentation for this struct was generated from the following file:

- OpenGLSkeleton/drawtools.h

4.4 Drawable Class Reference

`#include <drawlist.h>`

Inheritance diagram for Drawable:



Public Member Functions

- Drawable ()=default
- Drawable (const std::string &name)
- virtual ~Drawable ()=default
- virtual void draw () const =0
- virtual void print () const =0
- const std::string & name () const

4.4.1 Constructor & Destructor Documentation

4.4.1.1 Drawable::Drawable ( ) [default]

4.4.1.2 Drawable::Drawable (const std::string & *name*)

4.4.1.3 virtual Drawable::~Drawable ( ) [virtual], [default]

4.4.2 Member Function Documentation

4.4.2.1 virtual void Drawable::draw ( ) const [pure virtual]

Implemented in Button, Heart, Text, Sqaure, Circle, Line, and Pixel.

4.4.2.2 const std::string & Drawable::name ( ) const

4.4.2.3 virtual void Drawable::print ( ) const [pure virtual]

Implemented in Button, Heart, Text, Sqaure, Circle, Line, and Pixel.

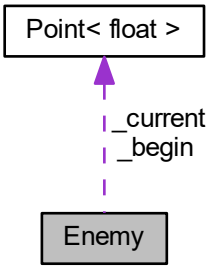
The documentation for this class was generated from the following files:

- OpenGLSkeleton/drawlist.h
- OpenGLSkeleton/drawlist.cpp

4.5 Enemy Class Reference

`#include <Enemy.h>`

Collaboration diagram for Enemy:



Public Member Functions

- Enemy (const PointF &begin, PointF current, float speed, int health)
- void Health (int i)
- virtual PointF Move (int i, int j)
- int Update (PointF current)
- PointF Value ()

Public Attributes

- PointF _begin
- PointF _current
- int _health
- int _id
- float _speed

4.5.1 Constructor & Destructor Documentation

4.5.1.1 Enemy::Enemy (const PointF & *begin,* PointF *current,* float *speed,* int *health*)

4.5.2 Member Function Documentation

4.5.2.1 void Enemy::Health (int *i*)

4.5.2.2 PointF Enemy::Move (int *i,* int *j*) [virtual]

4.5.2.3 int Enemy::Update (PointF *current*)

4.5.2.4 PointF Enemy::Value ( )

4.5.3 Member Data Documentation

4.5.3.1 PointF Enemy::_begin

4.5.3.2 PointF Enemy::_current

4.5.3.3 int Enemy::_health

4.5.3.4 int Enemy::_id

4.5.3.5 float Enemy::_speed

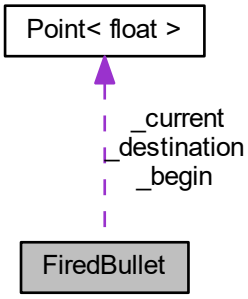
The documentation for this class was generated from the following files:

- OpenGLSkeleton/Enemy.h
- OpenGLSkeleton/Enemy.cpp

4.6 FiredBullet Class Reference

`#include <FiredBullet.h>`

Collaboration diagram for FiredBullet:



Public Member Functions

- FiredBullet (PointF destination, PointF begin, PointF current, int speed)
- ~FiredBullet ()
- PointF Move ()
- PointF Move2 ()
- void Update (PointF begin)
- void Update2 (PointF begin)

Public Attributes

- PointF _begin
- PointF _destination
- PointF _current
- int _speed
- int _id

4.6.1 Constructor & Destructor Documentation

4.6.1.1 FiredBullet::FiredBullet (PointF *destination,* PointF *begin,* PointF *current,* int *speed*)

4.6.1.2 FiredBullet::~FiredBullet ( )

4.6.2 Member Function Documentation

4.6.2.1 PointF FiredBullet::Move ( )

4.6.2.2 PointF FiredBullet::Move2 ( )

4.6.2.3 void FiredBullet::Update (PointF *begin*)

4.6.2.4 void FiredBullet::Update2 (PointF *begin*)

4.6.3 Member Data Documentation

4.6.3.1 PointF FiredBullet::_begin

4.6.3.2 PointF FiredBullet::_current

4.6.3.3 PointF FiredBullet::_destination

4.6.3.4 int FiredBullet::_id

4.6.3.5 int FiredBullet::_speed

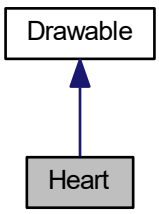
The documentation for this class was generated from the following files:

- OpenGLSkeleton/FiredBullet.h
- OpenGLSkeleton/FiredBullet.cpp

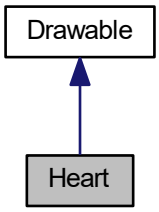
4.7 Heart Class Reference

```
#include <drawtools.h>
```

Inheritance diagram for Heart:



Collaboration diagram for Heart:



Public Member Functions

- Heart (Color color, PointF Pos)
- void draw () const override
- void print () const override

4.7.1 Constructor & Destructor Documentation

4.7.1.1 Heart::Heart (Color *color,* PointF *Pos*)

4.7.2 Member Function Documentation

4.7.2.1 void Heart::draw ( ) const [override], [virtual]

Implements Drawable.

4.7.2.2 void Heart::print ( ) const [override], [virtual]

Implements Drawable.

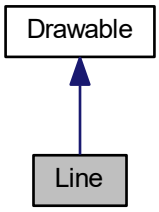
The documentation for this class was generated from the following files:

- OpenGLSkeleton/drawtools.h
- OpenGLSkeleton/drawtools.cpp

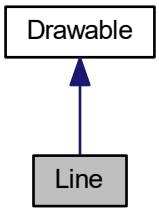
4.8 Line Class Reference

`#include <drawtools.h>`

Inheritance diagram for Line:



Collaboration diagram for Line:



Public Member Functions

- Line (const PointF &begin, const PointF &end, const Color &color, float lineWidth)
- const PointF & begin () const
- const PointF & end () const
- void draw () const override
- void print () const override

4.8.1 Constructor & Destructor Documentation

4.8.1.1 Line::Line (const PointF & *begin,* const PointF & *end,* const Color & *color,* float *lineWidth*)

Here is the call graph for this function:

4.8.2 Member Function Documentation

4.8.2.1 const PointF & Line::begin ( ) const

4.8.2.2 void Line::draw ( ) const [override], [virtual]

Implements Drawable.

Here is the call graph for this function:

4.8.2.3 const PointF & Line::end ( ) const

Here is the caller graph for this function:

4.8.2.4 void Line::print ( ) const [override], [virtual]

Implements Drawable.

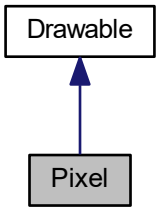
The documentation for this class was generated from the following files:

- OpenGLSkeleton/drawtools.h
- OpenGLSkeleton/drawtools.cpp

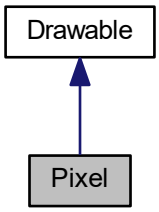
4.9 Pixel Class Reference

`#include <drawtools.h>`

Inheritance diagram for Pixel:



Collaboration diagram for Pixel:



Public Member Functions

- Pixel (const PointF &position, const Color &color)
- void draw () const override
- void print () const override

4.9.1 Constructor & Destructor Documentation

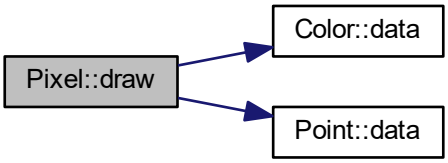
4.9.1.1 Pixel::Pixel (const PointF & *position*, const Color & *color*)

4.9.2 Member Function Documentation

4.9.2.1 void Pixel::draw ( ) const [override], [virtual]

Implements Drawable.

Here is the call graph for this function:



4.9.2.2 void Pixel::print ( ) const [override], [virtual]

Implements Drawable.

The documentation for this class was generated from the following files:

- OpenGLSkeleton/drawtools.h
- OpenGLSkeleton/drawtools.cpp

4.10 Point< T > Class Template Reference

```
#include <drawtools.h>
```

Public Member Functions

- Point ()=default
- Point (const T &x, const T &y)
- T & x ()
- const T & x () const
- T & y ()
- const T & y () const
- T & operator[ ] (int i)
- const T & operator[ ] (int i) const
- T * data ()
- const T * data () const

4.10.1 Constructor & Destructor Documentation

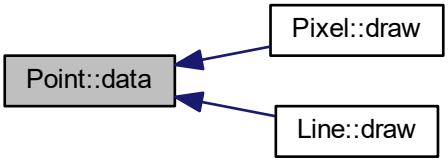
4.10.1.1 template<typename T> Point< T >::Point ( ) [default]

4.10.1.2 template<typename T> Point< T >::Point (const T & *x*, const T & *y*) [inline]

4.10.2 Member Function Documentation

4.10.2.1 template<typename T> T* Point< T >::data ( ) [inline]

Here is the caller graph for this function:



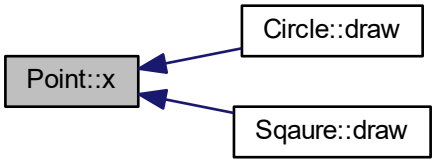
4.10.2.2 template<typename T> const T* Point< T >::data ( ) const [inline]

4.10.2.3 template<typename T> T& Point< T >::operator[ ] (int *i*) [inline]

4.10.2.4 template<typename T> const T& Point< T >::operator[ ] (int *i*) const [inline]

4.10.2.5 template<typename T> T& Point< T >::x ( ) [inline]

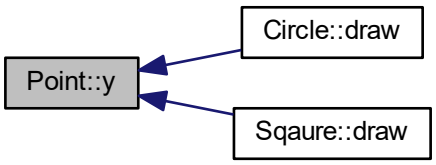
Here is the caller graph for this function:



4.10.2.6 template<typename T> const T& Point< T >::x ( ) const [inline]

4.10.2.7 template<typename T> T& Point< T >::y ( ) [inline]

Here is the caller graph for this function:



4.10.2.8 template<typename T> const T& Point< T >::y ( ) const [inline]

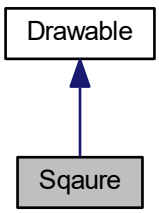
The documentation for this class was generated from the following file:

- OpenGLSkeleton/drawtools.h

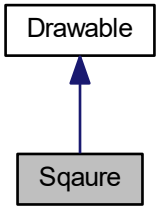
4.11 Sqaure Class Reference

`#include <drawtools.h>`

Inheritance diagram for Sqaure:



Collaboration diagram for Sqaure:



Public Member Functions

- Sqaure (const PointF &begin, const PointF &end, const PointF &begin2, const PointF &end2, const Color &color)
- void draw () const override
- void print () const override

4.11.1 Constructor & Destructor Documentation

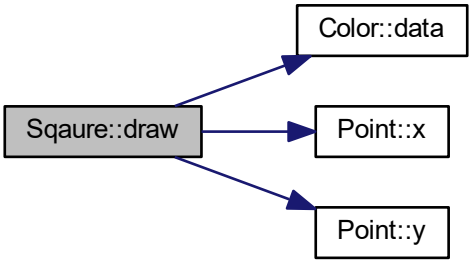
4.11.1.1 Sqaure::Sqaure (const PointF & *begin,* const PointF & *end,* const PointF & *begin2,* const PointF & *end2,* const Color & *color*)

4.11.2 Member Function Documentation

4.11.2.1 void Sqaure::draw ( ) const [override], [virtual]

Implements Drawable.

Here is the call graph for this function:



4.11.2.2 void Sqaure::print ( ) const [override], [virtual]

Implements Drawable.

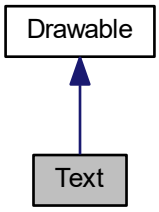
The documentation for this class was generated from the following files:

- OpenGLSkeleton/drawtools.h
- OpenGLSkeleton/drawtools.cpp

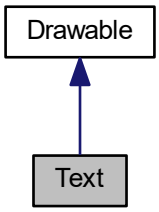
4.12 Text Class Reference

`#include <drawtools.h>`

Inheritance diagram for Text:



Collaboration diagram for Text:



Public Member Functions

- Text (const string str, Color color, PointF Pos)
- void draw () const override
- void print () const override

4.12.1 Constructor & Destructor Documentation

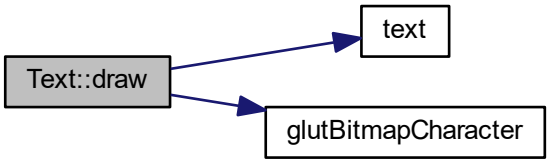
4.12.1.1 Text::Text (const string *str,* Color *color,* PointF *Pos*)

4.12.2 Member Function Documentation

4.12.2.1 void Text::draw ( ) const [override], [virtual]

Implements Drawable.

Here is the call graph for this function:



4.12.2.2 void Text::print ( ) const [override], [virtual]

Implements Drawable.

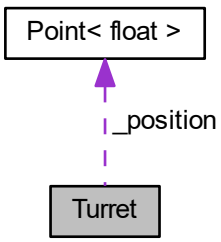
The documentation for this class was generated from the following files:

- OpenGLSkeleton/drawtools.h
- OpenGLSkeleton/drawtools.cpp

4.13 Turret Class Reference

`#include <Turret.h>`

Collaboration diagram for Turret:



Public Member Functions

- Turret (PointF position, Color color, int range, int health, int upgrade, int type, int time)
- void TimeUpdate (int CurTime)
- int Aim (int i)
- PointF Position ()

Public Attributes

- PointF _position
- int _upgrade
- int _type
- int _range
- int _health
- int _bulletSpeed
- int _aiming = 0
- int _lastTime

4.13.1 Constructor & Destructor Documentation

4.13.1.1 Turret::Turret (PointF *position,* Color *color,* int *range,* int *health,* int *upgrade,* int *type,* int *time*)

4.13.2 Member Function Documentation

4.13.2.1 int Turret::Aim (int *i*)

4.13.2.2 PointF Turret::Position ( )

4.13.2.3 void Turret::TimeUpdate (int *CurTime*)

4.13.3 Member Data Documentation

4.13.3.1 int Turret::_aiming = 0

4.13.3.2 int Turret::_bulletSpeed

4.13.3.3 int Turret::_health

4.13.3.4 int Turret::_lastTime

4.13.3.5 PointF Turret::_position

4.13.3.6 int Turret::_range

4.13.3.7 int Turret::_type

4.13.3.8 int Turret::_upgrade

The documentation for this class was generated from the following files:

- OpenGLSkeleton/Turret.h
- OpenGLSkeleton/Turret.cpp

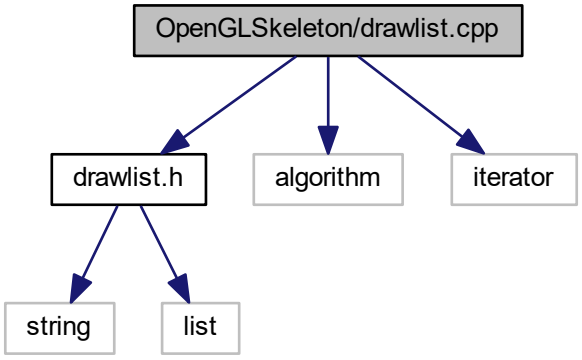
Chapter 5

File Documentation

5.1 OpenGLSkeleton/drawlist.cpp File Reference

```
#include "drawlist.h"
#include <algorithm>
#include <iterator>
```

Include dependency graph for drawlist.cpp:



Functions

- DrawList::iterator findDrawable (DrawList &list, const std::string &name)

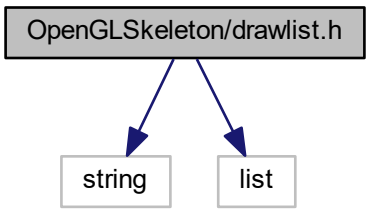
5.1.1 Function Documentation

5.1.1.1 DrawList::iterator findDrawable (DrawList & *list*, const std::string & *name*)

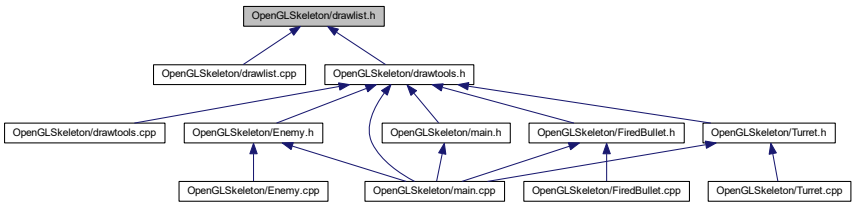
5.2 OpenGLSkeleton/drawlist.h File Reference

```
#include <string>
#include <list>
```

Include dependency graph for drawlist.h:



This graph shows which files directly or indirectly include this file:



Classes

- class Drawable

Typedefs

- using DrawList = std::list< Drawable * >

Functions

- DrawList::iterator findDrawable (DrawList &list, const std::string &name)

5.2.1 Typedef Documentation

5.2.1.1 using DrawList = std::list<Drawable*>

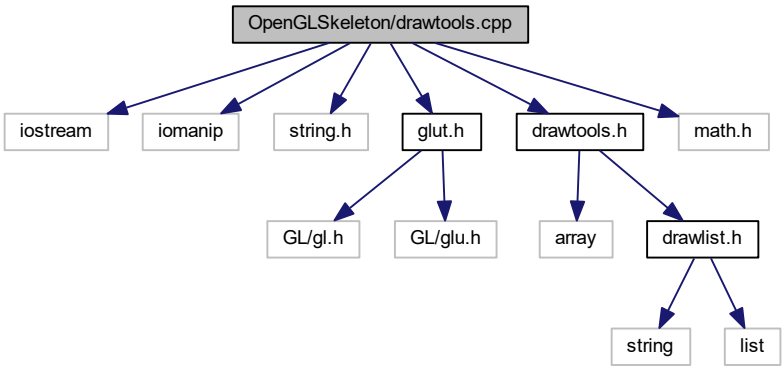
5.2.2 Function Documentation

5.2.2.1 DrawList::iterator findDrawable (DrawList & *list*, const std::string & *name*)

5.3 OpenGLSkeleton/drawtools.cpp File Reference

```
#include <iostream>
#include <iomanip>
#include <string.h>
#include "glut.h"
#include "drawtools.h"
#include <math.h>
```

Include dependency graph for drawtools.cpp:



Macros

- #define _USE_MATH_DEFINES

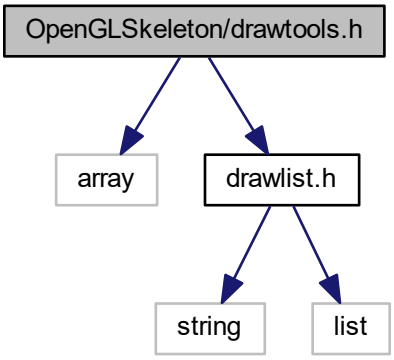
5.3.1 Macro Definition Documentation

5.3.1.1 #define _USE_MATH_DEFINES

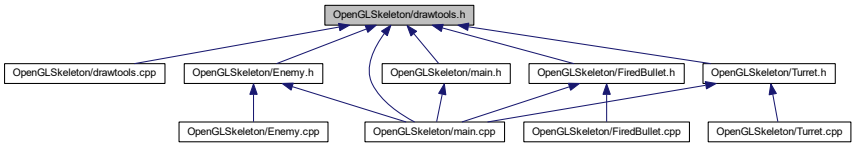
5.4 OpenGLSkeleton/drawtools.h File Reference

```
#include <array>
#include "drawlist.h"
```

Include dependency graph for drawtools.h:



This graph shows which files directly or indirectly include this file:



Classes

- class Point< T >
- struct Color
- class Pixel
- class Line
- class Circle
- class Sqaure
- class Text
- class Heart
- class Button

Typedefs

- using PointI = Point< int >
- using PointF = Point< float >

5.4.1 Typedef Documentation

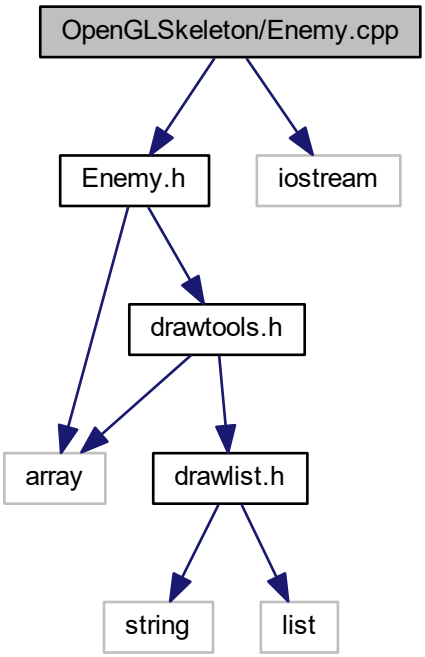
5.4.1.1 using PointF = Point<float>

5.4.1.2 using PointI = Point<int>

5.5 OpenGLSkeleton/Enemy.cpp File Reference

```
#include "Enemy.h"
#include <iostream>
```

Include dependency graph for Enemy.cpp:



Variables

- int Count = 1

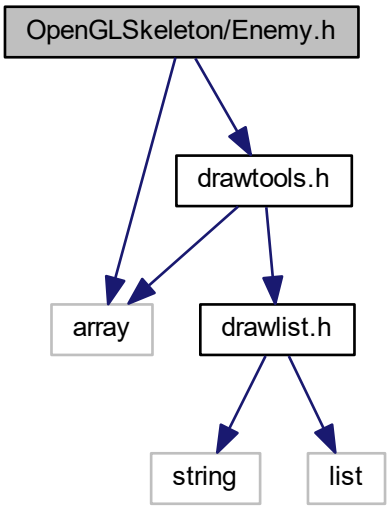
5.5.1 Variable Documentation

5.5.1.1 int Count = 1

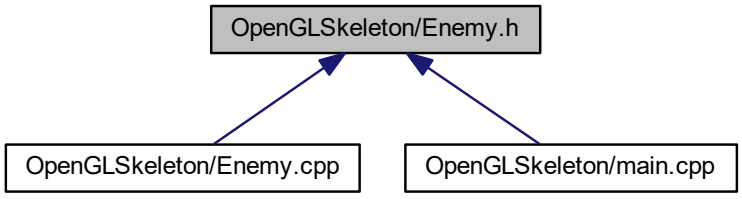
5.6 OpenGLSkeleton/Enemy.h File Reference

```
#include <array>
#include "drawtools.h"
```

Include dependency graph for Enemy.h:



This graph shows which files directly or indirectly include this file:



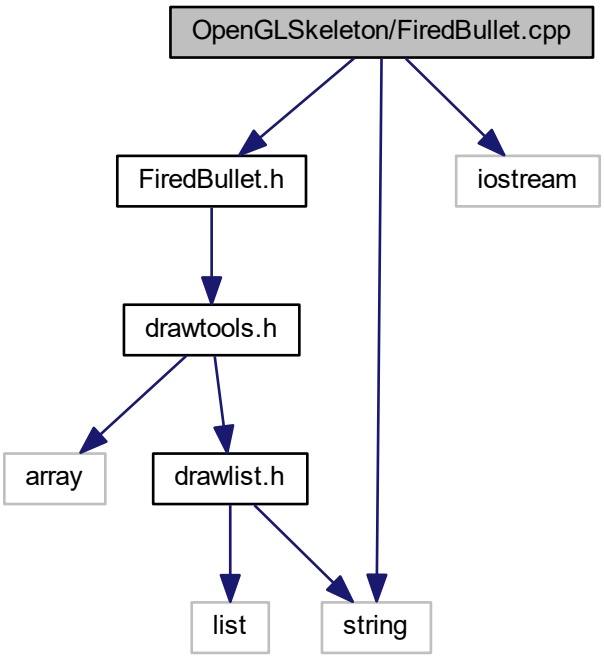
Classes

- class Enemy

5.7 OpenGLSkeleton/FiredBullet.cpp File Reference

```
#include "FiredBullet.h"
#include <iostream>
#include <string>
```

Include dependency graph for FiredBullet.cpp:



Variables

- int Count2 = 0

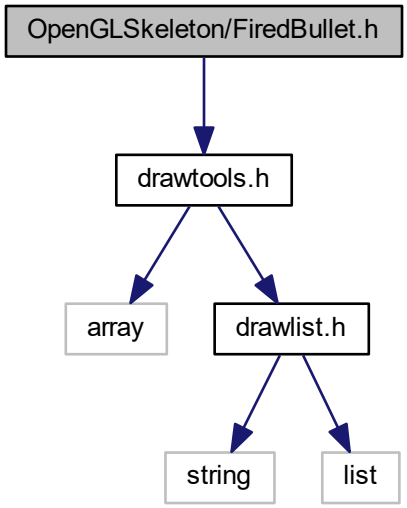
5.7.1 Variable Documentation

5.7.1.1 int Count2 = 0

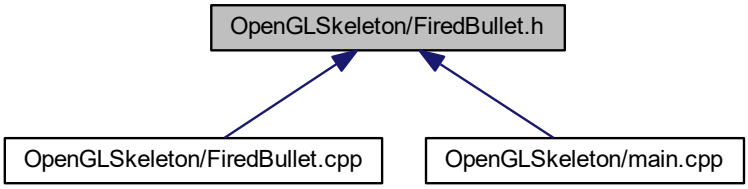
5.8 OpenGLSkeleton/FiredBullet.h File Reference

```
#include "drawtools.h"
```

Include dependency graph for FiredBullet.h:



This graph shows which files directly or indirectly include this file:



Classes

- class FiredBullet

Macros

- #define FIREDBULLET_H

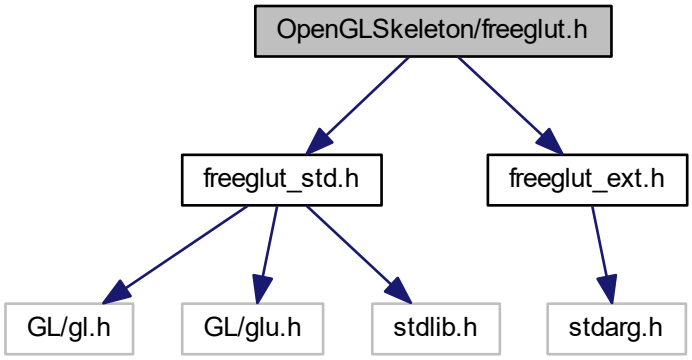
5.8.1 Macro Definition Documentation

5.8.1.1 #define FIREDBULLET_H

5.9 OpenGLSkeleton/freeglut.h File Reference

```
#include "freeglut_std.h"
#include "freeglut_ext.h"
```

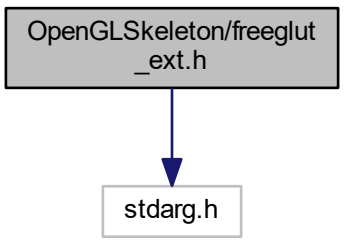
Include dependency graph for freeglut.h:



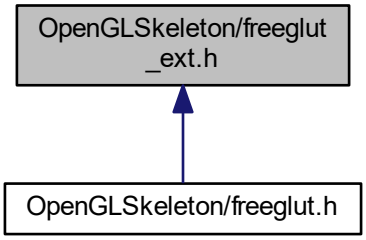
5.10 OpenGLSkeleton/freeglut_ext.h File Reference

```
#include <stdarg.h>
```

Include dependency graph for freeglut_ext.h:



This graph shows which files directly or indirectly include this file:



Macros

- #define GLUT_KEY_NUM_LOCK 0x006D
- #define GLUT_KEY_BEGIN 0x006E
- #define GLUT_KEY_DELETE 0x006F
- #define GLUT_KEY_SHIFT_L 0x0070
- #define GLUT_KEY_SHIFT_R 0x0071
- #define GLUT_KEY_CTRL_L 0x0072
- #define GLUT_KEY_CTRL_R 0x0073
- #define GLUT_KEY_ALT_L 0x0074
- #define GLUT_KEY_ALT_R 0x0075
- #define GLUT_ACTION_EXIT 0
- #define GLUT_ACTION_GLUTMAINLOOP_RETURNS 1
- #define GLUT_ACTION_CONTINUE_EXECUTION 2
- #define GLUT_CREATE_NEW_CONTEXT 0
- #define GLUT_USE_CURRENT_CONTEXT 1
- #define GLUT_FORCE_INDIRECT_CONTEXT 0
- #define GLUT_ALLOW_DIRECT_CONTEXT 1
- #define GLUT_TRY_DIRECT_CONTEXT 2
- #define GLUT_FORCE_DIRECT_CONTEXT 3
- #define GLUT_INIT_STATE 0x007C
- #define GLUT_ACTION_ON_WINDOW_CLOSE 0x01F9
- #define GLUT_WINDOW_BORDER_WIDTH 0x01FA
- #define GLUT_WINDOW_BORDER_HEIGHT 0x01FB
- #define GLUT_WINDOW_HEADER_HEIGHT 0x01FB /* Docs say it should always have been GLUT_WI↩ NDOW_BORDER_HEIGHT, keep this for backward compatibility */
- #define GLUT_VERSION 0x01FC
- #define GLUT_RENDERING_CONTEXT 0x01FD
- #define GLUT_DIRECT_RENDERING 0x01FE
- #define GLUT_FULL_SCREEN 0x01FF
- #define GLUT_SKIP_STALE_MOTION_EVENTS 0x0204
- #define GLUT_GEOMETRY_VISUALIZE_NORMALS 0x0205
- #define GLUT_STROKE_FONT_DRAW_JOIN_DOTS 0x0206 /* Draw dots between line segments of stroke fonts? */
- #define GLUT_AUX 0x1000
- #define GLUT_AUX1 0x1000
- #define GLUT_AUX2 0x2000

- #define GLUT_AUX3 0x4000
- #define GLUT_AUX4 0x8000
- #define GLUT_INIT_MAJOR_VERSION 0x0200
- #define GLUT_INIT_MINOR_VERSION 0x0201
- #define GLUT_INIT_FLAGS 0x0202
- #define GLUT_INIT_PROFILE 0x0203
- #define GLUT_DEBUG 0x0001
- #define GLUT_FORWARD_COMPATIBLE 0x0002
- #define GLUT_CORE_PROFILE 0x0001
- #define GLUT_COMPATIBILITY_PROFILE 0x0002
- #define GLUT_HAS_MULTI 1
- #define GLUT_APPSTATUS_PAUSE 0x0001
- #define GLUT_APPSTATUS_RESUME 0x0002
- #define GLUT_CAPTIONLESS 0x0400
- #define GLUT_BORDERLESS 0x0800
- #define GLUT_SRGB 0x1000

Typedefs

- typedef void(∗ GLUTproc) ()

Functions

- FGAPI void FGAPIENTRY glutMainLoopEvent (void)
- FGAPI void FGAPIENTRY glutLeaveMainLoop (void)
- FGAPI void FGAPIENTRY glutExit (void)
- FGAPI void FGAPIENTRY glutFullScreenToggle (void)
- FGAPI void FGAPIENTRY glutLeaveFullScreen (void)
- FGAPI void FGAPIENTRY glutSetMenuFont (int menuID, void ∗font)
- FGAPI void FGAPIENTRY glutMouseWheelFunc (void(∗callback)(int, int, int, int))
- FGAPI void FGAPIENTRY glutPositionFunc (void(∗callback)(int, int))
- FGAPI void FGAPIENTRY glutCloseFunc (void(∗callback)(void))
- FGAPI void FGAPIENTRY glutWMCloseFunc (void(∗callback)(void))
- FGAPI void FGAPIENTRY glutMenuDestroyFunc (void(∗callback)(void))
- FGAPI void FGAPIENTRY glutSetOption (GLenum option_flag, int value)
- FGAPI int ∗FGAPIENTRY glutGetModeValues (GLenum mode, int ∗size)
- FGAPI void ∗FGAPIENTRY glutGetWindowData (void)
- FGAPI void FGAPIENTRY glutSetWindowData (void ∗data)
- FGAPI void ∗FGAPIENTRY glutGetMenuData (void)
- FGAPI void FGAPIENTRY glutSetMenuData (void ∗data)
- FGAPI int FGAPIENTRY glutBitmapHeight (void ∗font)
- FGAPI GLfloat FGAPIENTRY glutStrokeHeight (void ∗font)
- FGAPI void FGAPIENTRY glutBitmapString (void ∗font, const unsigned char ∗string)
- FGAPI void FGAPIENTRY glutStrokeString (void ∗font, const unsigned char ∗string)
- FGAPI void FGAPIENTRY glutWireRhombicDodecahedron (void)
- FGAPI void FGAPIENTRY glutSolidRhombicDodecahedron (void)
- FGAPI void FGAPIENTRY glutWireSierpinskiSponge (int num_levels, double offset[3], double scale)
- FGAPI void FGAPIENTRY glutSolidSierpinskiSponge (int num_levels, double offset[3], double scale)
- FGAPI void FGAPIENTRY glutWireCylinder (double radius, double height, GLint slices, GLint stacks)
- FGAPI void FGAPIENTRY glutSolidCylinder (double radius, double height, GLint slices, GLint stacks)
- FGAPI void FGAPIENTRY glutWireTeacup (double size)
- FGAPI void FGAPIENTRY glutSolidTeacup (double size)
- FGAPI void FGAPIENTRY glutWireTeaspoon (double size)

- FGAPI void FGAPIENTRY glutSolidTeaspoon (double size)
- FGAPI GLUTproc FGAPIENTRY glutGetProcAddress (const char *procName)
- FGAPI void FGAPIENTRY glutMultiEntryFunc (void(*callback)(int, int))
- FGAPI void FGAPIENTRY glutMultiButtonFunc (void(*callback)(int, int, int, int, int))
- FGAPI void FGAPIENTRY glutMultiMotionFunc (void(*callback)(int, int, int))
- FGAPI void FGAPIENTRY glutMultiPassiveFunc (void(*callback)(int, int, int))
- int glutJoystickGetNumAxes (int ident)
- int glutJoystickGetNumButtons (int ident)
- int glutJoystickNotWorking (int ident)
- float glutJoystickGetDeadBand (int ident, int axis)
- void glutJoystickSetDeadBand (int ident, int axis, float db)
- float glutJoystickGetSaturation (int ident, int axis)
- void glutJoystickSetSaturation (int ident, int axis, float st)
- void glutJoystickSetMinRange (int ident, float *axes)
- void glutJoystickSetMaxRange (int ident, float *axes)
- void glutJoystickSetCenter (int ident, float *axes)
- void glutJoystickGetMinRange (int ident, float *axes)
- void glutJoystickGetMaxRange (int ident, float *axes)
- void glutJoystickGetCenter (int ident, float *axes)
- FGAPI void FGAPIENTRY glutInitContextVersion (int majorVersion, int minorVersion)
- FGAPI void FGAPIENTRY glutInitContextFlags (int flags)
- FGAPI void FGAPIENTRY glutInitContextProfile (int profile)
- FGAPI void FGAPIENTRY glutInitErrorFunc (void(*callback)(const char *fmt, va_list ap))
- FGAPI void FGAPIENTRY glutInitWarningFunc (void(*callback)(const char *fmt, va_list ap))
- FGAPI void FGAPIENTRY glutSetVertexAttribCoord3 (GLint attrib)
- FGAPI void FGAPIENTRY glutSetVertexAttribNormal (GLint attrib)
- FGAPI void FGAPIENTRY glutSetVertexAttribTexCoord2 (GLint attrib)
- FGAPI void FGAPIENTRY glutInitContextFunc (void(*callback)())
- FGAPI void FGAPIENTRY glutAppStatusFunc (void(*callback)(int))

5.10.1 Macro Definition Documentation

5.10.1.1 #define GLUT_ACTION_CONTINUE_EXECUTION 2

5.10.1.2 #define GLUT_ACTION_EXIT 0

5.10.1.3 #define GLUT_ACTION_GLUTMAINLOOP_RETURNS 1

5.10.1.4 #define GLUT_ACTION_ON_WINDOW_CLOSE 0x01F9

5.10.1.5 #define GLUT_ALLOW_DIRECT_CONTEXT 1

5.10.1.6 #define GLUT_APPSTATUS_PAUSE 0x0001

5.10.1.7 #define GLUT_APPSTATUS_RESUME 0x0002

5.10.1.8 #define GLUT_AUX 0x1000

5.10.1.9 #define GLUT_AUX1 0x1000

5.10.1.10 #define GLUT_AUX2 0x2000

5.10.1.11 #define GLUT_AUX3 0x4000

5.10.1.12 #define GLUT_AUX4 0x8000

5.10.1.13 #define GLUT_BORDERLESS 0x0800

5.10.1.14 #define GLUT_CAPTIONLESS 0x0400

5.10.1.15 #define GLUT_COMPATIBILITY_PROFILE 0x0002

5.10.1.16 #define GLUT_CORE_PROFILE 0x0001

5.10.1.17 #define GLUT_CREATE_NEW_CONTEXT 0

5.10.1.18 #define GLUT_DEBUG 0x0001

5.10.1.19 #define GLUT_DIRECT_RENDERING 0x01FE

5.10.1.20 #define GLUT_FORCE_DIRECT_CONTEXT 3

5.10.1.21 #define GLUT_FORCE_INDIRECT_CONTEXT 0

5.10.1.22 #define GLUT_FORWARD_COMPATIBLE 0x0002

5.10.1.23 #define GLUT_FULL_SCREEN 0x01FF

5.10.1.24 #define GLUT_GEOMETRY_VISUALIZE_NORMALS 0x0205

5.10.1.25 #define GLUT_HAS_MULTI 1

5.10.1.26 #define GLUT_INIT_FLAGS 0x0202

5.10.1.27 #define GLUT_INIT_MAJOR_VERSION 0x0200

5.10.1.28 #define GLUT_INIT_MINOR_VERSION 0x0201

5.10.1.29 #define GLUT_INIT_PROFILE 0x0203

5.10.1.30 #define GLUT_INIT_STATE 0x007C

5.10.1.31 #define GLUT_KEY_ALT_L 0x0074

5.10.1.32 #define GLUT_KEY_ALT_R 0x0075

5.10.1.33 #define GLUT_KEY_BEGIN 0x006E

5.10.1.34 #define GLUT_KEY_CTRL_L 0x0072

5.10.1.35 #define GLUT_KEY_CTRL_R 0x0073

5.10.1.36 #define GLUT_KEY_DELETE 0x006F

5.10.1.37 #define GLUT_KEY_NUM_LOCK 0x006D

5.10.1.38 #define GLUT_KEY_SHIFT_L 0x0070

5.10.1.39 #define GLUT_KEY_SHIFT_R 0x0071

5.10.1.40 #define GLUT_RENDERING_CONTEXT 0x01FD

5.10.1.41 #define GLUT_SKIP_STALE_MOTION_EVENTS 0x0204

5.10.1.42 #define GLUT_SRGB 0x1000

5.10.1.43 #define GLUT_STROKE_FONT_DRAW_JOIN_DOTS 0x0206 /* Draw dots between line segments of stroke fonts? */

5.10.1.44 #define GLUT_TRY_DIRECT_CONTEXT 2

5.10.1.45 #define GLUT_USE_CURRENT_CONTEXT 1

5.10.1.46 #define GLUT_VERSION 0x01FC

5.10.1.47 #define GLUT_WINDOW_BORDER_HEIGHT 0x01FB

5.10.1.48 #define GLUT_WINDOW_BORDER_WIDTH 0x01FA

5.10.1.49 #define GLUT_WINDOW_HEADER_HEIGHT 0x01FB /* Docs say it should always have been GLUT_WINDOW_BORDER_HEIGHT, keep this for backward compatibility */

5.10.2 Typedef Documentation

5.10.2.1 typedef void(* GLUTproc) ()

5.10.3 Function Documentation

5.10.3.1 **FGAPI** void **FGAPIENTRY** glutAppStatusFunc (void(*)(int) *callback*)

5.10.3.2 **FGAPI** int **FGAPIENTRY** glutBitmapHeight (void * *font*)

5.10.3.3 **FGAPI void FGAPIENTRY glutBitmapString (void * *font,* const unsigned char * *string*)**

5.10.3.4 **FGAPI void FGAPIENTRY glutCloseFunc (void(*)(void) *callback*)**

5.10.3.5 **FGAPI void FGAPIENTRY glutExit (void)**

5.10.3.6 **FGAPI void FGAPIENTRY glutFullScreenToggle (void)**

5.10.3.7 **FGAPI void* FGAPIENTRY glutGetMenuData (void)**

5.10.3.8 **FGAPI int* FGAPIENTRY glutGetModeValues (GLenum *mode,* int * *size*)**

5.10.3.9 **FGAPI GLUTproc FGAPIENTRY glutGetProcAddress (const char * *procName*)**

5.10.3.10 **FGAPI void* FGAPIENTRY glutGetWindowData (void)**

5.10.3.11 **FGAPI void FGAPIENTRY glutInitContextFlags (int *flags*)**

5.10.3.12 **FGAPI void FGAPIENTRY glutInitContextFunc (void(*)() *callback*)**

5.10.3.13 **FGAPI void FGAPIENTRY glutInitContextProfile (int *profile*)**

5.10.3.14 **FGAPI void FGAPIENTRY glutInitContextVersion (int *majorVersion,* int *minorVersion*)**

5.10.3.15 **FGAPI void FGAPIENTRY glutInitErrorFunc (void(*)(const char *fmt, va_list ap) *callback*)**

5.10.3.16 **FGAPI void FGAPIENTRY glutInitWarningFunc (void(*)(const char *fmt, va_list ap) *callback*)**

5.10.3.17 **void glutJoystickGetCenter (int *ident,* float * *axes*)**

5.10.3.18 **float glutJoystickGetDeadBand (int *ident,* int *axis*)**

5.10.3.19 **void glutJoystickGetMaxRange (int *ident,* float * *axes*)**

5.10.3.20 **void glutJoystickGetMinRange (int *ident,* float * *axes*)**

5.10.3.21 **int glutJoystickGetNumAxes (int *ident*)**

5.10.3.22 **int glutJoystickGetNumButtons (int *ident*)**

5.10.3.23 **float glutJoystickGetSaturation (int *ident,* int *axis*)**

5.10.3.24 **int glutJoystickNotWorking (int *ident*)**

5.10.3.25 **void glutJoystickSetCenter (int *ident,* float * *axes*)**

5.10.3.26 void glutJoystickSetDeadBand (int *ident,* int *axis,* float *db*)

5.10.3.27 void glutJoystickSetMaxRange (int *ident,* float * *axes*)

5.10.3.28 void glutJoystickSetMinRange (int *ident,* float * *axes*)

5.10.3.29 void glutJoystickSetSaturation (int *ident,* int *axis,* float *st*)

5.10.3.30 FGAPI void FGAPIENTRY glutLeaveFullScreen (void)

5.10.3.31 FGAPI void FGAPIENTRY glutLeaveMainLoop (void)

5.10.3.32 FGAPI void FGAPIENTRY glutMainLoopEvent (void)

5.10.3.33 FGAPI void FGAPIENTRY glutMenuDestroyFunc (void(*)(void) *callback*)

5.10.3.34 FGAPI void FGAPIENTRY glutMouseWheelFunc (void(*)(int, int, int, int) *callback*)

5.10.3.35 FGAPI void FGAPIENTRY glutMultiButtonFunc (void(*)(int, int, int, int, int) *callback*)

5.10.3.36 FGAPI void FGAPIENTRY glutMultiEntryFunc (void(*)(int, int) *callback*)

5.10.3.37 FGAPI void FGAPIENTRY glutMultiMotionFunc (void(*)(int, int, int) *callback*)

5.10.3.38 FGAPI void FGAPIENTRY glutMultiPassiveFunc (void(*)(int, int, int) *callback*)

5.10.3.39 FGAPI void FGAPIENTRY glutPositionFunc (void(*)(int, int) *callback*)

5.10.3.40 FGAPI void FGAPIENTRY glutSetMenuData (void * *data*)

5.10.3.41 FGAPI void FGAPIENTRY glutSetMenuFont (int *menuID,* void * *font*)

5.10.3.42 FGAPI void FGAPIENTRY glutSetOption (GLenum *option_flag,* int *value*)

5.10.3.43 FGAPI void FGAPIENTRY glutSetVertexAttribCoord3 (GLint *attrib*)

5.10.3.44 FGAPI void FGAPIENTRY glutSetVertexAttribNormal (GLint *attrib*)

5.10.3.45 FGAPI void FGAPIENTRY glutSetVertexAttribTexCoord2 (GLint *attrib*)

5.10.3.46 FGAPI void FGAPIENTRY glutSetWindowData (void * *data*)

5.10.3.47 FGAPI void FGAPIENTRY glutSolidCylinder (double *radius,* double *height,* GLint *slices,* GLint *stacks*)

5.10.3.48 FGAPI void FGAPIENTRY glutSolidRhombicDodecahedron (void)

5.10.3.49 **FGAPI void FGAPIENTRY glutSolidSierpinskiSponge (int *num_levels,* double *offset[3],* double *scale*)**

5.10.3.50 **FGAPI void FGAPIENTRY glutSolidTeacup (double *size*)**

5.10.3.51 **FGAPI void FGAPIENTRY glutSolidTeaspoon (double *size*)**

5.10.3.52 **FGAPI GLfloat FGAPIENTRY glutStrokeHeight (void * *font*)**

5.10.3.53 **FGAPI void FGAPIENTRY glutStrokeString (void * *font,* const unsigned char * *string*)**

5.10.3.54 **FGAPI void FGAPIENTRY glutWireCylinder (double *radius,* double *height,* GLint *slices,* GLint *stacks*)**

5.10.3.55 **FGAPI void FGAPIENTRY glutWireRhombicDodecahedron (void)**

5.10.3.56 **FGAPI void FGAPIENTRY glutWireSierpinskiSponge (int *num_levels,* double *offset[3],* double *scale*)**

5.10.3.57 **FGAPI void FGAPIENTRY glutWireTeacup (double *size*)**

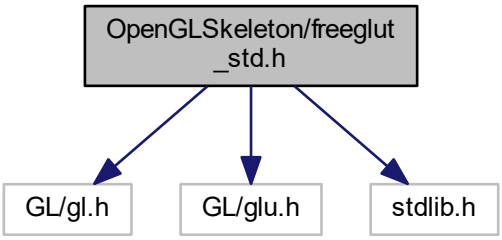
5.10.3.58 **FGAPI void FGAPIENTRY glutWireTeaspoon (double *size*)**

5.10.3.59 **FGAPI void FGAPIENTRY glutWMCloseFunc (void(*)(void) *callback*)**

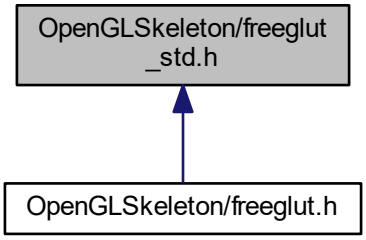
5.11 OpenGLSkeleton/freeglut_std.h File Reference

```
#include <GL/gl.h>
#include <GL/glu.h>
#include <stdlib.h>
```

Include dependency graph for freeglut_std.h:



This graph shows which files directly or indirectly include this file:



Macros

- #define FGAPI
- #define FGAPIENTRY
- #define FREEGLUT 1
- #define GLUT_API_VERSION 4
- #define GLUT_XLIB_IMPLEMENTATION 13
- #define FREEGLUT_VERSION_2_0 1
- #define GLUT_KEY_F1 0x0001
- #define GLUT_KEY_F2 0x0002
- #define GLUT_KEY_F3 0x0003
- #define GLUT_KEY_F4 0x0004
- #define GLUT_KEY_F5 0x0005
- #define GLUT_KEY_F6 0x0006
- #define GLUT_KEY_F7 0x0007
- #define GLUT_KEY_F8 0x0008
- #define GLUT_KEY_F9 0x0009
- #define GLUT_KEY_F10 0x000A
- #define GLUT_KEY_F11 0x000B
- #define GLUT_KEY_F12 0x000C
- #define GLUT_KEY_LEFT 0x0064
- #define GLUT_KEY_UP 0x0065
- #define GLUT_KEY_RIGHT 0x0066
- #define GLUT_KEY_DOWN 0x0067
- #define GLUT_KEY_PAGE_UP 0x0068
- #define GLUT_KEY_PAGE_DOWN 0x0069
- #define GLUT_KEY_HOME 0x006A
- #define GLUT_KEY_END 0x006B
- #define GLUT_KEY_INSERT 0x006C
- #define GLUT_LEFT_BUTTON 0x0000
- #define GLUT_MIDDLE_BUTTON 0x0001
- #define GLUT_RIGHT_BUTTON 0x0002
- #define GLUT_DOWN 0x0000
- #define GLUT_UP 0x0001
- #define GLUT_LEFT 0x0000
- #define GLUT_ENTERED 0x0001
- #define GLUT_RGB 0x0000

- #define GLUT_RGBA 0x0000
- #define GLUT_INDEX 0x0001
- #define GLUT_SINGLE 0x0000
- #define GLUT_DOUBLE 0x0002
- #define GLUT_ACCUM 0x0004
- #define GLUT_ALPHA 0x0008
- #define GLUT_DEPTH 0x0010
- #define GLUT_STENCIL 0x0020
- #define GLUT_MULTISAMPLE 0x0080
- #define GLUT_STEREO 0x0100
- #define GLUT_LUMINANCE 0x0200
- #define GLUT_MENU_NOT_IN_USE 0x0000
- #define GLUT_MENU_IN_USE 0x0001
- #define GLUT_NOT_VISIBLE 0x0000
- #define GLUT_VISIBLE 0x0001
- #define GLUT_HIDDEN 0x0000
- #define GLUT_FULLY_RETAINED 0x0001
- #define GLUT_PARTIALLY_RETAINED 0x0002
- #define GLUT_FULLY_COVERED 0x0003
- #define GLUT_STROKE_ROMAN ((void ∗) &glutStrokeRoman)
- #define GLUT_STROKE_MONO_ROMAN ((void ∗) &glutStrokeMonoRoman)
- #define GLUT_BITMAP_9_BY_15 ((void ∗) &glutBitmap9By15)
- #define GLUT_BITMAP_8_BY_13 ((void ∗) &glutBitmap8By13)
- #define GLUT_BITMAP_TIMES_ROMAN_10 ((void ∗) &glutBitmapTimesRoman10)
- #define GLUT_BITMAP_TIMES_ROMAN_24 ((void ∗) &glutBitmapTimesRoman24)
- #define GLUT_BITMAP_HELVETICA_10 ((void ∗) &glutBitmapHelvetica10)
- #define GLUT_BITMAP_HELVETICA_12 ((void ∗) &glutBitmapHelvetica12)
- #define GLUT_BITMAP_HELVETICA_18 ((void ∗) &glutBitmapHelvetica18)
- #define GLUT_WINDOW_X 0x0064
- #define GLUT_WINDOW_Y 0x0065
- #define GLUT_WINDOW_WIDTH 0x0066
- #define GLUT_WINDOW_HEIGHT 0x0067
- #define GLUT_WINDOW_BUFFER_SIZE 0x0068
- #define GLUT_WINDOW_STENCIL_SIZE 0x0069
- #define GLUT_WINDOW_DEPTH_SIZE 0x006A
- #define GLUT_WINDOW_RED_SIZE 0x006B
- #define GLUT_WINDOW_GREEN_SIZE 0x006C
- #define GLUT_WINDOW_BLUE_SIZE 0x006D
- #define GLUT_WINDOW_ALPHA_SIZE 0x006E
- #define GLUT_WINDOW_ACCUM_RED_SIZE 0x006F
- #define GLUT_WINDOW_ACCUM_GREEN_SIZE 0x0070
- #define GLUT_WINDOW_ACCUM_BLUE_SIZE 0x0071
- #define GLUT_WINDOW_ACCUM_ALPHA_SIZE 0x0072
- #define GLUT_WINDOW_DOUBLEBUFFER 0x0073
- #define GLUT_WINDOW_RGBA 0x0074
- #define GLUT_WINDOW_PARENT 0x0075
- #define GLUT_WINDOW_NUM_CHILDREN 0x0076
- #define GLUT_WINDOW_COLORMAP_SIZE 0x0077
- #define GLUT_WINDOW_NUM_SAMPLES 0x0078
- #define GLUT_WINDOW_STEREO 0x0079
- #define GLUT_WINDOW_CURSOR 0x007A
- #define GLUT_SCREEN_WIDTH 0x00C8
- #define GLUT_SCREEN_HEIGHT 0x00C9
- #define GLUT_SCREEN_WIDTH_MM 0x00CA
- #define GLUT_SCREEN_HEIGHT_MM 0x00CB

- #define GLUT_MENU_NUM_ITEMS 0x012C
- #define GLUT_DISPLAY_MODE_POSSIBLE 0x0190
- #define GLUT_INIT_WINDOW_X 0x01F4
- #define GLUT_INIT_WINDOW_Y 0x01F5
- #define GLUT_INIT_WINDOW_WIDTH 0x01F6
- #define GLUT_INIT_WINDOW_HEIGHT 0x01F7
- #define GLUT_INIT_DISPLAY_MODE 0x01F8
- #define GLUT_ELAPSED_TIME 0x02BC
- #define GLUT_WINDOW_FORMAT_ID 0x007B
- #define GLUT_HAS_KEYBOARD 0x0258
- #define GLUT_HAS_MOUSE 0x0259
- #define GLUT_HAS_SPACEBALL 0x025A
- #define GLUT_HAS_DIAL_AND_BUTTON_BOX 0x025B
- #define GLUT_HAS_TABLET 0x025C
- #define GLUT_NUM_MOUSE_BUTTONS 0x025D
- #define GLUT_NUM_SPACEBALL_BUTTONS 0x025E
- #define GLUT_NUM_BUTTON_BOX_BUTTONS 0x025F
- #define GLUT_NUM_DIALS 0x0260
- #define GLUT_NUM_TABLET_BUTTONS 0x0261
- #define GLUT_DEVICE_IGNORE_KEY_REPEAT 0x0262
- #define GLUT_DEVICE_KEY_REPEAT 0x0263
- #define GLUT_HAS_JOYSTICK 0x0264
- #define GLUT_OWNS_JOYSTICK 0x0265
- #define GLUT_JOYSTICK_BUTTONS 0x0266
- #define GLUT_JOYSTICK_AXES 0x0267
- #define GLUT_JOYSTICK_POLL_RATE 0x0268
- #define GLUT_OVERLAY_POSSIBLE 0x0320
- #define GLUT_LAYER_IN_USE 0x0321
- #define GLUT_HAS_OVERLAY 0x0322
- #define GLUT_TRANSPARENT_INDEX 0x0323
- #define GLUT_NORMAL_DAMAGED 0x0324
- #define GLUT_OVERLAY_DAMAGED 0x0325
- #define GLUT_VIDEO_RESIZE_POSSIBLE 0x0384
- #define GLUT_VIDEO_RESIZE_IN_USE 0x0385
- #define GLUT_VIDEO_RESIZE_X_DELTA 0x0386
- #define GLUT_VIDEO_RESIZE_Y_DELTA 0x0387
- #define GLUT_VIDEO_RESIZE_WIDTH_DELTA 0x0388
- #define GLUT_VIDEO_RESIZE_HEIGHT_DELTA 0x0389
- #define GLUT_VIDEO_RESIZE_X 0x038A
- #define GLUT_VIDEO_RESIZE_Y 0x038B
- #define GLUT_VIDEO_RESIZE_WIDTH 0x038C
- #define GLUT_VIDEO_RESIZE_HEIGHT 0x038D
- #define GLUT_NORMAL 0x0000
- #define GLUT_OVERLAY 0x0001
- #define GLUT_ACTIVE_SHIFT 0x0001
- #define GLUT_ACTIVE_CTRL 0x0002
- #define GLUT_ACTIVE_ALT 0x0004
- #define GLUT_CURSOR_RIGHT_ARROW 0x0000
- #define GLUT_CURSOR_LEFT_ARROW 0x0001
- #define GLUT_CURSOR_INFO 0x0002
- #define GLUT_CURSOR_DESTROY 0x0003
- #define GLUT_CURSOR_HELP 0x0004
- #define GLUT_CURSOR_CYCLE 0x0005
- #define GLUT_CURSOR_SPRAY 0x0006
- #define GLUT_CURSOR_WAIT 0x0007

- #define GLUT_CURSOR_TEXT 0x0008
- #define GLUT_CURSOR_CROSSHAIR 0x0009
- #define GLUT_CURSOR_UP_DOWN 0x000A
- #define GLUT_CURSOR_LEFT_RIGHT 0x000B
- #define GLUT_CURSOR_TOP_SIDE 0x000C
- #define GLUT_CURSOR_BOTTOM_SIDE 0x000D
- #define GLUT_CURSOR_LEFT_SIDE 0x000E
- #define GLUT_CURSOR_RIGHT_SIDE 0x000F
- #define GLUT_CURSOR_TOP_LEFT_CORNER 0x0010
- #define GLUT_CURSOR_TOP_RIGHT_CORNER 0x0011
- #define GLUT_CURSOR_BOTTOM_RIGHT_CORNER 0x0012
- #define GLUT_CURSOR_BOTTOM_LEFT_CORNER 0x0013
- #define GLUT_CURSOR_INHERIT 0x0064
- #define GLUT_CURSOR_NONE 0x0065
- #define GLUT_CURSOR_FULL_CROSSHAIR 0x0066
- #define GLUT_RED 0x0000
- #define GLUT_GREEN 0x0001
- #define GLUT_BLUE 0x0002
- #define GLUT_KEY_REPEAT_OFF 0x0000
- #define GLUT_KEY_REPEAT_ON 0x0001
- #define GLUT_KEY_REPEAT_DEFAULT 0x0002
- #define GLUT_JOYSTICK_BUTTON_A 0x0001
- #define GLUT_JOYSTICK_BUTTON_B 0x0002
- #define GLUT_JOYSTICK_BUTTON_C 0x0004
- #define GLUT_JOYSTICK_BUTTON_D 0x0008
- #define GLUT_GAME_MODE_ACTIVE 0x0000
- #define GLUT_GAME_MODE_POSSIBLE 0x0001
- #define GLUT_GAME_MODE_WIDTH 0x0002
- #define GLUT_GAME_MODE_HEIGHT 0x0003
- #define GLUT_GAME_MODE_PIXEL_DEPTH 0x0004
- #define GLUT_GAME_MODE_REFRESH_RATE 0x0005
- #define GLUT_GAME_MODE_DISPLAY_CHANGED 0x0006

Functions

- FGAPI void FGAPIENTRY glutInit (int *pargc, char **argv)
- FGAPI void FGAPIENTRY glutInitWindowPosition (int x, int y)
- FGAPI void FGAPIENTRY glutInitWindowSize (int width, int height)
- FGAPI void FGAPIENTRY glutInitDisplayMode (unsigned int displayMode)
- FGAPI void FGAPIENTRY glutInitDisplayString (const char *displayMode)
- FGAPI void FGAPIENTRY glutMainLoop (void)
- FGAPI int FGAPIENTRY glutCreateWindow (const char *title)
- FGAPI int FGAPIENTRY glutCreateSubWindow (int window, int x, int y, int width, int height)
- FGAPI void FGAPIENTRY glutDestroyWindow (int window)
- FGAPI void FGAPIENTRY glutSetWindow (int window)
- FGAPI int FGAPIENTRY glutGetWindow (void)
- FGAPI void FGAPIENTRY glutSetWindowTitle (const char *title)
- FGAPI void FGAPIENTRY glutSetIconTitle (const char *title)
- FGAPI void FGAPIENTRY glutReshapeWindow (int width, int height)
- FGAPI void FGAPIENTRY glutPositionWindow (int x, int y)
- FGAPI void FGAPIENTRY glutShowWindow (void)
- FGAPI void FGAPIENTRY glutHideWindow (void)
- FGAPI void FGAPIENTRY glutIconifyWindow (void)
- FGAPI void FGAPIENTRY glutPushWindow (void)

- FGAPI void FGAPIENTRY glutPopWindow (void)
- FGAPI void FGAPIENTRY glutFullScreen (void)
- FGAPI void FGAPIENTRY glutPostWindowRedisplay (int window)
- FGAPI void FGAPIENTRY glutPostRedisplay (void)
- FGAPI void FGAPIENTRY glutSwapBuffers (void)
- FGAPI void FGAPIENTRY glutWarpPointer (int x, int y)
- FGAPI void FGAPIENTRY glutSetCursor (int cursor)
- FGAPI void FGAPIENTRY glutEstablishOverlay (void)
- FGAPI void FGAPIENTRY glutRemoveOverlay (void)
- FGAPI void FGAPIENTRY glutUseLayer (GLenum layer)
- FGAPI void FGAPIENTRY glutPostOverlayRedisplay (void)
- FGAPI void FGAPIENTRY glutPostWindowOverlayRedisplay (int window)
- FGAPI void FGAPIENTRY glutShowOverlay (void)
- FGAPI void FGAPIENTRY glutHideOverlay (void)
- FGAPI int FGAPIENTRY glutCreateMenu (void(∗callback)(int menu))
- FGAPI void FGAPIENTRY glutDestroyMenu (int menu)
- FGAPI int FGAPIENTRY glutGetMenu (void)
- FGAPI void FGAPIENTRY glutSetMenu (int menu)
- FGAPI void FGAPIENTRY glutAddMenuEntry (const char ∗label, int value)
- FGAPI void FGAPIENTRY glutAddSubMenu (const char ∗label, int subMenu)
- FGAPI void FGAPIENTRY glutChangeToMenuEntry (int item, const char ∗label, int value)
- FGAPI void FGAPIENTRY glutChangeToSubMenu (int item, const char ∗label, int value)
- FGAPI void FGAPIENTRY glutRemoveMenuItem (int item)
- FGAPI void FGAPIENTRY glutAttachMenu (int button)
- FGAPI void FGAPIENTRY glutDetachMenu (int button)
- FGAPI void FGAPIENTRY glutTimerFunc (unsigned int time, void(∗callback)(int), int value)
- FGAPI void FGAPIENTRY glutIdleFunc (void(∗callback)(void))
- FGAPI void FGAPIENTRY glutKeyboardFunc (void(∗callback)(unsigned char, int, int))
- FGAPI void FGAPIENTRY glutSpecialFunc (void(∗callback)(int, int, int))
- FGAPI void FGAPIENTRY glutReshapeFunc (void(∗callback)(int, int))
- FGAPI void FGAPIENTRY glutVisibilityFunc (void(∗callback)(int))
- FGAPI void FGAPIENTRY glutDisplayFunc (void(∗callback)(void))
- FGAPI void FGAPIENTRY glutMouseFunc (void(∗callback)(int, int, int, int))
- FGAPI void FGAPIENTRY glutMotionFunc (void(∗callback)(int, int))
- FGAPI void FGAPIENTRY glutPassiveMotionFunc (void(∗callback)(int, int))
- FGAPI void FGAPIENTRY glutEntryFunc (void(∗callback)(int))
- FGAPI void FGAPIENTRY glutKeyboardUpFunc (void(∗callback)(unsigned char, int, int))
- FGAPI void FGAPIENTRY glutSpecialUpFunc (void(∗callback)(int, int, int))
- FGAPI void FGAPIENTRY glutJoystickFunc (void(∗callback)(unsigned int, int, int, int), int pollInterval)
- FGAPI void FGAPIENTRY glutMenuStateFunc (void(∗callback)(int))
- FGAPI void FGAPIENTRY glutMenuStatusFunc (void(∗callback)(int, int, int))
- FGAPI void FGAPIENTRY glutOverlayDisplayFunc (void(∗callback)(void))
- FGAPI void FGAPIENTRY glutWindowStatusFunc (void(∗callback)(int))
- FGAPI void FGAPIENTRY glutSpaceballMotionFunc (void(∗callback)(int, int, int))
- FGAPI void FGAPIENTRY glutSpaceballRotateFunc (void(∗callback)(int, int, int))
- FGAPI void FGAPIENTRY glutSpaceballButtonFunc (void(∗callback)(int, int))
- FGAPI void FGAPIENTRY glutButtonBoxFunc (void(∗callback)(int, int))
- FGAPI void FGAPIENTRY glutDialsFunc (void(∗callback)(int, int))
- FGAPI void FGAPIENTRY glutTabletMotionFunc (void(∗callback)(int, int))
- FGAPI void FGAPIENTRY glutTabletButtonFunc (void(∗callback)(int, int, int, int))
- FGAPI int FGAPIENTRY glutGet (GLenum query)
- FGAPI int FGAPIENTRY glutDeviceGet (GLenum query)
- FGAPI int FGAPIENTRY glutGetModifiers (void)
- FGAPI int FGAPIENTRY glutLayerGet (GLenum query)
- FGAPI void FGAPIENTRY glutBitmapCharacter (void ∗font, int character)

- FGAPI int FGAPIENTRY glutBitmapWidth (void *font, int character)
- FGAPI void FGAPIENTRY glutStrokeCharacter (void *font, int character)
- FGAPI int FGAPIENTRY glutStrokeWidth (void *font, int character)
- FGAPI GLfloat FGAPIENTRY glutStrokeWidthf (void *font, int character)
- FGAPI int FGAPIENTRY glutBitmapLength (void *font, const unsigned char *string)
- FGAPI int FGAPIENTRY glutStrokeLength (void *font, const unsigned char *string)
- FGAPI GLfloat FGAPIENTRY glutStrokeLengthf (void *font, const unsigned char *string)
- FGAPI void FGAPIENTRY glutWireCube (double size)
- FGAPI void FGAPIENTRY glutSolidCube (double size)
- FGAPI void FGAPIENTRY glutWireSphere (double radius, GLint slices, GLint stacks)
- FGAPI void FGAPIENTRY glutSolidSphere (double radius, GLint slices, GLint stacks)
- FGAPI void FGAPIENTRY glutWireCone (double base, double height, GLint slices, GLint stacks)
- FGAPI void FGAPIENTRY glutSolidCone (double base, double height, GLint slices, GLint stacks)
- FGAPI void FGAPIENTRY glutWireTorus (double innerRadius, double outerRadius, GLint sides, GLint rings)
- FGAPI void FGAPIENTRY glutSolidTorus (double innerRadius, double outerRadius, GLint sides, GLint rings)
- FGAPI void FGAPIENTRY glutWireDodecahedron (void)
- FGAPI void FGAPIENTRY glutSolidDodecahedron (void)
- FGAPI void FGAPIENTRY glutWireOctahedron (void)
- FGAPI void FGAPIENTRY glutSolidOctahedron (void)
- FGAPI void FGAPIENTRY glutWireTetrahedron (void)
- FGAPI void FGAPIENTRY glutSolidTetrahedron (void)
- FGAPI void FGAPIENTRY glutWireIcosahedron (void)
- FGAPI void FGAPIENTRY glutSolidIcosahedron (void)
- FGAPI void FGAPIENTRY glutWireTeapot (double size)
- FGAPI void FGAPIENTRY glutSolidTeapot (double size)
- FGAPI void FGAPIENTRY glutGameModeString (const char *string)
- FGAPI int FGAPIENTRY glutEnterGameMode (void)
- FGAPI void FGAPIENTRY glutLeaveGameMode (void)
- FGAPI int FGAPIENTRY glutGameModeGet (GLenum query)
- FGAPI int FGAPIENTRY glutVideoResizeGet (GLenum query)
- FGAPI void FGAPIENTRY glutSetupVideoResizing (void)
- FGAPI void FGAPIENTRY glutStopVideoResizing (void)
- FGAPI void FGAPIENTRY glutVideoResize (int x, int y, int width, int height)
- FGAPI void FGAPIENTRY glutVideoPan (int x, int y, int width, int height)
- FGAPI void FGAPIENTRY glutSetColor (int color, GLfloat red, GLfloat green, GLfloat blue)
- FGAPI GLfloat FGAPIENTRY glutGetColor (int color, int component)
- FGAPI void FGAPIENTRY glutCopyColormap (int window)
- FGAPI void FGAPIENTRY glutIgnoreKeyRepeat (int ignore)
- FGAPI void FGAPIENTRY glutSetKeyRepeat (int repeatMode)
- FGAPI void FGAPIENTRY glutForceJoystickFunc (void)
- FGAPI int FGAPIENTRY glutExtensionSupported (const char *extension)
- FGAPI void FGAPIENTRY glutReportErrors (void)

Variables

- void * glutStrokeRoman
- void * glutStrokeMonoRoman
- void * glutBitmap9By15
- void * glutBitmap8By13
- void * glutBitmapTimesRoman10
- void * glutBitmapTimesRoman24
- void * glutBitmapHelvetica10
- void * glutBitmapHelvetica12
- void * glutBitmapHelvetica18

5.11.1 Macro Definition Documentation

5.11.1.1 #define FGAPI

5.11.1.2 #define FGAPIENTRY

5.11.1.3 #define FREEGLUT 1

5.11.1.4 #define FREEGLUT_VERSION_2_0 1

5.11.1.5 #define GLUT_ACCUM 0x0004

5.11.1.6 #define GLUT_ACTIVE_ALT 0x0004

5.11.1.7 #define GLUT_ACTIVE_CTRL 0x0002

5.11.1.8 #define GLUT_ACTIVE_SHIFT 0x0001

5.11.1.9 #define GLUT_ALPHA 0x0008

5.11.1.10 #define GLUT_API_VERSION 4

5.11.1.11 #define GLUT_BITMAP_8_BY_13 ((void ∗) &glutBitmap8By13)

5.11.1.12 #define GLUT_BITMAP_9_BY_15 ((void ∗) &glutBitmap9By15)

5.11.1.13 #define GLUT_BITMAP_HELVETICA_10 ((void ∗) &glutBitmapHelvetica10)

5.11.1.14 #define GLUT_BITMAP_HELVETICA_12 ((void ∗) &glutBitmapHelvetica12)

5.11.1.15 #define GLUT_BITMAP_HELVETICA_18 ((void ∗) &glutBitmapHelvetica18)

5.11.1.16 #define GLUT_BITMAP_TIMES_ROMAN_10 ((void ∗) &glutBitmapTimesRoman10)

5.11.1.17 #define GLUT_BITMAP_TIMES_ROMAN_24 ((void ∗) &glutBitmapTimesRoman24)

5.11.1.18 #define GLUT_BLUE 0x0002

5.11.1.19 #define GLUT_CURSOR_BOTTOM_LEFT_CORNER 0x0013

5.11.1.20 #define GLUT_CURSOR_BOTTOM_RIGHT_CORNER 0x0012

5.11.1.21 #define GLUT_CURSOR_BOTTOM_SIDE 0x000D

5.11.1.22 #define GLUT_CURSOR_CROSSHAIR 0x0009

5.11.1.23 #define GLUT_CURSOR_CYCLE 0x0005

5.11.1.24 #define GLUT_CURSOR_DESTROY 0x0003

5.11.1.25 #define GLUT_CURSOR_FULL_CROSSHAIR 0x0066

5.11.1.26 #define GLUT_CURSOR_HELP 0x0004

5.11.1.27 #define GLUT_CURSOR_INFO 0x0002

5.11.1.28 #define GLUT_CURSOR_INHERIT 0x0064

5.11.1.29 #define GLUT_CURSOR_LEFT_ARROW 0x0001

5.11.1.30 #define GLUT_CURSOR_LEFT_RIGHT 0x000B

5.11.1.31 #define GLUT_CURSOR_LEFT_SIDE 0x000E

5.11.1.32 #define GLUT_CURSOR_NONE 0x0065

5.11.1.33 #define GLUT_CURSOR_RIGHT_ARROW 0x0000

5.11.1.34 #define GLUT_CURSOR_RIGHT_SIDE 0x000F

5.11.1.35 #define GLUT_CURSOR_SPRAY 0x0006

5.11.1.36 #define GLUT_CURSOR_TEXT 0x0008

5.11.1.37 #define GLUT_CURSOR_TOP_LEFT_CORNER 0x0010

5.11.1.38 #define GLUT_CURSOR_TOP_RIGHT_CORNER 0x0011

5.11.1.39 #define GLUT_CURSOR_TOP_SIDE 0x000C

5.11.1.40 #define GLUT_CURSOR_UP_DOWN 0x000A

5.11.1.41 #define GLUT_CURSOR_WAIT 0x0007

5.11.1.42 #define GLUT_DEPTH 0x0010

5.11.1.43 #define GLUT_DEVICE_IGNORE_KEY_REPEAT 0x0262

5.11.1.44 #define GLUT_DEVICE_KEY_REPEAT 0x0263

5.11.1.45 #define GLUT_DISPLAY_MODE_POSSIBLE 0x0190

5.11.1.46 #define GLUT_DOUBLE 0x0002

5.11.1.47 #define GLUT_DOWN 0x0000

5.11.1.48 #define GLUT_ELAPSED_TIME 0x02BC

5.11.1.49 #define GLUT_ENTERED 0x0001

5.11.1.50 #define GLUT_FULLY_COVERED 0x0003

5.11.1.51 #define GLUT_FULLY_RETAINED 0x0001

5.11.1.52 #define GLUT_GAME_MODE_ACTIVE 0x0000

5.11.1.53 #define GLUT_GAME_MODE_DISPLAY_CHANGED 0x0006

5.11.1.54 #define GLUT_GAME_MODE_HEIGHT 0x0003

5.11.1.55 #define GLUT_GAME_MODE_PIXEL_DEPTH 0x0004

5.11.1.56 #define GLUT_GAME_MODE_POSSIBLE 0x0001

5.11.1.57 #define GLUT_GAME_MODE_REFRESH_RATE 0x0005

5.11.1.58 #define GLUT_GAME_MODE_WIDTH 0x0002

5.11.1.59 #define GLUT_GREEN 0x0001

5.11.1.60 #define GLUT_HAS_DIAL_AND_BUTTON_BOX 0x025B

5.11.1.61 #define GLUT_HAS_JOYSTICK 0x0264

5.11.1.62 #define GLUT_HAS_KEYBOARD 0x0258

5.11.1.63 #define GLUT_HAS_MOUSE 0x0259

5.11.1.64 #define GLUT_HAS_OVERLAY 0x0322

5.11.1.65 #define GLUT_HAS_SPACEBALL 0x025A

5.11.1.66 #define GLUT_HAS_TABLET 0x025C

5.11.1.67 #define GLUT_HIDDEN 0x0000

5.11.1.68 #define GLUT_INDEX 0x0001

5.11.1.69 #define GLUT_INIT_DISPLAY_MODE 0x01F8

5.11.1.70 #define GLUT_INIT_WINDOW_HEIGHT 0x01F7

5.11.1.71 #define GLUT_INIT_WINDOW_WIDTH 0x01F6

5.11.1.72 #define GLUT_INIT_WINDOW_X 0x01F4

5.11.1.73 #define GLUT_INIT_WINDOW_Y 0x01F5

5.11.1.74 #define GLUT_JOYSTICK_AXES 0x0267

5.11.1.75 #define GLUT_JOYSTICK_BUTTON_A 0x0001

5.11.1.76 #define GLUT_JOYSTICK_BUTTON_B 0x0002

5.11.1.77 #define GLUT_JOYSTICK_BUTTON_C 0x0004

5.11.1.78 #define GLUT_JOYSTICK_BUTTON_D 0x0008

5.11.1.79 #define GLUT_JOYSTICK_BUTTONS 0x0266

5.11.1.80 #define GLUT_JOYSTICK_POLL_RATE 0x0268

5.11.1.81 #define GLUT_KEY_DOWN 0x0067

5.11.1.82 #define GLUT_KEY_END 0x006B

5.11.1.83 #define GLUT_KEY_F1 0x0001

5.11.1.84 #define GLUT_KEY_F10 0x000A

5.11.1.85 #define GLUT_KEY_F11 0x000B

5.11.1.86 #define GLUT_KEY_F12 0x000C

5.11.1.87 #define GLUT_KEY_F2 0x0002

5.11.1.88 #define GLUT_KEY_F3 0x0003

5.11.1.89 #define GLUT_KEY_F4 0x0004

5.11.1.90 #define GLUT_KEY_F5 0x0005

5.11.1.91 #define GLUT_KEY_F6 0x0006

5.11.1.92 #define GLUT_KEY_F7 0x0007

5.11.1.93 #define GLUT_KEY_F8 0x0008

5.11.1.94 #define GLUT_KEY_F9 0x0009

5.11.1.95 #define GLUT_KEY_HOME 0x006A

5.11.1.96 #define GLUT_KEY_INSERT 0x006C

5.11.1.97 #define GLUT_KEY_LEFT 0x0064

5.11.1.98 #define GLUT_KEY_PAGE_DOWN 0x0069

5.11.1.99 #define GLUT_KEY_PAGE_UP 0x0068

5.11.1.100 #define GLUT_KEY_REPEAT_DEFAULT 0x0002

5.11.1.101 #define GLUT_KEY_REPEAT_OFF 0x0000

5.11.1.102 #define GLUT_KEY_REPEAT_ON 0x0001

5.11.1.103 #define GLUT_KEY_RIGHT 0x0066

5.11.1.104 #define GLUT_KEY_UP 0x0065

5.11.1.105 #define GLUT_LAYER_IN_USE 0x0321

5.11.1.106 #define GLUT_LEFT 0x0000

5.11.1.107 #define GLUT_LEFT_BUTTON 0x0000

5.11.1.108 #define GLUT_LUMINANCE 0x0200

5.11.1.109 #define GLUT_MENU_IN_USE 0x0001

5.11.1.110 #define GLUT_MENU_NOT_IN_USE 0x0000

5.11.1.111 #define GLUT_MENU_NUM_ITEMS 0x012C

5.11.1.112 #define GLUT_MIDDLE_BUTTON 0x0001

5.11.1.113 #define GLUT_MULTISAMPLE 0x0080

5.11.1.114 #define GLUT_NORMAL 0x0000

5.11.1.115 #define GLUT_NORMAL_DAMAGED 0x0324

5.11.1.116 #define GLUT_NOT_VISIBLE 0x0000

5.11.1.117 #define GLUT_NUM_BUTTON_BOX_BUTTONS 0x025F

5.11.1.118 #define GLUT_NUM_DIALS 0x0260

5.11.1.119 #define GLUT_NUM_MOUSE_BUTTONS 0x025D

5.11.1.120 #define GLUT_NUM_SPACEBALL_BUTTONS 0x025E

5.11.1.121 #define GLUT_NUM_TABLET_BUTTONS 0x0261

5.11.1.122 #define GLUT_OVERLAY 0x0001

5.11.1.123 #define GLUT_OVERLAY_DAMAGED 0x0325

5.11.1.124 #define GLUT_OVERLAY_POSSIBLE 0x0320

5.11.1.125 #define GLUT_OWNS_JOYSTICK 0x0265

5.11.1.126 #define GLUT_PARTIALLY_RETAINED 0x0002

5.11.1.127 #define GLUT_RED 0x0000

5.11.1.128 #define GLUT_RGB 0x0000

5.11.1.129 #define GLUT_RGBA 0x0000

5.11.1.130 #define GLUT_RIGHT_BUTTON 0x0002

5.11.1.131 #define GLUT_SCREEN_HEIGHT 0x00C9

5.11.1.132 #define GLUT_SCREEN_HEIGHT_MM 0x00CB

5.11.1.133 #define GLUT_SCREEN_WIDTH 0x00C8

5.11.1.134 #define GLUT_SCREEN_WIDTH_MM 0x00CA

5.11.1.135 #define GLUT_SINGLE 0x0000

5.11.1.136 #define GLUT_STENCIL 0x0020

5.11.1.137 #define GLUT_STEREO 0x0100

5.11.1.138 #define GLUT_STROKE_MONO_ROMAN ((void ∗) &glutStrokeMonoRoman)

5.11.1.139 #define GLUT_STROKE_ROMAN ((void ∗) &glutStrokeRoman)

5.11.1.140 #define GLUT_TRANSPARENT_INDEX 0x0323

5.11.1.141 #define GLUT_UP 0x0001

5.11.1.142 #define GLUT_VIDEO_RESIZE_HEIGHT 0x038D

5.11.1.143 #define GLUT_VIDEO_RESIZE_HEIGHT_DELTA 0x0389

5.11.1.144 #define GLUT_VIDEO_RESIZE_IN_USE 0x0385

5.11.1.145 #define GLUT_VIDEO_RESIZE_POSSIBLE 0x0384

5.11.1.146 #define GLUT_VIDEO_RESIZE_WIDTH 0x038C

5.11.1.147 #define GLUT_VIDEO_RESIZE_WIDTH_DELTA 0x0388

5.11.1.148 #define GLUT_VIDEO_RESIZE_X 0x038A

5.11.1.149 #define GLUT_VIDEO_RESIZE_X_DELTA 0x0386

5.11.1.150 #define GLUT_VIDEO_RESIZE_Y 0x038B

5.11.1.151 #define GLUT_VIDEO_RESIZE_Y_DELTA 0x0387

5.11.1.152 #define GLUT_VISIBLE 0x0001

5.11.1.153 #define GLUT_WINDOW_ACCUM_ALPHA_SIZE 0x0072

5.11.1.154 #define GLUT_WINDOW_ACCUM_BLUE_SIZE 0x0071

5.11.1.155 #define GLUT_WINDOW_ACCUM_GREEN_SIZE 0x0070

5.11.1.156 #define GLUT_WINDOW_ACCUM_RED_SIZE 0x006F

5.11.1.157 #define GLUT_WINDOW_ALPHA_SIZE 0x006E

5.11.1.158 #define GLUT_WINDOW_BLUE_SIZE 0x006D

5.11.1.159 #define GLUT_WINDOW_BUFFER_SIZE 0x0068

5.11.1.160 #define GLUT_WINDOW_COLORMAP_SIZE 0x0077

5.11.1.161 #define GLUT_WINDOW_CURSOR 0x007A

5.11.1.162 #define GLUT_WINDOW_DEPTH_SIZE 0x006A

5.11.1.163 #define GLUT_WINDOW_DOUBLEBUFFER 0x0073

5.11.1.164 #define GLUT_WINDOW_FORMAT_ID 0x007B

5.11.1.165 #define GLUT_WINDOW_GREEN_SIZE 0x006C

5.11.1.166 #define GLUT_WINDOW_HEIGHT 0x0067

5.11.1.167 #define GLUT_WINDOW_NUM_CHILDREN 0x0076

5.11.1.168 #define GLUT_WINDOW_NUM_SAMPLES 0x0078

5.11.1.169 #define GLUT_WINDOW_PARENT 0x0075

5.11.1.170 #define GLUT_WINDOW_RED_SIZE 0x006B

5.11.1.171 #define GLUT_WINDOW_RGBA 0x0074

5.11.1.172 #define GLUT_WINDOW_STENCIL_SIZE 0x0069

5.11.1.173 #define GLUT_WINDOW_STEREO 0x0079

5.11.1.174 #define GLUT_WINDOW_WIDTH 0x0066

5.11.1.175 #define GLUT_WINDOW_X 0x0064

5.11.1.176 #define GLUT_WINDOW_Y 0x0065

5.11.1.177 #define GLUT_XLIB_IMPLEMENTATION 13

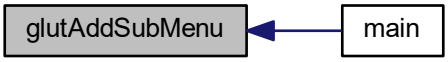
5.11.2 Function Documentation

5.11.2.1 FGAPI void FGAPIENTRY glutAddMenuEntry (const char * *label*, int *value*)

Here is the caller graph for this function:

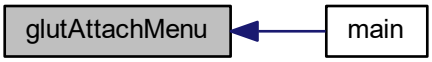
5.11.2.2 FGAPI void FGAPIENTRY glutAddSubMenu (const char * *label,* int *subMenu*)

Here is the caller graph for this function:



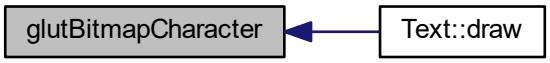
5.11.2.3 FGAPI void FGAPIENTRY glutAttachMenu (int *button*)

Here is the caller graph for this function:



5.11.2.4 FGAPI void FGAPIENTRY glutBitmapCharacter (void * *font,* int *character*)

Here is the caller graph for this function:



5.11.2.5 FGAPI int FGAPIENTRY glutBitmapLength (void * *font,* const unsigned char * *string*)

5.11.2.6 FGAPI int FGAPIENTRY glutBitmapWidth (void * *font,* int *character*)

5.11.2.7 FGAPI void FGAPIENTRY glutButtonBoxFunc (void(*)(int, int) *callback*)

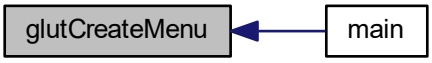
5.11.2.8 **FGAPI void FGAPIENTRY glutChangeToMenuEntry (int *item,* const char * *label,* int *value*)**

5.11.2.9 **FGAPI void FGAPIENTRY glutChangeToSubMenu (int *item,* const char * *label,* int *value*)**

5.11.2.10 **FGAPI void FGAPIENTRY glutCopyColormap (int *window*)**

5.11.2.11 **FGAPI int FGAPIENTRY glutCreateMenu (void(*)(int menu) *callback*)**

Here is the caller graph for this function:



5.11.2.12 **FGAPI int FGAPIENTRY glutCreateSubWindow (int *window,* int *x,* int *y,* int *width,* int *height*)**

5.11.2.13 **FGAPI int FGAPIENTRY glutCreateWindow (const char * *title*)**

Here is the caller graph for this function:

5.11.2.14 **FGAPI void FGAPIENTRY glutDestroyMenu (int *menu*)**

5.11.2.15 **FGAPI void FGAPIENTRY glutDestroyWindow (int *window*)**

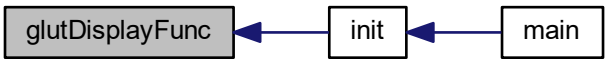
5.11.2.16 **FGAPI void FGAPIENTRY glutDetachMenu (int *button*)**

5.11.2.17 **FGAPI int FGAPIENTRY glutDeviceGet (GLenum *query*)**

5.11.2.18 **FGAPI void FGAPIENTRY glutDialsFunc (void(*)(int, int) *callback*)**

5.11.2.19 FGAPI void FGAPIENTRY glutDisplayFunc (void(∗)(void) *callback*)

Here is the caller graph for this function:



5.11.2.20 FGAPI int FGAPIENTRY glutEnterGameMode (void)

5.11.2.21 FGAPI void FGAPIENTRY glutEntryFunc (void(∗)(int) *callback*)

5.11.2.22 FGAPI void FGAPIENTRY glutEstablishOverlay (void)

5.11.2.23 FGAPI int FGAPIENTRY glutExtensionSupported (const char ∗ *extension*)

5.11.2.24 FGAPI void FGAPIENTRY glutForceJoystickFunc (void)

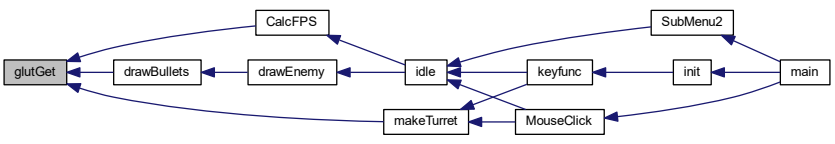
5.11.2.25 FGAPI void FGAPIENTRY glutFullScreen (void)

5.11.2.26 FGAPI int FGAPIENTRY glutGameModeGet (GLenum *query*)

5.11.2.27 FGAPI void FGAPIENTRY glutGameModeString (const char ∗ *string*)

5.11.2.28 FGAPI int FGAPIENTRY glutGet (GLenum *query*)

Here is the caller graph for this function:



5.11.2.29 **FGAPI GLfloat FGAPIENTRY glutGetColor (int *color,* int *component*)**

5.11.2.30 **FGAPI int FGAPIENTRY glutGetMenu (void)**

5.11.2.31 **FGAPI int FGAPIENTRY glutGetModifiers (void)**

5.11.2.32 **FGAPI int FGAPIENTRY glutGetWindow (void)**

5.11.2.33 **FGAPI void FGAPIENTRY glutHideOverlay (void)**

5.11.2.34 **FGAPI void FGAPIENTRY glutHideWindow (void)**

5.11.2.35 **FGAPI void FGAPIENTRY glutIconifyWindow (void)**

5.11.2.36 **FGAPI void FGAPIENTRY glutIdleFunc (void(*)(void) *callback*)**

5.11.2.37 **FGAPI void FGAPIENTRY glutIgnoreKeyRepeat (int *ignore*)**

5.11.2.38 **FGAPI void FGAPIENTRY glutInit (int * *pargc,* char ** *argv*)**

Here is the caller graph for this function:

5.11.2.39 **FGAPI void FGAPIENTRY glutInitDisplayMode (unsigned int *displayMode*)**

Here is the caller graph for this function:

5.11.2.40 **FGAPI void FGAPIENTRY glutInitDisplayString (const char * *displayMode*)**

5.11.2.41 **FGAPI void FGAPIENTRY glutInitWindowPosition (int *x*, int *y*)**

Here is the caller graph for this function:

5.11.2.42 **FGAPI void FGAPIENTRY glutInitWindowSize (int *width*, int *height*)**

Here is the caller graph for this function:

5.11.2.43 **FGAPI void FGAPIENTRY glutJoystickFunc (void(*)(unsigned int, int, int, int) *callback*, int *pollInterval*)**

5.11.2.44 **FGAPI void FGAPIENTRY glutKeyboardFunc (void(*)(unsigned char, int, int) *callback*)**

Here is the caller graph for this function:

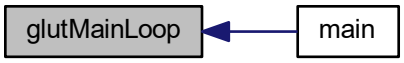
5.11.2.45 **FGAPI void FGAPIENTRY glutKeyboardUpFunc (void(*)(unsigned char, int, int) *callback*)**

5.11.2.46 **FGAPI int FGAPIENTRY glutLayerGet (GLenum *query*)**

5.11.2.47 **FGAPI void FGAPIENTRY glutLeaveGameMode (void)**

5.11.2.48 **FGAPI void FGAPIENTRY glutMainLoop (void)**

Here is the caller graph for this function:



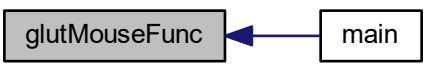
5.11.2.49 **FGAPI void FGAPIENTRY glutMenuStateFunc (void(*)(int) *callback*)**

5.11.2.50 **FGAPI void FGAPIENTRY glutMenuStatusFunc (void(*)(int, int, int) *callback*)**

5.11.2.51 **FGAPI void FGAPIENTRY glutMotionFunc (void(*)(int, int) *callback*)**

5.11.2.52 **FGAPI void FGAPIENTRY glutMouseFunc (void(*)(int, int, int, int) *callback*)**

Here is the caller graph for this function:



5.11.2.53 **FGAPI void FGAPIENTRY glutOverlayDisplayFunc (void(∗)(void) *callback*)**

5.11.2.54 **FGAPI void FGAPIENTRY glutPassiveMotionFunc (void(∗)(int, int) *callback*)**

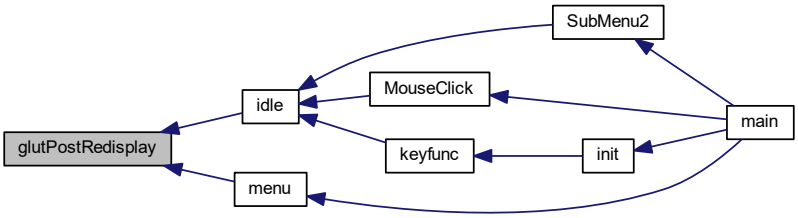
5.11.2.55 **FGAPI void FGAPIENTRY glutPopWindow (void)**

5.11.2.56 **FGAPI void FGAPIENTRY glutPositionWindow (int *x*, int *y*)**

5.11.2.57 **FGAPI void FGAPIENTRY glutPostOverlayRedisplay (void)**

5.11.2.58 **FGAPI void FGAPIENTRY glutPostRedisplay (void)**

Here is the caller graph for this function:



5.11.2.59 **FGAPI void FGAPIENTRY glutPostWindowOverlayRedisplay (int *window*)**

5.11.2.60 **FGAPI void FGAPIENTRY glutPostWindowRedisplay (int *window*)**

5.11.2.61 **FGAPI void FGAPIENTRY glutPushWindow (void)**

5.11.2.62 **FGAPI void FGAPIENTRY glutRemoveMenuItem (int *item*)**

5.11.2.63 **FGAPI void FGAPIENTRY glutRemoveOverlay (void)**

5.11.2.64 **FGAPI void FGAPIENTRY glutReportErrors (void)**

5.11.2.65 **FGAPI void FGAPIENTRY glutReshapeFunc (void(∗)(int, int) *callback*)**

Here is the caller graph for this function:

5.11.2.66 **FGAPI** void **FGAPIENTRY** glutReshapeWindow (int *width,* int *height*)

5.11.2.67 **FGAPI** void **FGAPIENTRY** glutSetColor (int *color,* GLfloat *red,* GLfloat *green,* GLfloat *blue*)

5.11.2.68 **FGAPI** void **FGAPIENTRY** glutSetCursor (int *cursor*)

5.11.2.69 **FGAPI** void **FGAPIENTRY** glutSetIconTitle (const char * *title*)

5.11.2.70 **FGAPI** void **FGAPIENTRY** glutSetKeyRepeat (int *repeatMode*)

5.11.2.71 **FGAPI** void **FGAPIENTRY** glutSetMenu (int *menu*)

5.11.2.72 **FGAPI** void **FGAPIENTRY** glutSetupVideoResizing (void)

5.11.2.73 **FGAPI** void **FGAPIENTRY** glutSetWindow (int *window*)

5.11.2.74 **FGAPI** void **FGAPIENTRY** glutSetWindowTitle (const char * *title*)

5.11.2.75 **FGAPI** void **FGAPIENTRY** glutShowOverlay (void)

5.11.2.76 **FGAPI** void **FGAPIENTRY** glutShowWindow (void)

5.11.2.77 **FGAPI** void **FGAPIENTRY** glutSolidCone (double *base,* double *height,* GLint *slices,* GLint *stacks*)

5.11.2.78 **FGAPI** void **FGAPIENTRY** glutSolidCube (double *size*)

5.11.2.79 **FGAPI** void **FGAPIENTRY** glutSolidDodecahedron (void)

5.11.2.80 **FGAPI** void **FGAPIENTRY** glutSolidIcosahedron (void)

5.11.2.81 **FGAPI** void **FGAPIENTRY** glutSolidOctahedron (void)

5.11.2.82 **FGAPI** void **FGAPIENTRY** glutSolidSphere (double *radius,* GLint *slices,* GLint *stacks*)

5.11.2.83 **FGAPI** void **FGAPIENTRY** glutSolidTeapot (double *size*)

5.11.2.84 **FGAPI** void **FGAPIENTRY** glutSolidTetrahedron (void)

5.11.2.85 **FGAPI** void **FGAPIENTRY** glutSolidTorus (double *innerRadius,* double *outerRadius,* GLint *sides,* GLint *rings*)

5.11.2.86 **FGAPI** void **FGAPIENTRY** glutSpaceballButtonFunc (void(*)(int, int) *callback*)

5.11.2.87 **FGAPI** void **FGAPIENTRY** glutSpaceballMotionFunc (void(*)(int, int, int) *callback*)

5.11.2.88 **FGAPI** void **FGAPIENTRY** glutSpaceballRotateFunc (void(*)(int, int, int) *callback*)

5.11.2.89 **FGAPI void FGAPIENTRY glutSpecialFunc (void(∗)(int, int, int) *callback*)**

5.11.2.90 **FGAPI void FGAPIENTRY glutSpecialUpFunc (void(∗)(int, int, int) *callback*)**

5.11.2.91 **FGAPI void FGAPIENTRY glutStopVideoResizing (void)**

5.11.2.92 **FGAPI void FGAPIENTRY glutStrokeCharacter (void ∗ *font,* int *character*)**

5.11.2.93 **FGAPI int FGAPIENTRY glutStrokeLength (void ∗ *font,* const unsigned char ∗ *string*)**

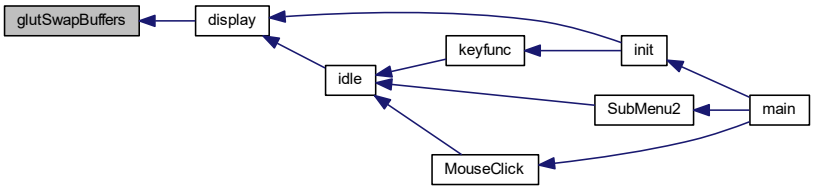
5.11.2.94 **FGAPI GLfloat FGAPIENTRY glutStrokeLengthf (void ∗ *font,* const unsigned char ∗ *string*)**

5.11.2.95 **FGAPI int FGAPIENTRY glutStrokeWidth (void ∗ *font,* int *character*)**

5.11.2.96 **FGAPI GLfloat FGAPIENTRY glutStrokeWidthf (void ∗ *font,* int *character*)**

5.11.2.97 **FGAPI void FGAPIENTRY glutSwapBuffers (void)**

Here is the caller graph for this function:

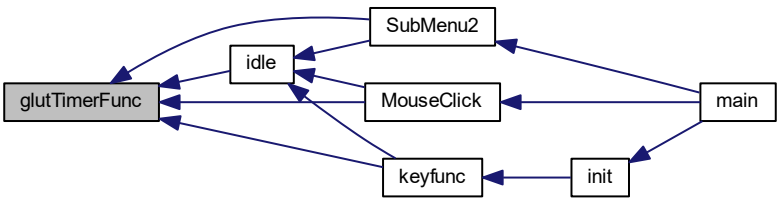


5.11.2.98 **FGAPI void FGAPIENTRY glutTabletButtonFunc (void(∗)(int, int, int, int) *callback*)**

5.11.2.99 **FGAPI void FGAPIENTRY glutTabletMotionFunc (void(∗)(int, int) *callback*)**

5.11.2.100 **FGAPI void FGAPIENTRY glutTimerFunc (unsigned int *time,* void(∗)(int) *callback,* int *value*)**

Here is the caller graph for this function:



5.11.2.101 **FGAPI** void **FGAPIENTRY** glutUseLayer (GLenum *layer*)

5.11.2.102 **FGAPI** void **FGAPIENTRY** glutVideoPan (int *x,* int *y,* int *width,* int *height*)

5.11.2.103 **FGAPI** void **FGAPIENTRY** glutVideoResize (int *x,* int *y,* int *width,* int *height*)

5.11.2.104 **FGAPI** int **FGAPIENTRY** glutVideoResizeGet (GLenum *query*)

5.11.2.105 **FGAPI** void **FGAPIENTRY** glutVisibilityFunc (void(∗)(int) *callback*)

5.11.2.106 **FGAPI** void **FGAPIENTRY** glutWarpPointer (int *x,* int *y*)

5.11.2.107 **FGAPI** void **FGAPIENTRY** glutWindowStatusFunc (void(∗)(int) *callback*)

5.11.2.108 **FGAPI** void **FGAPIENTRY** glutWireCone (double *base,* double *height,* GLint *slices,* GLint *stacks*)

5.11.2.109 **FGAPI** void **FGAPIENTRY** glutWireCube (double *size*)

5.11.2.110 **FGAPI** void **FGAPIENTRY** glutWireDodecahedron (void)

5.11.2.111 **FGAPI** void **FGAPIENTRY** glutWireIcosahedron (void)

5.11.2.112 **FGAPI** void **FGAPIENTRY** glutWireOctahedron (void)

5.11.2.113 **FGAPI** void **FGAPIENTRY** glutWireSphere (double *radius,* GLint *slices,* GLint *stacks*)

5.11.2.114 **FGAPI** void **FGAPIENTRY** glutWireTeapot (double *size*)

5.11.2.115 **FGAPI** void **FGAPIENTRY** glutWireTetrahedron (void)

5.11.2.116 **FGAPI** void **FGAPIENTRY** glutWireTorus (double *innerRadius,* double *outerRadius,* GLint *sides,* GLint *rings*)

5.11.3 Variable Documentation

5.11.3.1 void∗ glutBitmap8By13

5.11.3.2 void∗ glutBitmap9By15

5.11.3.3 void∗ glutBitmapHelvetica10

5.11.3.4 void∗ glutBitmapHelvetica12

5.11.3.5 void∗ glutBitmapHelvetica18

5.11.3.6 void∗ glutBitmapTimesRoman10

5.11.3.7 void* glutBitmapTimesRoman24

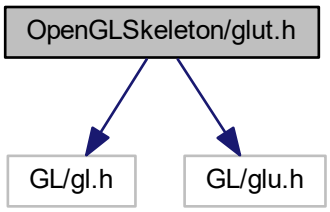
5.11.3.8 void* glutStrokeMonoRoman

5.11.3.9 void* glutStrokeRoman

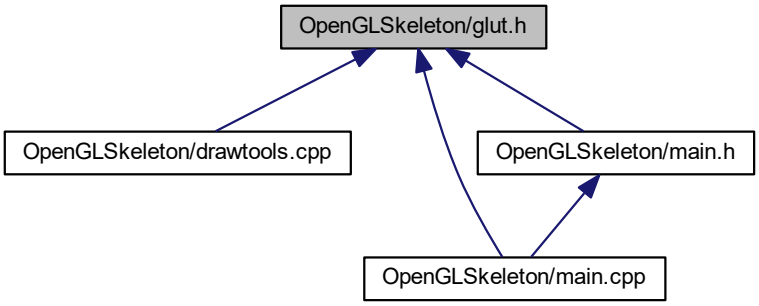
5.12 OpenGLSkeleton/glut.h File Reference

```
#include <GL/gl.h>
#include <GL/glu.h>
```

Include dependency graph for glut.h:



This graph shows which files directly or indirectly include this file:



Macros

- #define APIENTRY
- #define GLUT_APIENTRY_DEFINED
- #define CALLBACK
- #define GLUTAPI extern
- #define GLUTCALLBACK

- #define GLUT_API_VERSION 3
- #define GLUT_XLIB_IMPLEMENTATION 15
- #define GLUT_RGB 0
- #define GLUT_RGBA GLUT_RGB
- #define GLUT_INDEX 1
- #define GLUT_SINGLE 0
- #define GLUT_DOUBLE 2
- #define GLUT_ACCUM 4
- #define GLUT_ALPHA 8
- #define GLUT_DEPTH 16
- #define GLUT_STENCIL 32
- #define GLUT_MULTISAMPLE 128
- #define GLUT_STEREO 256
- #define GLUT_LUMINANCE 512
- #define GLUT_LEFT_BUTTON 0
- #define GLUT_MIDDLE_BUTTON 1
- #define GLUT_RIGHT_BUTTON 2
- #define GLUT_WHEEL_UP 3
- #define GLUT_WHEEL_DOWN 4
- #define GLUT_XBUTTON1 5
- #define GLUT_XBUTTON2 6
- #define GLUT_DOWN 0
- #define GLUT_UP 1
- #define GLUT_KEY_F1 1
- #define GLUT_KEY_F2 2
- #define GLUT_KEY_F3 3
- #define GLUT_KEY_F4 4
- #define GLUT_KEY_F5 5
- #define GLUT_KEY_F6 6
- #define GLUT_KEY_F7 7
- #define GLUT_KEY_F8 8
- #define GLUT_KEY_F9 9
- #define GLUT_KEY_F10 10
- #define GLUT_KEY_F11 11
- #define GLUT_KEY_F12 12
- #define GLUT_KEY_LEFT 100
- #define GLUT_KEY_UP 101
- #define GLUT_KEY_RIGHT 102
- #define GLUT_KEY_DOWN 103
- #define GLUT_KEY_PAGE_UP 104
- #define GLUT_KEY_PAGE_DOWN 105
- #define GLUT_KEY_HOME 106
- #define GLUT_KEY_END 107
- #define GLUT_KEY_INSERT 108
- #define GLUT_LEFT 0
- #define GLUT_ENTERED 1
- #define GLUT_MENU_NOT_IN_USE 0
- #define GLUT_MENU_IN_USE 1
- #define GLUT_NOT_VISIBLE 0
- #define GLUT_VISIBLE 1
- #define GLUT_HIDDEN 0
- #define GLUT_FULLY_RETAINED 1
- #define GLUT_PARTIALLY_RETAINED 2
- #define GLUT_FULLY_COVERED 3
- #define GLUT_RED 0

- #define GLUT_GREEN 1
- #define GLUT_BLUE 2
- #define GLUT_STROKE_ROMAN (&glutStrokeRoman)
- #define GLUT_STROKE_MONO_ROMAN (&glutStrokeMonoRoman)
- #define GLUT_BITMAP_9_BY_15 (&glutBitmap9By15)
- #define GLUT_BITMAP_8_BY_13 (&glutBitmap8By13)
- #define GLUT_BITMAP_TIMES_ROMAN_10 (&glutBitmapTimesRoman10)
- #define GLUT_BITMAP_TIMES_ROMAN_24 (&glutBitmapTimesRoman24)
- #define GLUT_BITMAP_HELVETICA_10 (&glutBitmapHelvetica10)
- #define GLUT_BITMAP_HELVETICA_12 (&glutBitmapHelvetica12)
- #define GLUT_BITMAP_HELVETICA_18 (&glutBitmapHelvetica18)
- #define GLUT_WINDOW_X ((GLenum) 100)
- #define GLUT_WINDOW_Y ((GLenum) 101)
- #define GLUT_WINDOW_WIDTH ((GLenum) 102)
- #define GLUT_WINDOW_HEIGHT ((GLenum) 103)
- #define GLUT_WINDOW_BUFFER_SIZE ((GLenum) 104)
- #define GLUT_WINDOW_STENCIL_SIZE ((GLenum) 105)
- #define GLUT_WINDOW_DEPTH_SIZE ((GLenum) 106)
- #define GLUT_WINDOW_RED_SIZE ((GLenum) 107)
- #define GLUT_WINDOW_GREEN_SIZE ((GLenum) 108)
- #define GLUT_WINDOW_BLUE_SIZE ((GLenum) 109)
- #define GLUT_WINDOW_ALPHA_SIZE ((GLenum) 110)
- #define GLUT_WINDOW_ACCUM_RED_SIZE ((GLenum) 111)
- #define GLUT_WINDOW_ACCUM_GREEN_SIZE ((GLenum) 112)
- #define GLUT_WINDOW_ACCUM_BLUE_SIZE ((GLenum) 113)
- #define GLUT_WINDOW_ACCUM_ALPHA_SIZE ((GLenum) 114)
- #define GLUT_WINDOW_DOUBLEBUFFER ((GLenum) 115)
- #define GLUT_WINDOW_RGBA ((GLenum) 116)
- #define GLUT_WINDOW_PARENT ((GLenum) 117)
- #define GLUT_WINDOW_NUM_CHILDREN ((GLenum) 118)
- #define GLUT_WINDOW_COLORMAP_SIZE ((GLenum) 119)
- #define GLUT_WINDOW_NUM_SAMPLES ((GLenum) 120)
- #define GLUT_WINDOW_STEREO ((GLenum) 121)
- #define GLUT_WINDOW_CURSOR ((GLenum) 122)
- #define GLUT_SCREEN_WIDTH ((GLenum) 200)
- #define GLUT_SCREEN_HEIGHT ((GLenum) 201)
- #define GLUT_SCREEN_WIDTH_MM ((GLenum) 202)
- #define GLUT_SCREEN_HEIGHT_MM ((GLenum) 203)
- #define GLUT_MENU_NUM_ITEMS ((GLenum) 300)
- #define GLUT_DISPLAY_MODE_POSSIBLE ((GLenum) 400)
- #define GLUT_INIT_WINDOW_X ((GLenum) 500)
- #define GLUT_INIT_WINDOW_Y ((GLenum) 501)
- #define GLUT_INIT_WINDOW_WIDTH ((GLenum) 502)
- #define GLUT_INIT_WINDOW_HEIGHT ((GLenum) 503)
- #define GLUT_INIT_DISPLAY_MODE ((GLenum) 504)
- #define GLUT_ELAPSED_TIME ((GLenum) 700)
- #define GLUT_WINDOW_FORMAT_ID ((GLenum) 123)
- #define GLUT_HAS_KEYBOARD ((GLenum) 600)
- #define GLUT_HAS_MOUSE ((GLenum) 601)
- #define GLUT_HAS_SPACEBALL ((GLenum) 602)
- #define GLUT_HAS_DIAL_AND_BUTTON_BOX ((GLenum) 603)
- #define GLUT_HAS_TABLET ((GLenum) 604)
- #define GLUT_NUM_MOUSE_BUTTONS ((GLenum) 605)
- #define GLUT_NUM_SPACEBALL_BUTTONS ((GLenum) 606)
- #define GLUT_NUM_BUTTON_BOX_BUTTONS ((GLenum) 607)

- #define GLUT_NUM_DIALS ((GLenum) 608)
- #define GLUT_NUM_TABLET_BUTTONS ((GLenum) 609)
- #define GLUT_DEVICE_IGNORE_KEY_REPEAT ((GLenum) 610)
- #define GLUT_DEVICE_KEY_REPEAT ((GLenum) 611)
- #define GLUT_HAS_JOYSTICK ((GLenum) 612)
- #define GLUT_OWNS_JOYSTICK ((GLenum) 613)
- #define GLUT_JOYSTICK_BUTTONS ((GLenum) 614)
- #define GLUT_JOYSTICK_AXES ((GLenum) 615)
- #define GLUT_JOYSTICK_POLL_RATE ((GLenum) 616)
- #define GLUT_OVERLAY_POSSIBLE ((GLenum) 800)
- #define GLUT_LAYER_IN_USE ((GLenum) 801)
- #define GLUT_HAS_OVERLAY ((GLenum) 802)
- #define GLUT_TRANSPARENT_INDEX ((GLenum) 803)
- #define GLUT_NORMAL_DAMAGED ((GLenum) 804)
- #define GLUT_OVERLAY_DAMAGED ((GLenum) 805)
- #define GLUT_VIDEO_RESIZE_POSSIBLE ((GLenum) 900)
- #define GLUT_VIDEO_RESIZE_IN_USE ((GLenum) 901)
- #define GLUT_VIDEO_RESIZE_X_DELTA ((GLenum) 902)
- #define GLUT_VIDEO_RESIZE_Y_DELTA ((GLenum) 903)
- #define GLUT_VIDEO_RESIZE_WIDTH_DELTA ((GLenum) 904)
- #define GLUT_VIDEO_RESIZE_HEIGHT_DELTA ((GLenum) 905)
- #define GLUT_VIDEO_RESIZE_X ((GLenum) 906)
- #define GLUT_VIDEO_RESIZE_Y ((GLenum) 907)
- #define GLUT_VIDEO_RESIZE_WIDTH ((GLenum) 908)
- #define GLUT_VIDEO_RESIZE_HEIGHT ((GLenum) 909)
- #define GLUT_NORMAL ((GLenum) 0)
- #define GLUT_OVERLAY ((GLenum) 1)
- #define GLUT_ACTIVE_SHIFT 1
- #define GLUT_ACTIVE_CTRL 2
- #define GLUT_ACTIVE_ALT 4
- #define GLUT_CURSOR_RIGHT_ARROW 0
- #define GLUT_CURSOR_LEFT_ARROW 1
- #define GLUT_CURSOR_INFO 2
- #define GLUT_CURSOR_DESTROY 3
- #define GLUT_CURSOR_HELP 4
- #define GLUT_CURSOR_CYCLE 5
- #define GLUT_CURSOR_SPRAY 6
- #define GLUT_CURSOR_WAIT 7
- #define GLUT_CURSOR_TEXT 8
- #define GLUT_CURSOR_CROSSHAIR 9
- #define GLUT_CURSOR_UP_DOWN 10
- #define GLUT_CURSOR_LEFT_RIGHT 11
- #define GLUT_CURSOR_TOP_SIDE 12
- #define GLUT_CURSOR_BOTTOM_SIDE 13
- #define GLUT_CURSOR_LEFT_SIDE 14
- #define GLUT_CURSOR_RIGHT_SIDE 15
- #define GLUT_CURSOR_TOP_LEFT_CORNER 16
- #define GLUT_CURSOR_TOP_RIGHT_CORNER 17
- #define GLUT_CURSOR_BOTTOM_RIGHT_CORNER 18
- #define GLUT_CURSOR_BOTTOM_LEFT_CORNER 19
- #define GLUT_CURSOR_INHERIT 100
- #define GLUT_CURSOR_NONE 101
- #define GLUT_CURSOR_FULL_CROSSHAIR 102
- #define GLUT_KEY_REPEAT_OFF 0
- #define GLUT_KEY_REPEAT_ON 1

- #define GLUT_KEY_REPEAT_DEFAULT 2
- #define GLUT_JOYSTICK_BUTTON_A 1
- #define GLUT_JOYSTICK_BUTTON_B 2
- #define GLUT_JOYSTICK_BUTTON_C 4
- #define GLUT_JOYSTICK_BUTTON_D 8
- #define GLUT_GAME_MODE_ACTIVE ((GLenum) 0)
- #define GLUT_GAME_MODE_POSSIBLE ((GLenum) 1)
- #define GLUT_GAME_MODE_WIDTH ((GLenum) 2)
- #define GLUT_GAME_MODE_HEIGHT ((GLenum) 3)
- #define GLUT_GAME_MODE_PIXEL_DEPTH ((GLenum) 4)
- #define GLUT_GAME_MODE_REFRESH_RATE ((GLenum) 5)
- #define GLUT_GAME_MODE_DISPLAY_CHANGED ((GLenum) 6)

Functions

- void exit (int)
- GLUTAPI void APIENTRY glutInit (int *argcp, char **argv)
- GLUTAPI void APIENTRY glutInitDisplayMode (unsigned int mode)
- GLUTAPI void APIENTRY glutInitDisplayString (const char *string)
- GLUTAPI void APIENTRY glutInitWindowPosition (int x, int y)
- GLUTAPI void APIENTRY glutInitWindowSize (int width, int height)
- GLUTAPI void APIENTRY glutMainLoop (void)
- GLUTAPI int APIENTRY glutCreateWindow (const char *title)
- GLUTAPI int APIENTRY glutCreateSubWindow (int win, int x, int y, int width, int height)
- GLUTAPI void APIENTRY glutDestroyWindow (int win)
- GLUTAPI void APIENTRY glutPostRedisplay (void)
- GLUTAPI void APIENTRY glutPostWindowRedisplay (int win)
- GLUTAPI void APIENTRY glutSwapBuffers (void)
- GLUTAPI int APIENTRY glutGetWindow (void)
- GLUTAPI void APIENTRY glutSetWindow (int win)
- GLUTAPI void APIENTRY glutSetWindowTitle (const char *title)
- GLUTAPI void APIENTRY glutSetIconTitle (const char *title)
- GLUTAPI void APIENTRY glutPositionWindow (int x, int y)
- GLUTAPI void APIENTRY glutReshapeWindow (int width, int height)
- GLUTAPI void APIENTRY glutPopWindow (void)
- GLUTAPI void APIENTRY glutPushWindow (void)
- GLUTAPI void APIENTRY glutIconifyWindow (void)
- GLUTAPI void APIENTRY glutShowWindow (void)
- GLUTAPI void APIENTRY glutHideWindow (void)
- GLUTAPI void APIENTRY glutFullScreen (void)
- GLUTAPI void APIENTRY glutSetCursor (int cursor)
- GLUTAPI void APIENTRY glutWarpPointer (int x, int y)
- GLUTAPI void APIENTRY glutEstablishOverlay (void)
- GLUTAPI void APIENTRY glutRemoveOverlay (void)
- GLUTAPI void APIENTRY glutUseLayer (GLenum layer)
- GLUTAPI void APIENTRY glutPostOverlayRedisplay (void)
- GLUTAPI void APIENTRY glutPostWindowOverlayRedisplay (int win)
- GLUTAPI void APIENTRY glutShowOverlay (void)
- GLUTAPI void APIENTRY glutHideOverlay (void)
- GLUTAPI int APIENTRY glutCreateMenu (void(GLUTCALLBACK *func)(int))
- GLUTAPI void APIENTRY glutDestroyMenu (int menu)
- GLUTAPI int APIENTRY glutGetMenu (void)
- GLUTAPI void APIENTRY glutSetMenu (int menu)
- GLUTAPI void APIENTRY glutAddMenuEntry (const char *label, int value)

- GLUTAPI void APIENTRY glutAddSubMenu (const char *label, int submenu)
- GLUTAPI void APIENTRY glutChangeToMenuEntry (int item, const char *label, int value)
- GLUTAPI void APIENTRY glutChangeToSubMenu (int item, const char *label, int submenu)
- GLUTAPI void APIENTRY glutRemoveMenuItem (int item)
- GLUTAPI void APIENTRY glutAttachMenu (int button)
- GLUTAPI void APIENTRY glutDetachMenu (int button)
- GLUTAPI void APIENTRY glutDisplayFunc (void(GLUTCALLBACK *func)(void))
- GLUTAPI void APIENTRY glutReshapeFunc (void(GLUTCALLBACK *func)(int width, int height))
- GLUTAPI void APIENTRY glutKeyboardFunc (void(GLUTCALLBACK *func)(unsigned char key, int x, int y))
- GLUTAPI void APIENTRY glutMouseFunc (void(GLUTCALLBACK *func)(int button, int state, int x, int y))
- GLUTAPI void APIENTRY glutMotionFunc (void(GLUTCALLBACK *func)(int x, int y))
- GLUTAPI void APIENTRY glutPassiveMotionFunc (void(GLUTCALLBACK *func)(int x, int y))
- GLUTAPI void APIENTRY glutEntryFunc (void(GLUTCALLBACK *func)(int state))
- GLUTAPI void APIENTRY glutVisibilityFunc (void(GLUTCALLBACK *func)(int state))
- GLUTAPI void APIENTRY glutIdleFunc (void(GLUTCALLBACK *func)(void))
- GLUTAPI void APIENTRY glutTimerFunc (unsigned int millis, void(GLUTCALLBACK *func)(int value), int value)
- GLUTAPI void APIENTRY glutMenuStateFunc (void(GLUTCALLBACK *func)(int state))
- GLUTAPI void APIENTRY glutSpecialFunc (void(GLUTCALLBACK *func)(int key, int x, int y))
- GLUTAPI void APIENTRY glutSpaceballMotionFunc (void(GLUTCALLBACK *func)(int x, int y, int z))
- GLUTAPI void APIENTRY glutSpaceballRotateFunc (void(GLUTCALLBACK *func)(int x, int y, int z))
- GLUTAPI void APIENTRY glutSpaceballButtonFunc (void(GLUTCALLBACK *func)(int button, int state))
- GLUTAPI void APIENTRY glutButtonBoxFunc (void(GLUTCALLBACK *func)(int button, int state))
- GLUTAPI void APIENTRY glutDialsFunc (void(GLUTCALLBACK *func)(int dial, int value))
- GLUTAPI void APIENTRY glutTabletMotionFunc (void(GLUTCALLBACK *func)(int x, int y))
- GLUTAPI void APIENTRY glutTabletButtonFunc (void(GLUTCALLBACK *func)(int button, int state, int x, int y))
- GLUTAPI void APIENTRY glutMenuStatusFunc (void(GLUTCALLBACK *func)(int status, int x, int y))
- GLUTAPI void APIENTRY glutOverlayDisplayFunc (void(GLUTCALLBACK *func)(void))
- GLUTAPI void APIENTRY glutWindowStatusFunc (void(GLUTCALLBACK *func)(int state))
- GLUTAPI void APIENTRY glutKeyboardUpFunc (void(GLUTCALLBACK *func)(unsigned char key, int x, int y))
- GLUTAPI void APIENTRY glutSpecialUpFunc (void(GLUTCALLBACK *func)(int key, int x, int y))
- GLUTAPI void APIENTRY glutJoystickFunc (void(GLUTCALLBACK *func)(unsigned int buttonMask, int x, int y, int z), int pollInterval)
- GLUTAPI void APIENTRY glutSetColor (int, GLfloat red, GLfloat green, GLfloat blue)
- GLUTAPI GLfloat APIENTRY glutGetColor (int ndx, int component)
- GLUTAPI void APIENTRY glutCopyColormap (int win)
- GLUTAPI int APIENTRY glutGet (GLenum type)
- GLUTAPI int APIENTRY glutDeviceGet (GLenum type)
- GLUTAPI int APIENTRY glutExtensionSupported (const char *name)
- GLUTAPI int APIENTRY glutGetModifiers (void)
- GLUTAPI int APIENTRY glutLayerGet (GLenum type)
- GLUTAPI void APIENTRY glutBitmapCharacter (void *font, int character)
- GLUTAPI int APIENTRY glutBitmapWidth (void *font, int character)
- GLUTAPI void APIENTRY glutStrokeCharacter (void *font, int character)
- GLUTAPI int APIENTRY glutStrokeWidth (void *font, int character)
- GLUTAPI int APIENTRY glutBitmapLength (void *font, const unsigned char *string)
- GLUTAPI int APIENTRY glutStrokeLength (void *font, const unsigned char *string)
- GLUTAPI void APIENTRY glutWireSphere (GLdouble radius, GLint slices, GLint stacks)
- GLUTAPI void APIENTRY glutSolidSphere (GLdouble radius, GLint slices, GLint stacks)
- GLUTAPI void APIENTRY glutWireCone (GLdouble base, GLdouble height, GLint slices, GLint stacks)
- GLUTAPI void APIENTRY glutSolidCone (GLdouble base, GLdouble height, GLint slices, GLint stacks)
- GLUTAPI void APIENTRY glutWireCube (GLdouble size)
- GLUTAPI void APIENTRY glutSolidCube (GLdouble size)

- GLUTAPI void APIENTRY glutWireTorus (GLdouble innerRadius, GLdouble outerRadius, GLint sides, GLint rings)
- GLUTAPI void APIENTRY glutSolidTorus (GLdouble innerRadius, GLdouble outerRadius, GLint sides, GLint rings)
- GLUTAPI void APIENTRY glutWireDodecahedron (void)
- GLUTAPI void APIENTRY glutSolidDodecahedron (void)
- GLUTAPI void APIENTRY glutWireTeapot (GLdouble size)
- GLUTAPI void APIENTRY glutSolidTeapot (GLdouble size)
- GLUTAPI void APIENTRY glutWireOctahedron (void)
- GLUTAPI void APIENTRY glutSolidOctahedron (void)
- GLUTAPI void APIENTRY glutWireTetrahedron (void)
- GLUTAPI void APIENTRY glutSolidTetrahedron (void)
- GLUTAPI void APIENTRY glutWireIcosahedron (void)
- GLUTAPI void APIENTRY glutSolidIcosahedron (void)
- GLUTAPI int APIENTRY glutVideoResizeGet (GLenum param)
- GLUTAPI void APIENTRY glutSetupVideoResizing (void)
- GLUTAPI void APIENTRY glutStopVideoResizing (void)
- GLUTAPI void APIENTRY glutVideoResize (int x, int y, int width, int height)
- GLUTAPI void APIENTRY glutVideoPan (int x, int y, int width, int height)
- GLUTAPI void APIENTRY glutReportErrors (void)
- GLUTAPI void APIENTRY glutIgnoreKeyRepeat (int ignore)
- GLUTAPI void APIENTRY glutSetKeyRepeat (int repeatMode)
- GLUTAPI void APIENTRY glutForceJoystickFunc (void)
- GLUTAPI void APIENTRY glutGameModeString (const char *string)
- GLUTAPI int APIENTRY glutEnterGameMode (void)
- GLUTAPI void APIENTRY glutLeaveGameMode (void)
- GLUTAPI int APIENTRY glutGameModeGet (GLenum mode)

Variables

- GLUTAPI void * glutStrokeRoman
- GLUTAPI void * glutStrokeMonoRoman
- GLUTAPI void * glutBitmap9By15
- GLUTAPI void * glutBitmap8By13
- GLUTAPI void * glutBitmapTimesRoman10
- GLUTAPI void * glutBitmapTimesRoman24
- GLUTAPI void * glutBitmapHelvetica10
- GLUTAPI void * glutBitmapHelvetica12
- GLUTAPI void * glutBitmapHelvetica18

5.12.1 Macro Definition Documentation

5.12.1.1 #define APIENTRY

5.12.1.2 #define CALLBACK

5.12.1.3 #define GLUT_ACCUM 4

5.12.1.4 #define GLUT_ACTIVE_ALT 4

5.12.1.5 #define GLUT_ACTIVE_CTRL 2

5.12.1.6 #define GLUT_ACTIVE_SHIFT 1

5.12.1.7 #define GLUT_ALPHA 8

5.12.1.8 #define GLUT_API_VERSION 3

GLUT API revision history:

GLUT_API_VERSION is updated to reflect incompatible GLUT API changes (interface changes, semantic changes, deletions, or additions).

GLUT_API_VERSION=1 First public release of GLUT. 11/29/94

GLUT_API_VERSION=2 Added support for OpenGL/GLX multisampling, extension. Supports new input devices like tablet, dial and button box, and Spaceball. Easy to query OpenGL extensions.

GLUT_API_VERSION=3 glutMenuStatus added.

GLUT_API_VERSION=4 glutInitDisplayString, glutWarpPointer, glutBitmapLength, glutStrokeLength, glut↩ WindowStatusFunc, dynamic video resize subAPI, glutPostWindowRedisplay, glutKeyboardUpFunc, glutSpecial↩ UpFunc, glutIgnoreKeyRepeat, glutSetKeyRepeat, glutJoystickFunc, glutForceJoystickFunc (NOT FINALIZED!).

5.12.1.9 #define GLUT_APIENTRY_DEFINED

5.12.1.10 #define GLUT_BITMAP_8_BY_13 (&glutBitmap8By13)

5.12.1.11 #define GLUT_BITMAP_9_BY_15 (&glutBitmap9By15)

5.12.1.12 #define GLUT_BITMAP_HELVETICA_10 (&glutBitmapHelvetica10)

5.12.1.13 #define GLUT_BITMAP_HELVETICA_12 (&glutBitmapHelvetica12)

5.12.1.14 #define GLUT_BITMAP_HELVETICA_18 (&glutBitmapHelvetica18)

5.12.1.15 #define GLUT_BITMAP_TIMES_ROMAN_10 (&glutBitmapTimesRoman10)

5.12.1.16 #define GLUT_BITMAP_TIMES_ROMAN_24 (&glutBitmapTimesRoman24)

5.12.1.17 #define GLUT_BLUE 2

5.12.1.18 #define GLUT_CURSOR_BOTTOM_LEFT_CORNER 19

5.12.1.19 #define GLUT_CURSOR_BOTTOM_RIGHT_CORNER 18

5.12.1.20 #define GLUT_CURSOR_BOTTOM_SIDE 13

5.12.1.21 #define GLUT_CURSOR_CROSSHAIR 9

5.12.1.22 #define GLUT_CURSOR_CYCLE 5

5.12.1.23 #define GLUT_CURSOR_DESTROY 3

5.12.1.24 #define GLUT_CURSOR_FULL_CROSSHAIR 102

5.12.1.25 #define GLUT_CURSOR_HELP 4

5.12.1.26 #define GLUT_CURSOR_INFO 2

5.12.1.27 #define GLUT_CURSOR_INHERIT 100

5.12.1.28 #define GLUT_CURSOR_LEFT_ARROW 1

5.12.1.29 #define GLUT_CURSOR_LEFT_RIGHT 11

5.12.1.30 #define GLUT_CURSOR_LEFT_SIDE 14

5.12.1.31 #define GLUT_CURSOR_NONE 101

5.12.1.32 #define GLUT_CURSOR_RIGHT_ARROW 0

5.12.1.33 #define GLUT_CURSOR_RIGHT_SIDE 15

5.12.1.34 #define GLUT_CURSOR_SPRAY 6

5.12.1.35 #define GLUT_CURSOR_TEXT 8

5.12.1.36 #define GLUT_CURSOR_TOP_LEFT_CORNER 16

5.12.1.37 #define GLUT_CURSOR_TOP_RIGHT_CORNER 17

5.12.1.38 #define GLUT_CURSOR_TOP_SIDE 12

5.12.1.39 #define GLUT_CURSOR_UP_DOWN 10

5.12.1.40 #define GLUT_CURSOR_WAIT 7

5.12.1.41 #define GLUT_DEPTH 16

5.12.1.42 #define GLUT_DEVICE_IGNORE_KEY_REPEAT ((GLenum) 610)

5.12.1.43 #define GLUT_DEVICE_KEY_REPEAT ((GLenum) 611)

5.12.1.44 #define GLUT_DISPLAY_MODE_POSSIBLE ((GLenum) 400)

5.12.1.45 #define GLUT_DOUBLE 2

5.12.1.46 #define GLUT_DOWN 0

5.12.1.47 #define GLUT_ELAPSED_TIME ((GLenum) 700)

5.12.1.48 #define GLUT_ENTERED 1

5.12.1.49 #define GLUT_FULLY_COVERED 3

5.12.1.50 #define GLUT_FULLY_RETAINED 1

5.12.1.51 #define GLUT_GAME_MODE_ACTIVE ((GLenum) 0)

5.12.1.52 #define GLUT_GAME_MODE_DISPLAY_CHANGED ((GLenum) 6)

5.12.1.53 #define GLUT_GAME_MODE_HEIGHT ((GLenum) 3)

5.12.1.54 #define GLUT_GAME_MODE_PIXEL_DEPTH ((GLenum) 4)

5.12.1.55 #define GLUT_GAME_MODE_POSSIBLE ((GLenum) 1)

5.12.1.56 #define GLUT_GAME_MODE_REFRESH_RATE ((GLenum) 5)

5.12.1.57 #define GLUT_GAME_MODE_WIDTH ((GLenum) 2)

5.12.1.58 #define GLUT_GREEN 1

5.12.1.59 #define GLUT_HAS_DIAL_AND_BUTTON_BOX ((GLenum) 603)

5.12.1.60 #define GLUT_HAS_JOYSTICK ((GLenum) 612)

5.12.1.61 #define GLUT_HAS_KEYBOARD ((GLenum) 600)

5.12.1.62 #define GLUT_HAS_MOUSE ((GLenum) 601)

5.12.1.63 #define GLUT_HAS_OVERLAY ((GLenum) 802)

5.12.1.64 #define GLUT_HAS_SPACEBALL ((GLenum) 602)

5.12.1.65 #define GLUT_HAS_TABLET ((GLenum) 604)

5.12.1.66 #define GLUT_HIDDEN 0

5.12.1.67 #define GLUT_INDEX 1

5.12.1.68 #define GLUT_INIT_DISPLAY_MODE ((GLenum) 504)

5.12.1.69 #define GLUT_INIT_WINDOW_HEIGHT ((GLenum) 503)

5.12.1.70 #define GLUT_INIT_WINDOW_WIDTH ((GLenum) 502)

5.12.1.71 #define GLUT_INIT_WINDOW_X ((GLenum) 500)

5.12.1.72 #define GLUT_INIT_WINDOW_Y ((GLenum) 501)

5.12.1.73 #define GLUT_JOYSTICK_AXES ((GLenum) 615)

5.12.1.74 #define GLUT_JOYSTICK_BUTTON_A 1

5.12.1.75 #define GLUT_JOYSTICK_BUTTON_B 2

5.12.1.76 #define GLUT_JOYSTICK_BUTTON_C 4

5.12.1.77 #define GLUT_JOYSTICK_BUTTON_D 8

5.12.1.78 #define GLUT_JOYSTICK_BUTTONS ((GLenum) 614)

5.12.1.79 #define GLUT_JOYSTICK_POLL_RATE ((GLenum) 616)

5.12.1.80 #define GLUT_KEY_DOWN 103

5.12.1.81 #define GLUT_KEY_END 107

5.12.1.82 #define GLUT_KEY_F1 1

5.12.1.83 #define GLUT_KEY_F10 10

5.12.1.84 #define GLUT_KEY_F11 11

5.12.1.85 #define GLUT_KEY_F12 12

5.12.1.86 #define GLUT_KEY_F2 2

5.12.1.87 #define GLUT_KEY_F3 3

5.12.1.88 #define GLUT_KEY_F4 4

5.12.1.89 #define GLUT_KEY_F5 5

5.12.1.90 #define GLUT_KEY_F6 6

5.12.1.91 #define GLUT_KEY_F7 7

5.12.1.92 #define GLUT_KEY_F8 8

5.12.1.93 #define GLUT_KEY_F9 9

5.12.1.94 #define GLUT_KEY_HOME 106

5.12.1.95 #define GLUT_KEY_INSERT 108

5.12.1.96 #define GLUT_KEY_LEFT 100

5.12.1.97 #define GLUT_KEY_PAGE_DOWN 105

5.12.1.98 #define GLUT_KEY_PAGE_UP 104

5.12.1.99 #define GLUT_KEY_REPEAT_DEFAULT 2

5.12.1.100 #define GLUT_KEY_REPEAT_OFF 0

5.12.1.101 #define GLUT_KEY_REPEAT_ON 1

5.12.1.102 #define GLUT_KEY_RIGHT 102

5.12.1.103 #define GLUT_KEY_UP 101

5.12.1.104 #define GLUT_LAYER_IN_USE ((GLenum) 801)

5.12.1.105 #define GLUT_LEFT 0

5.12.1.106 #define GLUT_LEFT_BUTTON 0

5.12.1.107 #define GLUT_LUMINANCE 512

5.12.1.108 #define GLUT_MENU_IN_USE 1

5.12.1.109 #define GLUT_MENU_NOT_IN_USE 0

5.12.1.110 #define GLUT_MENU_NUM_ITEMS ((GLenum) 300)

5.12.1.111 #define GLUT_MIDDLE_BUTTON 1

5.12.1.112 #define GLUT_MULTISAMPLE 128

5.12.1.113 #define GLUT_NORMAL ((GLenum) 0)

5.12.1.114 #define GLUT_NORMAL_DAMAGED ((GLenum) 804)

5.12.1.115 #define GLUT_NOT_VISIBLE 0

5.12.1.116 #define GLUT_NUM_BUTTON_BOX_BUTTONS ((GLenum) 607)

5.12.1.117 #define GLUT_NUM_DIALS ((GLenum) 608)

5.12.1.118 #define GLUT_NUM_MOUSE_BUTTONS ((GLenum) 605)

5.12.1.119 #define GLUT_NUM_SPACEBALL_BUTTONS ((GLenum) 606)

5.12.1.120 #define GLUT_NUM_TABLET_BUTTONS ((GLenum) 609)

5.12.1.121 #define GLUT_OVERLAY ((GLenum) 1)

5.12.1.122 #define GLUT_OVERLAY_DAMAGED ((GLenum) 805)

5.12.1.123 #define GLUT_OVERLAY_POSSIBLE ((GLenum) 800)

5.12.1.124 #define GLUT_OWNS_JOYSTICK ((GLenum) 613)

5.12.1.125 #define GLUT_PARTIALLY_RETAINED 2

5.12.1.126 #define GLUT_RED 0

5.12.1.127 #define GLUT_RGB 0

5.12.1.128 #define GLUT_RGBA GLUT_RGB

5.12.1.129 #define GLUT_RIGHT_BUTTON 2

5.12.1.130 #define GLUT_SCREEN_HEIGHT ((GLenum) 201)

5.12.1.131 #define GLUT_SCREEN_HEIGHT_MM ((GLenum) 203)

5.12.1.132 #define GLUT_SCREEN_WIDTH ((GLenum) 200)

5.12.1.133 #define GLUT_SCREEN_WIDTH_MM ((GLenum) 202)

5.12.1.134 #define GLUT_SINGLE 0

5.12.1.135 #define GLUT_STENCIL 32

5.12.1.136 #define GLUT_STEREO 256

5.12.1.137 #define GLUT_STROKE_MONO_ROMAN (&glutStrokeMonoRoman)

5.12.1.138 #define GLUT_STROKE_ROMAN (&glutStrokeRoman)

5.12.1.139 #define GLUT_TRANSPARENT_INDEX ((GLenum) 803)

5.12.1.140 #define GLUT_UP 1

5.12.1.141 #define GLUT_VIDEO_RESIZE_HEIGHT ((GLenum) 909)

5.12.1.142 #define GLUT_VIDEO_RESIZE_HEIGHT_DELTA ((GLenum) 905)

5.12.1.143 #define GLUT_VIDEO_RESIZE_IN_USE ((GLenum) 901)

5.12.1.144 #define GLUT_VIDEO_RESIZE_POSSIBLE ((GLenum) 900)

5.12.1.145 #define GLUT_VIDEO_RESIZE_WIDTH ((GLenum) 908)

5.12.1.146 #define GLUT_VIDEO_RESIZE_WIDTH_DELTA ((GLenum) 904)

5.12.1.147 #define GLUT_VIDEO_RESIZE_X ((GLenum) 906)

5.12.1.148 #define GLUT_VIDEO_RESIZE_X_DELTA ((GLenum) 902)

5.12.1.149 #define GLUT_VIDEO_RESIZE_Y ((GLenum) 907)

5.12.1.150 #define GLUT_VIDEO_RESIZE_Y_DELTA ((GLenum) 903)

5.12.1.151 #define GLUT_VISIBLE 1

5.12.1.152 #define GLUT_WHEEL_DOWN 4

5.12.1.153 #define GLUT_WHEEL_UP 3

5.12.1.154 #define GLUT_WINDOW_ACCUM_ALPHA_SIZE ((GLenum) 114)

5.12.1.155 #define GLUT_WINDOW_ACCUM_BLUE_SIZE ((GLenum) 113)

5.12.1.156 #define GLUT_WINDOW_ACCUM_GREEN_SIZE ((GLenum) 112)

5.12.1.157 #define GLUT_WINDOW_ACCUM_RED_SIZE ((GLenum) 111)

5.12.1.158 #define GLUT_WINDOW_ALPHA_SIZE ((GLenum) 110)

5.12.1.159 #define GLUT_WINDOW_BLUE_SIZE ((GLenum) 109)

5.12.1.160 #define GLUT_WINDOW_BUFFER_SIZE ((GLenum) 104)

5.12.1.161 #define GLUT_WINDOW_COLORMAP_SIZE ((GLenum) 119)

5.12.1.162 #define GLUT_WINDOW_CURSOR ((GLenum) 122)

5.12.1.163 #define GLUT_WINDOW_DEPTH_SIZE ((GLenum) 106)

5.12.1.164 #define GLUT_WINDOW_DOUBLEBUFFER ((GLenum) 115)

5.12.1.165 #define GLUT_WINDOW_FORMAT_ID ((GLenum) 123)

5.12.1.166 #define GLUT_WINDOW_GREEN_SIZE ((GLenum) 108)

5.12.1.167 #define GLUT_WINDOW_HEIGHT ((GLenum) 103)

5.12.1.168 #define GLUT_WINDOW_NUM_CHILDREN ((GLenum) 118)

5.12.1.169 #define GLUT_WINDOW_NUM_SAMPLES ((GLenum) 120)

5.12.1.170 #define GLUT_WINDOW_PARENT ((GLenum) 117)

5.12.1.171 #define GLUT_WINDOW_RED_SIZE ((GLenum) 107)

5.12.1.172 #define GLUT_WINDOW_RGBA ((GLenum) 116)

5.12.1.173 #define GLUT_WINDOW_STENCIL_SIZE ((GLenum) 105)

5.12.1.174 #define GLUT_WINDOW_STEREO ((GLenum) 121)

5.12.1.175 #define GLUT_WINDOW_WIDTH ((GLenum) 102)

5.12.1.176 #define GLUT_WINDOW_X ((GLenum) 100)

5.12.1.177 #define GLUT_WINDOW_Y ((GLenum) 101)

5.12.1.178 #define GLUT_XBUTTON1 5

5.12.1.179 #define GLUT_XBUTTON2 6

5.12.1.180 #define GLUT_XLIB_IMPLEMENTATION 15

GLUT implementation revision history:

GLUT_XLIB_IMPLEMENTATION is updated to reflect both GLUT API revisions and implementation revisions (ie, bug fixes).

GLUT_XLIB_IMPLEMENTATION=1 mjk's first public release of GLUT Xlib-based implementation. 11/29/94

GLUT_XLIB_IMPLEMENTATION=2 mjk's second public release of GLUT Xlib-based implementation providing GLUT version 2 interfaces.

GLUT_XLIB_IMPLEMENTATION=3 mjk's GLUT 2.2 images. 4/17/95

GLUT_XLIB_IMPLEMENTATION=4 mjk's GLUT 2.3 images. 6/?/95

GLUT_XLIB_IMPLEMENTATION=5 mjk's GLUT 3.0 images. 10/?/95

GLUT_XLIB_IMPLEMENTATION=7 mjk's GLUT 3.1+ with glutWarpPoitner. 7/24/96

GLUT_XLIB_IMPLEMENTATION=8 mjk's GLUT 3.1+ with glutWarpPoitner and video resize. 1/3/97

GLUT_XLIB_IMPLEMENTATION=9 mjk's GLUT 3.4 release with early GLUT 4 routines.

GLUT_XLIB_IMPLEMENTATION=11 Mesa 2.5's GLUT 3.6 release.

GLUT_XLIB_IMPLEMENTATION=12 mjk's GLUT 3.6 release with early GLUT 4 routines + signal handling.

GLUT_XLIB_IMPLEMENTATION=13 mjk's GLUT 3.7 beta with GameGLUT support.

GLUT_XLIB_IMPLEMENTATION=14 mjk's GLUT 3.7 beta with f90gl friend interface.

GLUT_XLIB_IMPLEMENTATION=15 mjk's GLUT 3.7 beta sync'ed with Mesa <GL/glut.h>

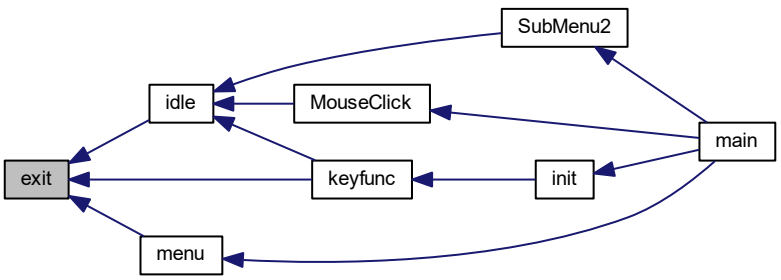
5.12.1.181 #define GLUTAPI extern

5.12.1.182 #define GLUTCALLBACK

5.12.2 Function Documentation

5.12.2.1 void exit (int)

Here is the caller graph for this function:



5.12.2.2 **GLUTAPI** void **APIENTRY** glutAddMenuEntry (const char * *label,* int *value*)

5.12.2.3 **GLUTAPI** void **APIENTRY** glutAddSubMenu (const char * *label,* int *submenu*)

5.12.2.4 **GLUTAPI** void **APIENTRY** glutAttachMenu (int *button*)

5.12.2.5 **GLUTAPI** void **APIENTRY** glutBitmapCharacter (void * *font,* int *character*)

5.12.2.6 **GLUTAPI** int **APIENTRY** glutBitmapLength (void * *font,* const unsigned char * *string*)

5.12.2.7 **GLUTAPI** int **APIENTRY** glutBitmapWidth (void * *font,* int *character*)

5.12.2.8 **GLUTAPI** void **APIENTRY** glutButtonBoxFunc (void(**GLUTCALLBACK** *func)(int button, int state))

5.12.2.9 **GLUTAPI** void **APIENTRY** glutChangeToMenuEntry (int *item,* const char * *label,* int *value*)

5.12.2.10 **GLUTAPI** void **APIENTRY** glutChangeToSubMenu (int *item,* const char * *label,* int *submenu*)

5.12.2.11 **GLUTAPI** void **APIENTRY** glutCopyColormap (int *win*)

5.12.2.12 **GLUTAPI** int **APIENTRY** glutCreateMenu (void(**GLUTCALLBACK** *func)(int))

5.12.2.13 **GLUTAPI** int **APIENTRY** glutCreateSubWindow (int *win,* int *x,* int *y,* int *width,* int *height*)

5.12.2.14 **GLUTAPI** int **APIENTRY** glutCreateWindow (const char * *title*)

5.12.2.15 **GLUTAPI** void **APIENTRY** glutDestroyMenu (int *menu*)

5.12.2.16 **GLUTAPI** void **APIENTRY** glutDestroyWindow (int *win*)

5.12.2.17 **GLUTAPI** void **APIENTRY** glutDetachMenu (int *button*)

5.12.2.18 **GLUTAPI** int **APIENTRY** glutDeviceGet (GLenum *type*)

5.12.2.19 **GLUTAPI** void **APIENTRY** glutDialsFunc (void(**GLUTCALLBACK** *func)(int dial, int value))

5.12.2.20 **GLUTAPI** void **APIENTRY** glutDisplayFunc (void(**GLUTCALLBACK** *func)(void))

5.12.2.21 **GLUTAPI** int **APIENTRY** glutEnterGameMode (void)

5.12.2.22 **GLUTAPI** void **APIENTRY** glutEntryFunc (void(**GLUTCALLBACK** *func)(int state))

5.12.2.23 **GLUTAPI** void **APIENTRY** glutEstablishOverlay (void)

5.12.2.24 **GLUTAPI** int **APIENTRY** glutExtensionSupported (const char * *name*)

5.12.2.25 **GLUTAPI** void **APIENTRY** glutForceJoystickFunc (void)

5.12.2.26 **GLUTAPI** void **APIENTRY** glutFullScreen (void)

5.12.2.27 **GLUTAPI** int **APIENTRY** glutGameModeGet (GLenum *mode*)

5.12.2.28 **GLUTAPI** void **APIENTRY** glutGameModeString (const char * *string*)

5.12.2.29 **GLUTAPI** int **APIENTRY** glutGet (GLenum *type*)

5.12.2.30 **GLUTAPI** GLfloat **APIENTRY** glutGetColor (int *ndx,* int *component*)

5.12.2.31 **GLUTAPI** int **APIENTRY** glutGetMenu (void)

5.12.2.32 **GLUTAPI** int **APIENTRY** glutGetModifiers (void)

5.12.2.33 **GLUTAPI** int **APIENTRY** glutGetWindow (void)

5.12.2.34 **GLUTAPI** void **APIENTRY** glutHideOverlay (void)

5.12.2.35 **GLUTAPI** void **APIENTRY** glutHideWindow (void)

5.12.2.36 **GLUTAPI** void **APIENTRY** glutIconifyWindow (void)

5.12.2.37 **GLUTAPI** void **APIENTRY** glutIdleFunc (void(**GLUTCALLBACK** *func)(void))

5.12.2.38 **GLUTAPI** void **APIENTRY** glutIgnoreKeyRepeat (int *ignore*)

5.12.2.39 **GLUTAPI** void **APIENTRY** glutInit (int * *argcp,* char ** *argv*)

5.12.2.40 **GLUTAPI** void **APIENTRY** glutInitDisplayMode (unsigned int *mode*)

5.12.2.41 **GLUTAPI** void **APIENTRY** glutInitDisplayString (const char * *string*)

5.12.2.42 **GLUTAPI** void **APIENTRY** glutInitWindowPosition (int *x,* int *y*)

5.12.2.43 **GLUTAPI** void **APIENTRY** glutInitWindowSize (int *width,* int *height*)

5.12.2.44 **GLUTAPI** void **APIENTRY** glutJoystickFunc (void(**GLUTCALLBACK** *func)(unsigned int buttonMask, int x, int y, int z) , int *pollInterval*)

5.12.2.45 **GLUTAPI** void **APIENTRY** glutKeyboardFunc (void(**GLUTCALLBACK** *func)(unsigned char key, int x, int y))

5.12.2.46 **GLUTAPI** void **APIENTRY** glutKeyboardUpFunc (void(**GLUTCALLBACK** *func)(unsigned char key, int x, int y))

5.12.2.47 **GLUTAPI** int **APIENTRY** glutLayerGet (GLenum *type*)

5.12.2.48 **GLUTAPI** void **APIENTRY** glutLeaveGameMode (void)

5.12.2.49 **GLUTAPI** void **APIENTRY** glutMainLoop (void)

5.12.2.50 **GLUTAPI** void **APIENTRY** glutMenuStateFunc (void(**GLUTCALLBACK** *func)(int state))

5.12.2.51 **GLUTAPI** void **APIENTRY** glutMenuStatusFunc (void(**GLUTCALLBACK** *func)(int status, int x, int y))

5.12.2.52 **GLUTAPI** void **APIENTRY** glutMotionFunc (void(**GLUTCALLBACK** *func)(int x, int y))

5.12.2.53 **GLUTAPI** void **APIENTRY** glutMouseFunc (void(**GLUTCALLBACK** *func)(int button, int state, int x, int y))

5.12.2.54 **GLUTAPI** void **APIENTRY** glutOverlayDisplayFunc (void(**GLUTCALLBACK** *func)(void))

5.12.2.55 **GLUTAPI** void **APIENTRY** glutPassiveMotionFunc (void(**GLUTCALLBACK** *func)(int x, int y))

5.12.2.56 **GLUTAPI** void **APIENTRY** glutPopWindow (void)

5.12.2.57 **GLUTAPI** void **APIENTRY** glutPositionWindow (int *x,* int *y*)

5.12.2.58 **GLUTAPI** void **APIENTRY** glutPostOverlayRedisplay (void)

5.12.2.59 **GLUTAPI** void **APIENTRY** glutPostRedisplay (void)

5.12.2.60 **GLUTAPI** void **APIENTRY** glutPostWindowOverlayRedisplay (int *win*)

5.12.2.61 **GLUTAPI** void **APIENTRY** glutPostWindowRedisplay (int *win*)

5.12.2.62 **GLUTAPI** void **APIENTRY** glutPushWindow (void)

5.12.2.63 **GLUTAPI** void **APIENTRY** glutRemoveMenuItem (int *item*)

5.12.2.64 **GLUTAPI** void **APIENTRY** glutRemoveOverlay (void)

5.12.2.65 **GLUTAPI** void **APIENTRY** glutReportErrors (void)

5.12.2.66 **GLUTAPI** void **APIENTRY** glutReshapeFunc (void(**GLUTCALLBACK** *func)(int width, int height))

5.12.2.67 **GLUTAPI** void **APIENTRY** glutReshapeWindow (int *width,* int *height*)

5.12.2.68 **GLUTAPI** void **APIENTRY** glutSetColor (int *,* GLfloat *red,* GLfloat *green,* GLfloat *blue*)

5.12.2.69 **GLUTAPI** void **APIENTRY** glutSetCursor (int *cursor*)

5.12.2.70 **GLUTAPI** void **APIENTRY** glutSetIconTitle (const char * *title*)

5.12.2.71 **GLUTAPI** void **APIENTRY** glutSetKeyRepeat (int *repeatMode*)

5.12.2.72 **GLUTAPI** void **APIENTRY** glutSetMenu (int *menu*)

5.12.2.73 **GLUTAPI** void **APIENTRY** glutSetupVideoResizing (void)

5.12.2.74 **GLUTAPI** void **APIENTRY** glutSetWindow (int *win*)

5.12.2.75 **GLUTAPI** void **APIENTRY** glutSetWindowTitle (const char * *title*)

5.12.2.76 **GLUTAPI** void **APIENTRY** glutShowOverlay (void)

5.12.2.77 **GLUTAPI** void **APIENTRY** glutShowWindow (void)

5.12.2.78 **GLUTAPI** void **APIENTRY** glutSolidCone (GLdouble *base,* GLdouble *height,* GLint *slices,* GLint *stacks*)

5.12.2.79 **GLUTAPI** void **APIENTRY** glutSolidCube (GLdouble *size*)

5.12.2.80 **GLUTAPI** void **APIENTRY** glutSolidDodecahedron (void)

5.12.2.81 **GLUTAPI** void **APIENTRY** glutSolidIcosahedron (void)

5.12.2.82 **GLUTAPI** void **APIENTRY** glutSolidOctahedron (void)

5.12.2.83 **GLUTAPI** void **APIENTRY** glutSolidSphere (GLdouble *radius,* GLint *slices,* GLint *stacks*)

5.12.2.84 **GLUTAPI** void **APIENTRY** glutSolidTeapot (GLdouble *size*)

5.12.2.85 **GLUTAPI** void **APIENTRY** glutSolidTetrahedron (void)

5.12.2.86 **GLUTAPI** void **APIENTRY** glutSolidTorus (GLdouble *innerRadius,* GLdouble *outerRadius,* GLint *sides,* GLint *rings*)

5.12.2.87 **GLUTAPI** void **APIENTRY** glutSpaceballButtonFunc (void(**GLUTCALLBACK** *func)(int button, int state))

5.12.2.88 **GLUTAPI** void **APIENTRY** glutSpaceballMotionFunc (void(**GLUTCALLBACK** *func)(int x, int y, int z))

5.12.2.89 **GLUTAPI** void **APIENTRY** glutSpaceballRotateFunc (void(**GLUTCALLBACK** *func)(int x, int y, int z))

5.12.2.90 **GLUTAPI** void **APIENTRY** glutSpecialFunc (void(**GLUTCALLBACK** *func)(int key, int x, int y))

5.12.2.91 **GLUTAPI** void **APIENTRY** glutSpecialUpFunc (void(**GLUTCALLBACK** *func)(int key, int x, int y))

5.12.2.92 **GLUTAPI** void **APIENTRY** glutStopVideoResizing (void)

5.12.2.93 **GLUTAPI** void **APIENTRY** glutStrokeCharacter (void * *font,* int *character*)

5.12.2.94 **GLUTAPI** int **APIENTRY** glutStrokeLength (void * *font,* const unsigned char * *string*)

5.12.2.95 **GLUTAPI** int **APIENTRY** glutStrokeWidth (void * *font,* int *character*)

5.12.2.96 **GLUTAPI** void **APIENTRY** glutSwapBuffers (void)

5.12.2.97 **GLUTAPI** void **APIENTRY** glutTabletButtonFunc (void(**GLUTCALLBACK** *func)(int button, int state, int x, int y))

5.12.2.98 **GLUTAPI** void **APIENTRY** glutTabletMotionFunc (void(**GLUTCALLBACK** *func)(int x, int y))

5.12.2.99 **GLUTAPI** void **APIENTRY** glutTimerFunc (unsigned int *millis,* void(**GLUTCALLBACK** *func)(int value) , int *value*)

5.12.2.100 **GLUTAPI** void **APIENTRY** glutUseLayer (GLenum *layer*)

5.12.2.101 **GLUTAPI** void **APIENTRY** glutVideoPan (int *x,* int *y,* int *width,* int *height*)

5.12.2.102 **GLUTAPI** void **APIENTRY** glutVideoResize (int *x,* int *y,* int *width,* int *height*)

5.12.2.103 **GLUTAPI** int **APIENTRY** glutVideoResizeGet (GLenum *param*)

5.12.2.104 **GLUTAPI** void **APIENTRY** glutVisibilityFunc (void(**GLUTCALLBACK** *func)(int state))

5.12.2.105 **GLUTAPI** void **APIENTRY** glutWarpPointer (int *x,* int *y*)

5.12.2.106 **GLUTAPI** void **APIENTRY** glutWindowStatusFunc (void(**GLUTCALLBACK** *func)(int state))

5.12.2.107 **GLUTAPI** void **APIENTRY** glutWireCone (GLdouble *base,* GLdouble *height,* GLint *slices,* GLint *stacks*)

5.12.2.108 **GLUTAPI** void **APIENTRY** glutWireCube (GLdouble *size*)

5.12.2.109 **GLUTAPI** void **APIENTRY** glutWireDodecahedron (void)

5.12.2.110 **GLUTAPI** void **APIENTRY** glutWireIcosahedron (void)

5.12.2.111 **GLUTAPI** void **APIENTRY** glutWireOctahedron (void)

5.12.2.112 **GLUTAPI** void **APIENTRY** glutWireSphere (GLdouble *radius,* GLint *slices,* GLint *stacks*)

5.12.2.113 **GLUTAPI** void **APIENTRY** glutWireTeapot (GLdouble *size*)

5.12.2.114 **GLUTAPI** void **APIENTRY** glutWireTetrahedron (void)

5.12.2.115 **GLUTAPI** void **APIENTRY** glutWireTorus (GLdouble *innerRadius,* GLdouble *outerRadius,* GLint *sides,* GLint *rings*)

5.12.3 Variable Documentation

5.12.3.1 **GLUTAPI** void* glutBitmap8By13

5.12.3.2 **GLUTAPI** void* glutBitmap9By15

5.12.3.3 **GLUTAPI** void* glutBitmapHelvetica10

5.12.3.4 **GLUTAPI** void* glutBitmapHelvetica12

5.12.3.5 **GLUTAPI** void* glutBitmapHelvetica18

5.12.3.6 **GLUTAPI** void* glutBitmapTimesRoman10

5.12.3.7 **GLUTAPI** void* glutBitmapTimesRoman24

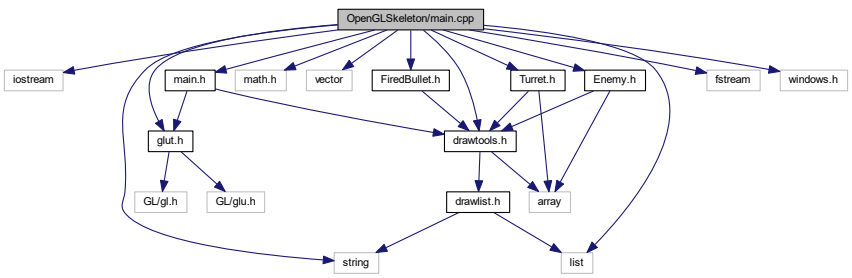
5.12.3.8 **GLUTAPI** void* glutStrokeMonoRoman

5.12.3.9 **GLUTAPI** void* glutStrokeRoman

5.13 OpenGLSkeleton/main.cpp File Reference

```
#include <iostream>
#include <string>
#include "glut.h"
#include <list>
#include <math.h>
#include <vector>
#include "main.h"
#include "drawtools.h"
#include "Enemy.h"
#include "Turret.h"
#include "FiredBullet.h"
#include <fstream>
#include <windows.h>
```

Include dependency graph for main.cpp:



Macros

- #define _USE_MATH_DEFINES

Enumerations

- enum MENU_TYPE { MENU_FRONT, MENU_SPOT, MENU_BACK, MENU_BACK_FRONT }

Functions

- void init ()
- void Start ()
- void readFile (string filename)
- void raster ()
- void path ()
- void makeEnemy ()
- void drawEnemy ()
- void drawBullets (PointF posEnemy, int j)
- void makeTurret (float x, float y)
- void drawTurret ()
- void drawBullet ()
- void idle (int value)
- void text ()
- void CalcFPS ()
- void DrawButton ()
- void SubMenu2 (int item)
- void menu (int item)
- void MouseClick (int button, int state, int x, int y)
- void reshape (int w, int h)
- void display ()
- void keyfunc (unsigned char key, int x, int y)
- int main (int argc, char *argv[])

Variables

- std::string keytext
- DrawList drawList
- DrawList Static
- DrawList DrawTextList
- string filename
- int PlayerHealth = 100
- int PlayerScore = 0
- string MapName
- const int mapSizex = 100
- const int mapSizey = 100
- char Map [mapSizex][mapSizey]
- vector< Enemy * > enenemyvector
- vector< Turret * > turretvector
- vector< FiredBullet * > bulletvector
- vector< Button * > ButtonVector
- int NumberFrames = 0
- int currentTime = 0
- int fps
- int PrevTime = 0
- int WaitTme = 250
- int lose = 0

5.13.1 Macro Definition Documentation

5.13.1.1 #define _USE_MATH_DEFINES

5.13.2 Enumeration Type Documentation

5.13.2.1 enum MENU_TYPE

Enumerator

MENU_FRONT

MENU_SPOT

MENU_BACK

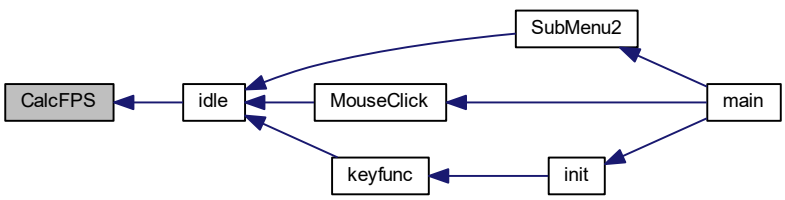
MENU_BACK_FRONT

5.13.3 Function Documentation

5.13.3.1 void CalcFPS ( )

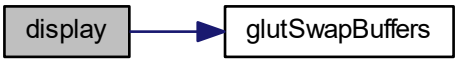
Here is the call graph for this function:

Here is the caller graph for this function:

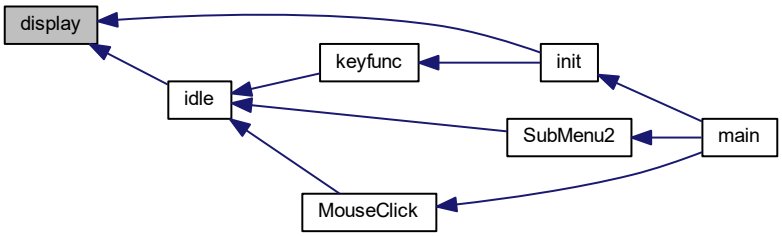


5.13.3.2 void display ( )

Here is the call graph for this function:

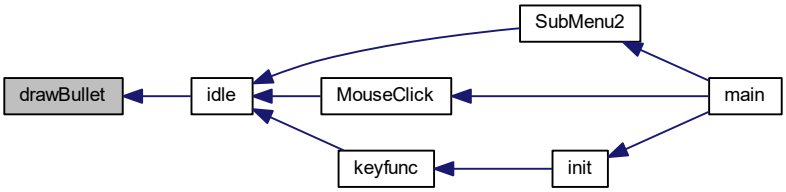


Here is the caller graph for this function:



5.13.3.3 void drawBullet ( )

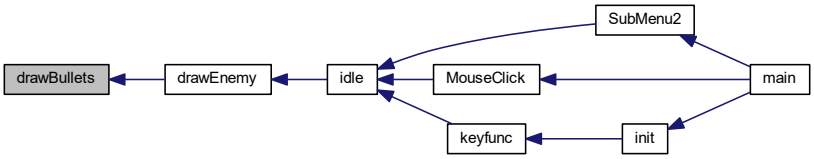
Here is the caller graph for this function:



5.13.3.4 void drawBullets (PointF *posEnemy,* int *j*)

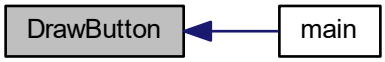
Here is the call graph for this function:

Here is the caller graph for this function:



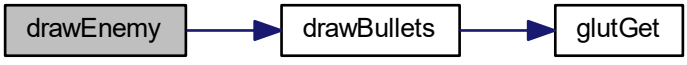
5.13.3.5 void DrawButton ( )

Here is the caller graph for this function:

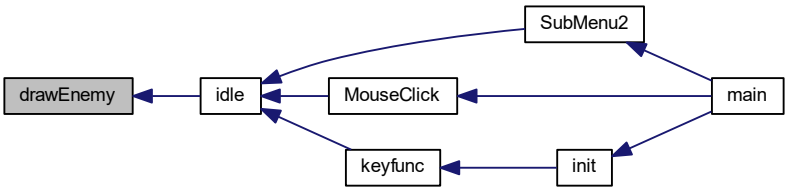


5.13.3.6 void drawEnemy ( )

Here is the call graph for this function:

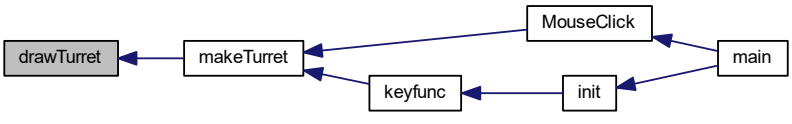


Here is the caller graph for this function:



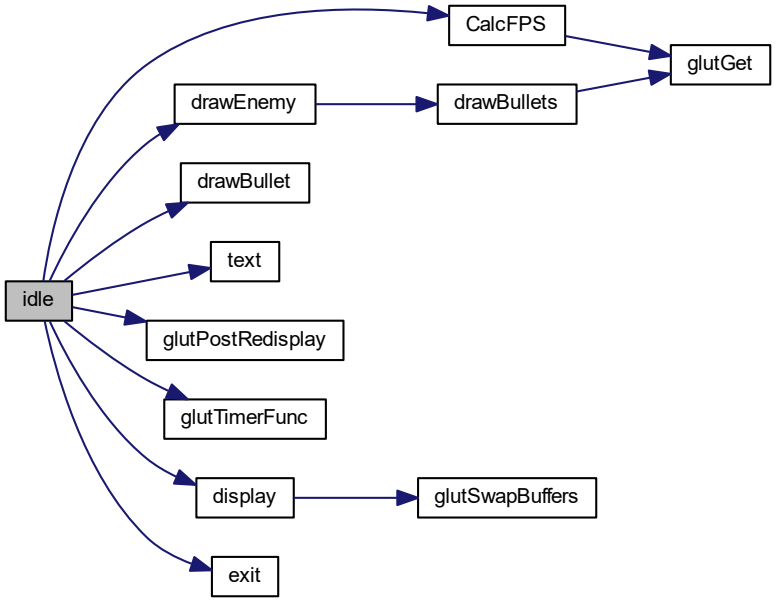
5.13.3.7 void drawTurret ( )

Here is the caller graph for this function:

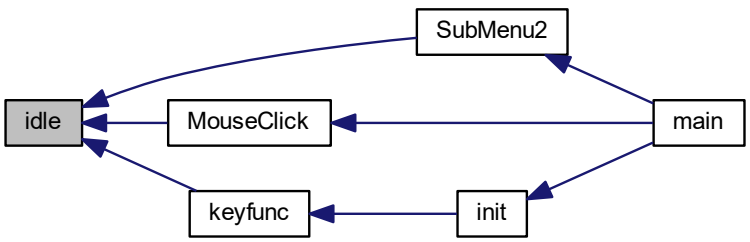


5.13.3.8 void idle (int *value*)

Here is the call graph for this function:

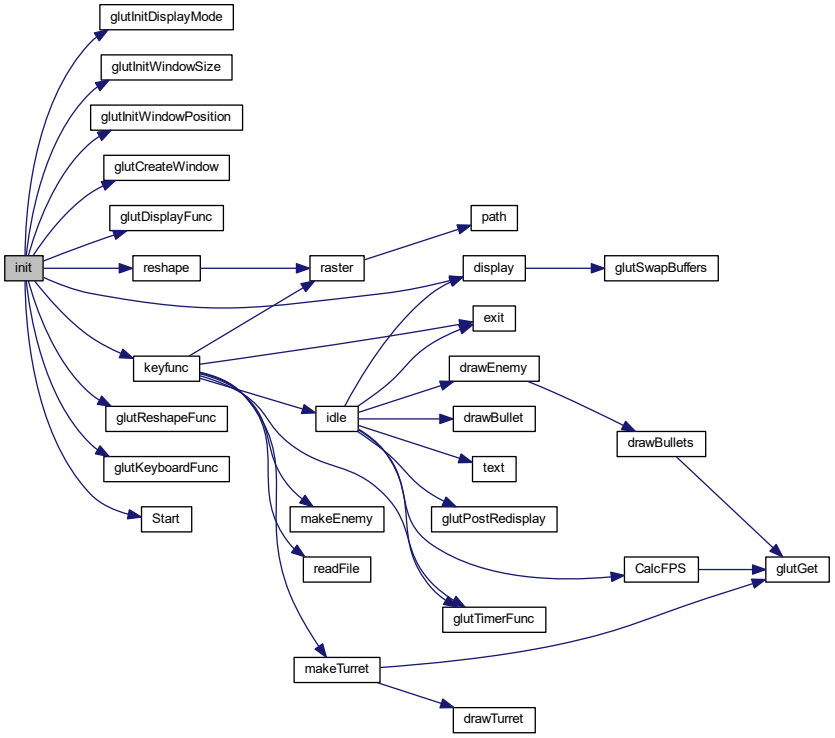


Here is the caller graph for this function:



5.13.3.9 void init ( )

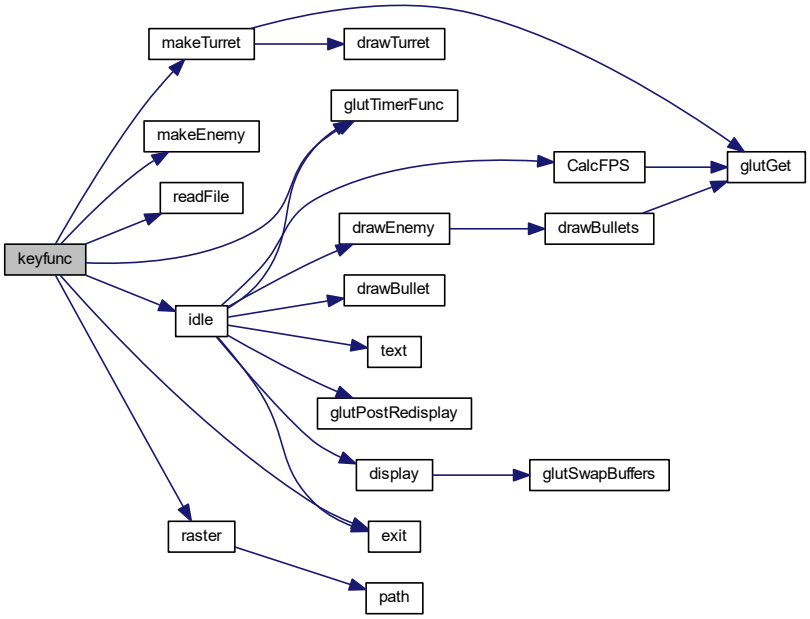
Here is the call graph for this function:



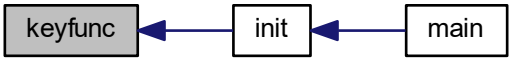
Here is the caller graph for this function:

5.13.3.10 void keyfunc (unsigned char *key*, int *x*, int *y*)

Here is the call graph for this function:

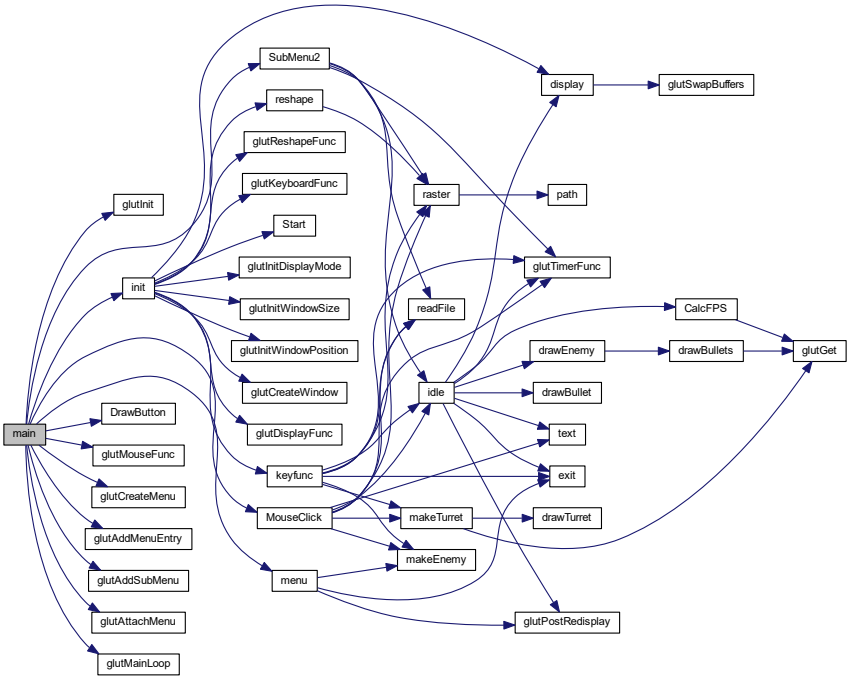


Here is the caller graph for this function:



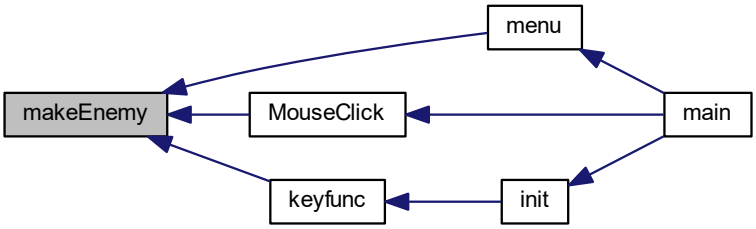
5.13.3.11 int main (int *argc*, char * *argv[ ]*)

Here is the call graph for this function:



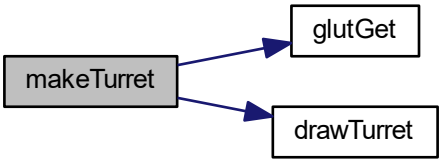
5.13.3.12 void makeEnemy ( )

Here is the caller graph for this function:

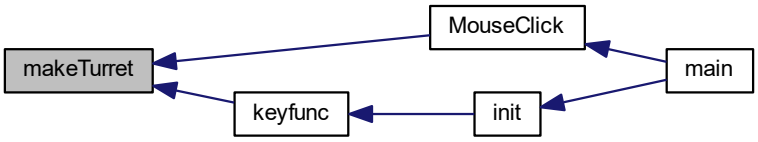


5.13.3.13 void makeTurret (float *x*, float *y*)

Here is the call graph for this function:

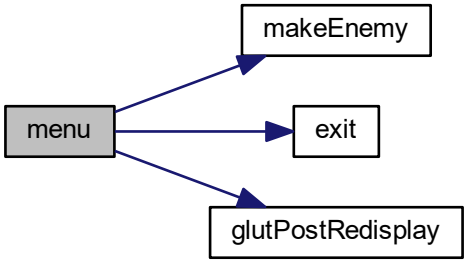


Here is the caller graph for this function:



5.13.3.14 void menu (int *item*)

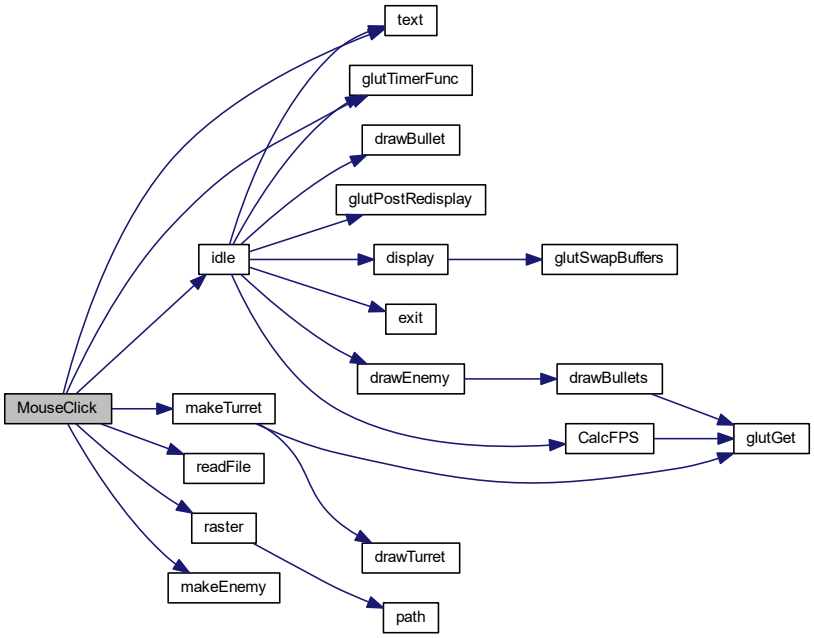
Here is the call graph for this function:



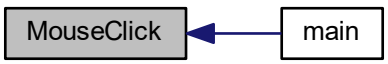
Here is the caller graph for this function:

5.13.3.15 void MouseClick (int *button,* int *state,* int *x,* int *y*)

Here is the call graph for this function:

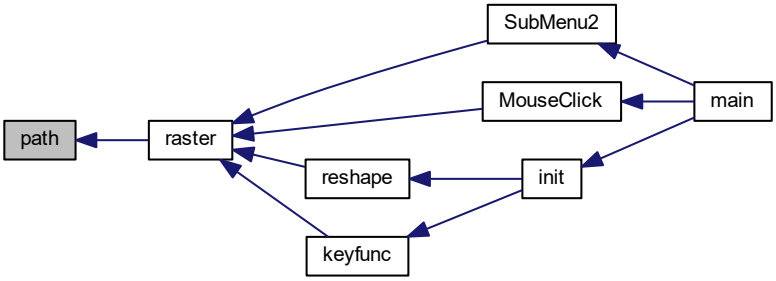


Here is the caller graph for this function:



5.13.3.16 void path ( )

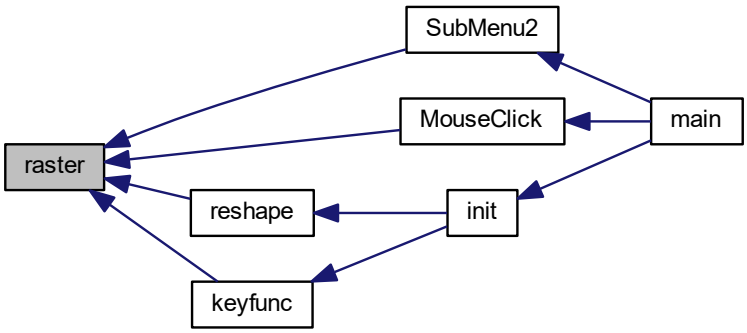
Here is the caller graph for this function:



5.13.3.17 void raster ( )

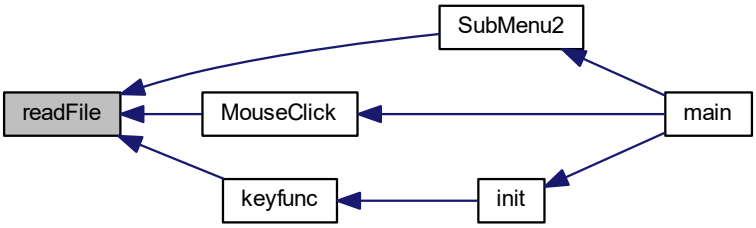
Here is the call graph for this function:

Here is the caller graph for this function:



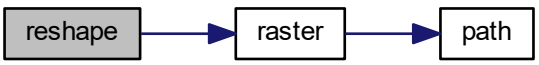
5.13.3.18 void readFile (string *filename*)

Here is the caller graph for this function:

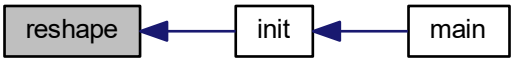


5.13.3.19 void reshape (int *w*, int *h*)

Here is the call graph for this function:

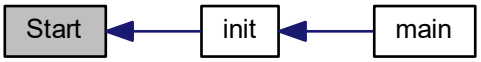


Here is the caller graph for this function:



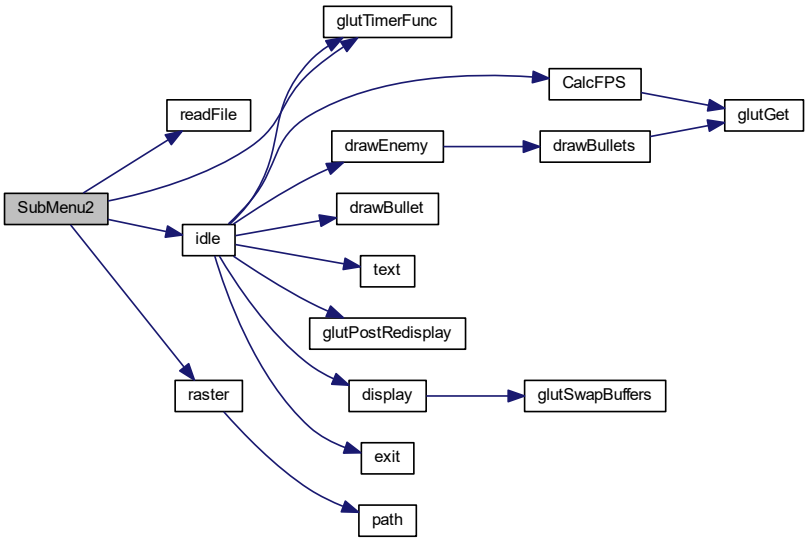
5.13.3.20 void Start ( )

Here is the caller graph for this function:

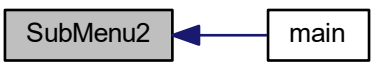


5.13.3.21 void SubMenu2 (int *item*)

Here is the call graph for this function:

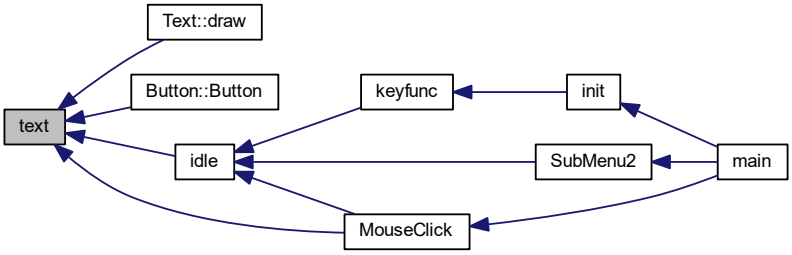


Here is the caller graph for this function:



5.13.3.22 void text ( )

Here is the caller graph for this function:



5.13.4 Variable Documentation

5.13.4.1 vector<FiredBullet*> bulletvector

5.13.4.2 vector<Button*> ButtonVector

5.13.4.3 int currentTime = 0

5.13.4.4 DrawList drawList

5.13.4.5 DrawList DrawTextList

5.13.4.6 vector<Enemy*> enenemyvector

5.13.4.7 string filename

5.13.4.8 int fps

5.13.4.9 std::string keytext

5.13.4.10 int lose = 0

5.13.4.11 char Map[mapSizex][mapSizey]

5.13.4.12 string MapName

5.13.4.13 const int mapSizex = 100

5.13.4.14 const int mapSizey = 100

5.13.4.15 int NumberFrames = 0

5.13.4.16 int PlayerHealth = 100

5.13.4.17 int PlayerScore = 0

5.13.4.18 int PrevTime = 0

5.13.4.19 DrawList Static

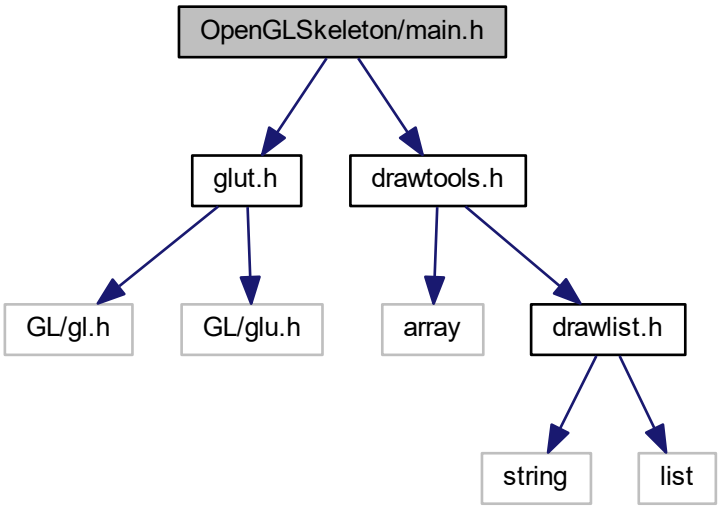
5.13.4.20 vector<Turret*> turretvector

5.13.4.21 int WaitTme = 250

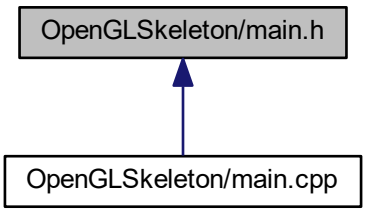
5.14 OpenGLSkeleton/main.h File Reference

```
#include "glut.h"
#include "drawtools.h"
```

Include dependency graph for main.h:



This graph shows which files directly or indirectly include this file:



Functions

- int main (int argc, char ∗argv[ ])
- void init ()
- void reshape (int w, int h)
- void display ()
- void keyfunc (unsigned char key, int x, int y)
- void makeEnemy ()
- void makeTurret (float x, float y)
- void drawEnemy ()
- void drawTurret ()
- void raster ()
- void readFile (string filename)
- void drawBullets (PointF posEnemy, int i)
- void path ()
- void Start ()
- void text ()
- void DrawButton ()
- void CalcFPS ()

Variables

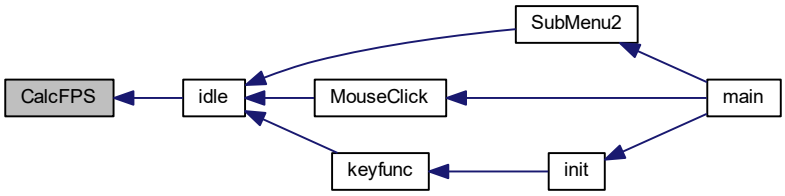
- const int windowWidth = 1024
- const int windowHeight = 768
- const char ∗ windowTitle = "Final C Task: Tower Defense by: Martyn van Dijke"

5.14.1 Function Documentation

5.14.1.1 void CalcFPS ( )

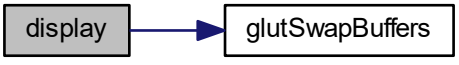
Here is the call graph for this function:

Here is the caller graph for this function:

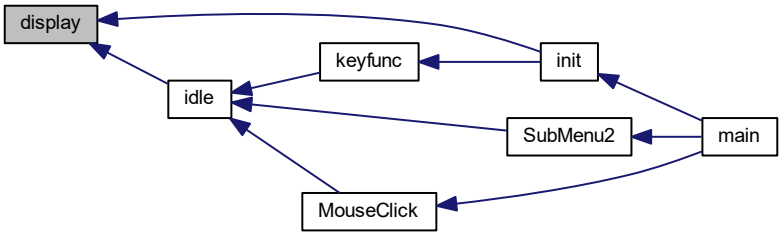


5.14.1.2 void display ( )

Here is the call graph for this function:

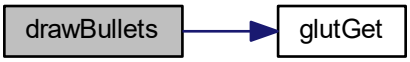


Here is the caller graph for this function:

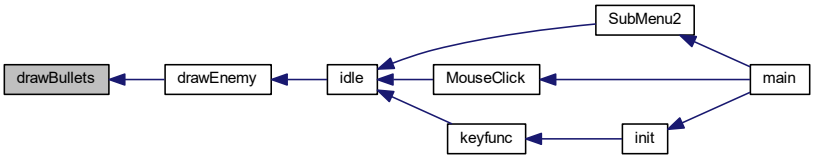


5.14.1.3 void drawBullets (PointF *posEnemy,* int *i*)

Here is the call graph for this function:

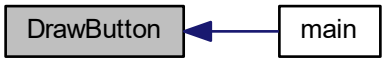


Here is the caller graph for this function:



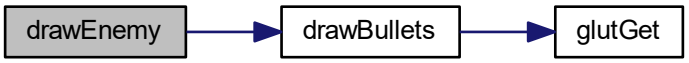
5.14.1.4 void DrawButton ( )

Here is the caller graph for this function:

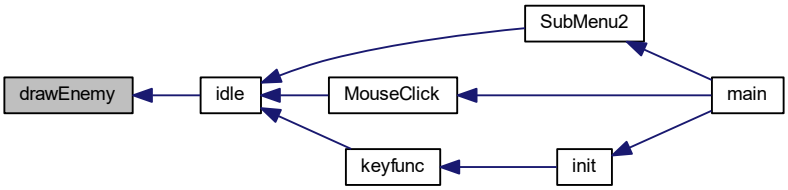


5.14.1.5 void drawEnemy ( )

Here is the call graph for this function:

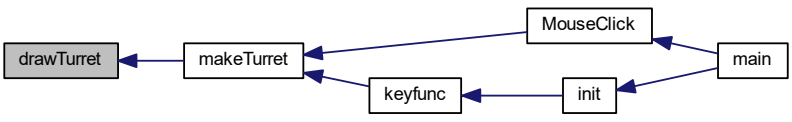


Here is the caller graph for this function:



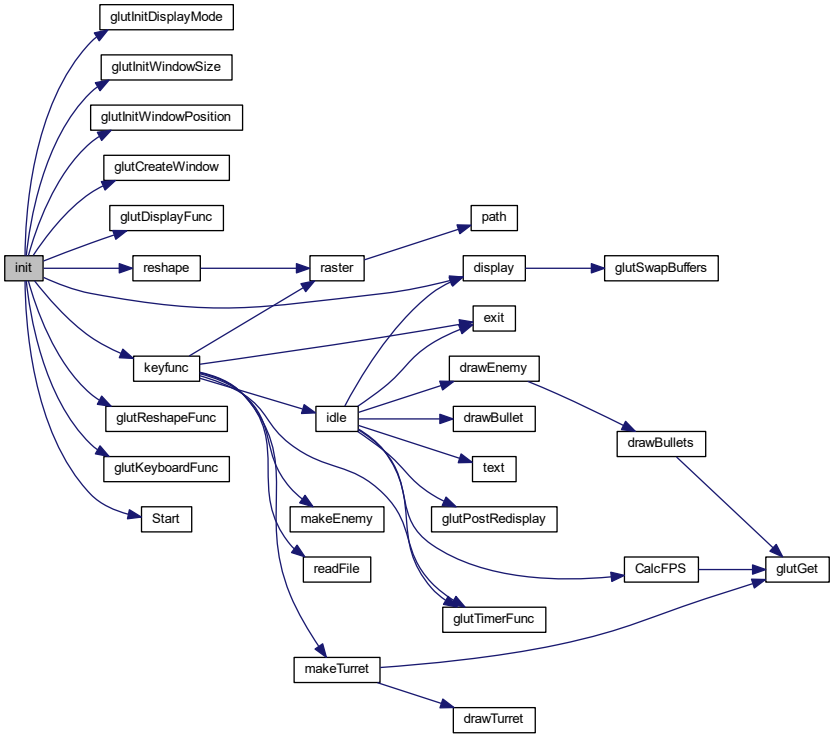
5.14.1.6 void drawTurret ( )

Here is the caller graph for this function:



5.14.1.7 void init ( )

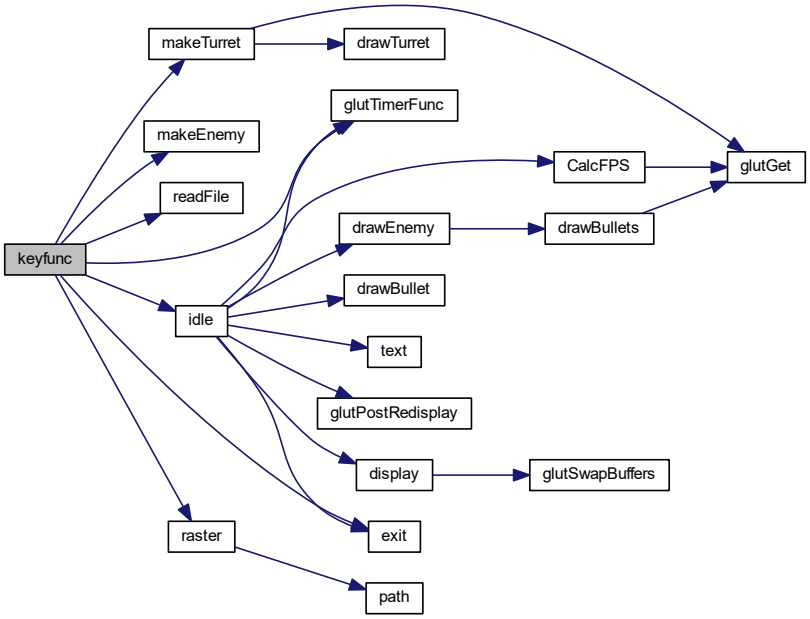
Here is the call graph for this function:



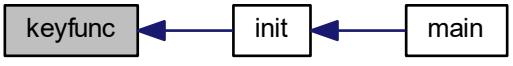
Here is the caller graph for this function:

5.14.1.8 void keyfunc (unsigned char *key*, int *x*, int *y*)

Here is the call graph for this function:

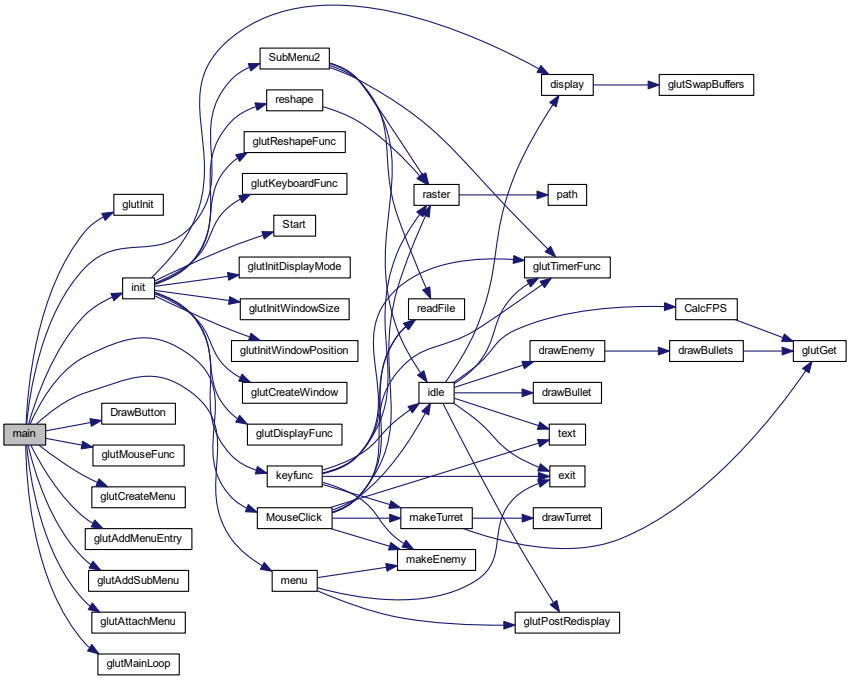


Here is the caller graph for this function:



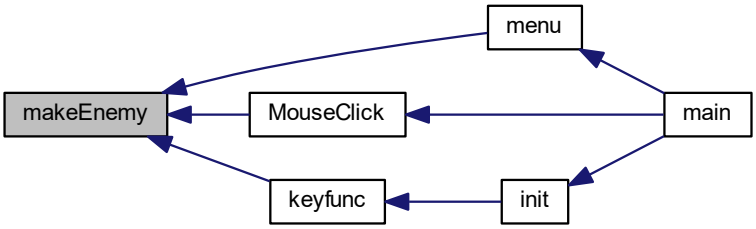
5.14.1.9 int main (int *argc*, char * *argv[ ]*)

Here is the call graph for this function:



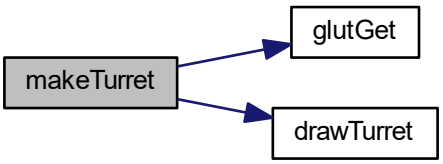
5.14.1.10 void makeEnemy ( )

Here is the caller graph for this function:

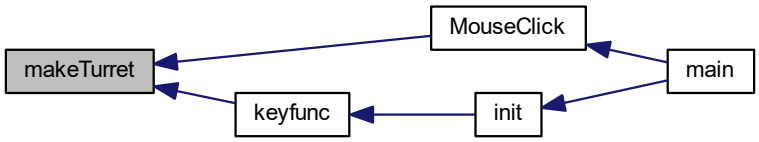


5.14.1.11 void makeTurret (float *x*, float *y*)

Here is the call graph for this function:

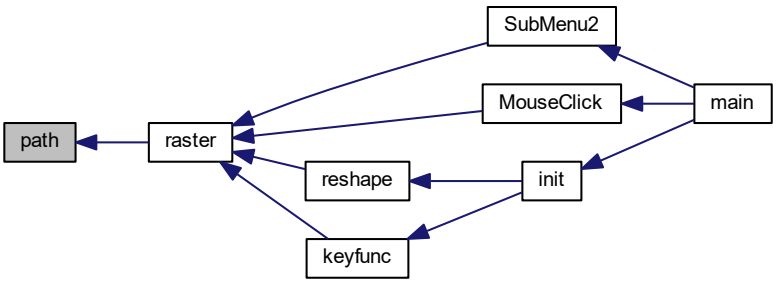


Here is the caller graph for this function:



5.14.1.12 void path ( )

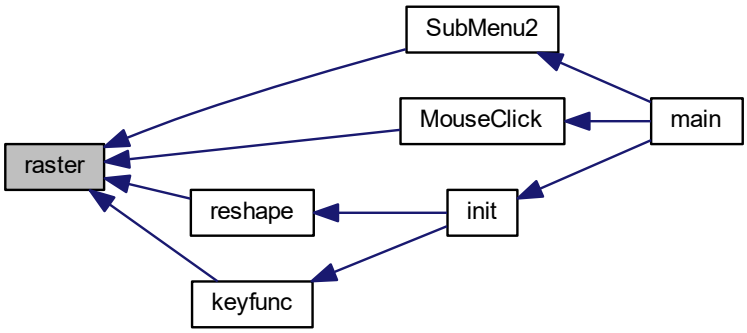
Here is the caller graph for this function:



5.14.1.13 void raster ( )

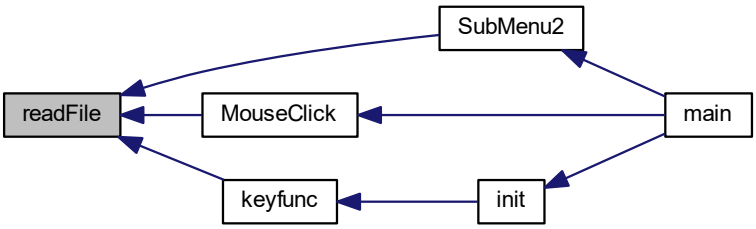
Here is the call graph for this function:

Here is the caller graph for this function:



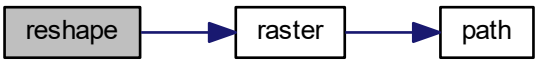
5.14.1.14 void readFile (string *filename*)

Here is the caller graph for this function:

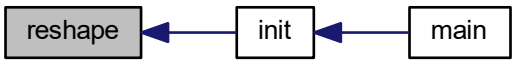


5.14.1.15 void reshape (int *w*, int *h*)

Here is the call graph for this function:

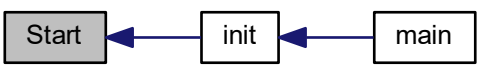


Here is the caller graph for this function:



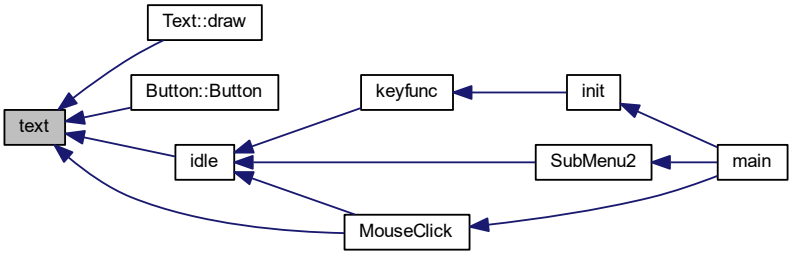
5.14.1.16 void Start ( )

Here is the caller graph for this function:



5.14.1.17 void text ( )

Here is the caller graph for this function:



5.14.2 Variable Documentation

5.14.2.1 const int windowHeight = 768

5.14.2.2 const char* windowTitle = "Final C Task: Tower Defense by: Martyn van Dijke"

5.14.2.3 const int windowWidth = 1024

5.15 OpenGLSkeleton/resource.h File Reference

Macros

- #define IDI_ICON1 101

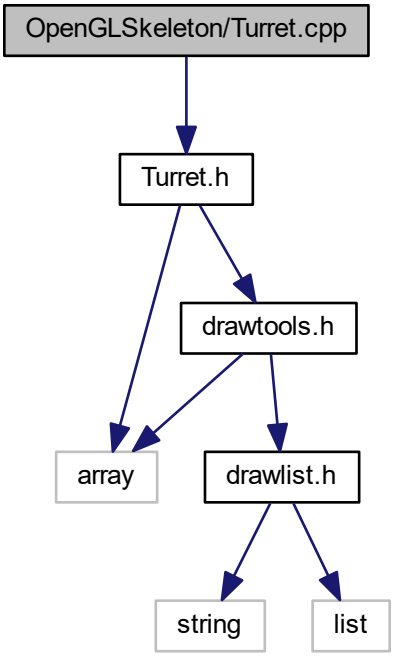
5.15.1 Macro Definition Documentation

5.15.1.1 #define IDI_ICON1 101

5.16 OpenGLSkeleton/Turret.cpp File Reference

```
#include "Turret.h"
```

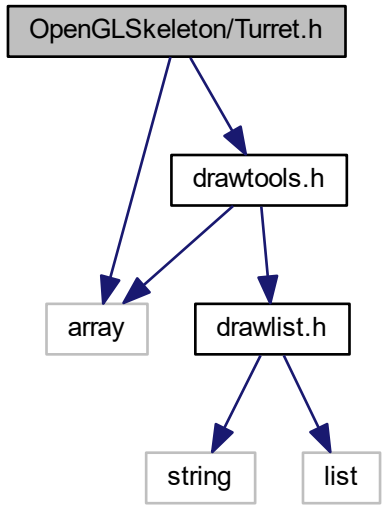
Include dependency graph for Turret.cpp:



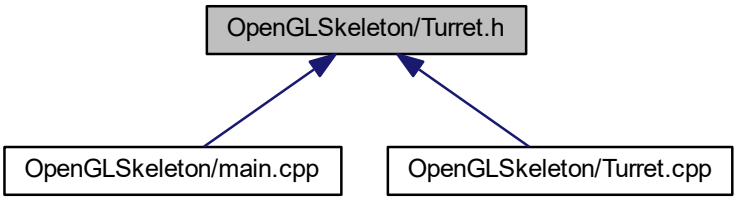
5.17 OpenGLSkeleton/Turret.h File Reference

```
#include <array>
#include "drawtools.h"
```

Include dependency graph for Turret.h:



This graph shows which files directly or indirectly include this file:



Classes

- class Turret

5.18 OpenGLSkeleton/zooi.cpp File Reference

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