///\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* KEY \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

void SpecialInputn(int key, int x, int y)

{

switch(key)

{

///\*\*\*\*\*\*\*\*\*\*\*FOR TRAIN \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

case GLUT\_KEY\_UP:

speedTrain = speedTrain +0.003;

break;

case GLUT\_KEY\_DOWN:

speedTrain = speedTrain -0.003;

break;

///\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*FOR VEHICLES \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

case GLUT\_KEY\_LEFT:

speed = speed +0.005;

break;

case GLUT\_KEY\_INSERT:

speed = speed -0.005;

break;

case GLUT\_KEY\_RIGHT:

glutTimerFunc(100, motion\_vehicle, 0);

break;

default:

break;

}