

glWindowPos2d



```
graph LR; A[glWindowPos2d] --> B[glWindowPos4f]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'glWindowPos2d'. The right box is white and contains the text 'glWindowPos4f'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

glWindowPos4f