|  |
| --- |
| #include <GL/glut.h> |
|  | #include <stdio.h> |
|  |  |
|  | GLfloat vertices[]={0.0,0.5,0,-0.5, |
|  | 0,0,0,0, |
|  | 0.5,0.5,0.5,0.5, |
|  | -0.5,0.5,-0.5,0.5 |
|  | }; |
|  | GLfloat vertices2 [] ={ |
|  | 0,0.2,0.2,0, |
|  | 0.3,0.7,0.3,0.7, |
|  | -0.5,-0.5,-0.5,-0.5, |
|  | -0.4,0.4,-0.4,0.4 |
|  | }; |
|  | GLfloat colours[]={1,0,0, |
|  | 0,1,0, |
|  | 1,0,0, |
|  | 0,0,1 |
|  | }; |
|  | GLfloat colours2[]={1,0,0, |
|  | 0,1,1, |
|  | 1,1,0, |
|  | 1,0,1 |
|  | }; |
|  | void display() |
|  | { |
|  | glClear(GL\_COLOR\_BUFFER\_BIT); |
|  |  |
|  | glEnableClientState(GL\_VERTEX\_ARRAY); |
|  | glEnableClientState(GL\_COLOR\_ARRAY); |
|  | glColor3f(0,0,0); |
|  | glMatrixMode(GL\_POLYGON); |
|  | glLoadIdentity(); |
|  | glTranslatef(0,-0.25,0); |
|  | glRotatef(40,0,0,1); |
|  |  |
|  | glVertexPointer(3,GL\_FLOAT,0,vertices); |
|  | glColorPointer(3,GL\_FLOAT,0,colours); |
|  | glColor3f(0,0,1); |
|  | glDrawArrays(GL\_POLYGON,0,4); |
|  |  |
|  | glDisableClientState(GL\_COLOR\_ARRAY); |
|  | glDisableClientState(GL\_VERTEX\_ARRAY); |
|  | glEnableClientState(GL\_VERTEX\_ARRAY); |
|  | glEnableClientState(GL\_COLOR\_ARRAY); |
|  | glColor3f(0,0,0); |
|  | glMatrixMode(GL\_POLYGON); |
|  | glLoadIdentity(); |
|  | glTranslatef(0,0.25,0); |
|  | glRotatef(90,0,0,1); |
|  |  |
|  | glVertexPointer(3,GL\_FLOAT,0,vertices2); |
|  | glColorPointer(3,GL\_FLOAT,0,colours2); |
|  | glColor3f(0,0,1); |
|  | glDrawArrays(GL\_POLYGON,0,4); |
|  |  |
|  | glDisableClientState(GL\_COLOR\_ARRAY); |
|  | glDisableClientState(GL\_VERTEX\_ARRAY); |
|  |  |
|  | glEnd(); |
|  |  |
|  | glutSwapBuffers(); |
|  | //glRotatef(-5,0,1,0); |
|  |  |
|  | } |
|  |  |
|  | void reshape(int w, int h) |
|  | { |
|  | glViewport(0.0, 0.0, w, h); |
|  | } |
|  | void intiopenGL() |
|  | { |
|  | glClearColor(0, 0.0, 0.0, 1.0); |
|  | //gluOrtho2D(0,640,0,480); |
|  | } |
|  | int main(int argc, char\*\* argv) |
|  | { |
|  | glutInit(&argc, argv); |
|  | glutInitDisplayMode(GLUT\_DOUBLE | GLUT\_RGBA | GLUT\_DEPTH); |
|  | glutInitWindowSize(500, 500); |
|  | glutInitWindowPosition(100, 100); |
|  | glutCreateWindow("OpenGL Test"); |
|  | intiopenGL(); |
|  | glutDisplayFunc(display); |
|  | glutIdleFunc(display); |
|  | glutReshapeFunc(reshape); |
|  | glutMainLoop(); |
|  | return 0; |
|  | } |