

Description

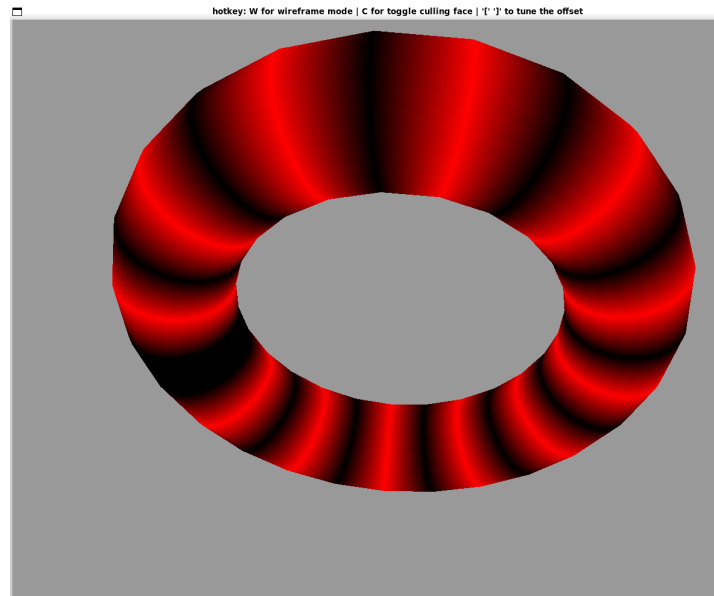
Through `glfwSetKeyCallback`, I make that program interactable. In detail, the program can respond to those hotkeys.

hotkey	description
<code>w</code>	enable/disable the wireframe mode.
<code>c</code>	change the culling mode. (culling is disabled by default, first press is to enable it. After that, the following press is to alter between the frontface backface culling)
<code>[</code>	decrease the offset
<code>]</code>	increase the offset
<code>q</code>	quit

To achieve the offset change interaction, I did not implement the offset inside the torus constructor, but made it a `glUniform1f` and write the offset calculation in the vertex shader program so that whenever the offset value is changed by the user, the vertex position will update and re-render.

Screen Short

R:10 r:3 offset:-0.5 segments_torus:25 segments_tube:25



R:10 r:3 offset:+0.5 segments_torus:25 segments_tube:25

