

PJO (Running) - Microsoft Visual Studio

FILE EDIT VIEW PROJECT BUILD DEBUG TEAM TOOLS TEST ANALYZE WINDOW HELP

Process: [2112] PJO.exe Lifecycle Events + Thread: Stack Frame:

main.cpp

```
#include <stdio.h>
#include <windows.h> // Standard header for MS Windows applications
#include <GL/gl.h> // Open Graphics Library (OpenGL) header
#include <GL/glut.h> // The GL Utility Toolkit (GLUT) Header

#define KEY_ESCAPE 27

typedef struct {
    int width;
    int height;
    char* title;

    float field_of_view_angle;
    float z_near;
    float z_far;
} glutWindow;

glutWindow win;

void display()
{
    glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT); // Clear Screen and
    glLoadIdentity();
    glTranslatef(0.0f,0.0f,-3.0f);

    /*
     * Triangle code starts here
     * 3 verteces, 3 colors.
     */
    glBegin(GL_TRIANGLES);
    glColor3f(0.0f,0.0f,1.0f);
    glVertex3f( 0.0f, 1.0f, 0.0f);
    glColor3f(0.0f,1.0f,0.0f);
    glVertex3f(-1.0f,-1.0f, 0.0f);
    glColor3f(1.0f,0.0f,0.0f);
    glVertex3f( 1.0f,-1.0f, 0.0f);
    glEnd();
}
```

OpenGL/GLUT Example. Visit <http://openglsamples.sf.net>

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Name	Value	Type
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Call Stack

Name	Lang
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Call Stack Breakpoints Command Window Immediate Window Output

Solution Explorer

Solution 'PJO' (1 project)

- PJO
  - External Dependencies
  - Header Files
  - Resource Files
  - Source Files
    - main.cpp

Ready

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오후 3:09 2017-03-03