

FUNCIONES OpenGL DE CARACTERES

PRÁCTICA 1_10

```
GLint xInicial = 25, yInicial = 150; //posición inicial
```

```
GLubyte etiqueta[36] = {'E','n','e','F','e','b', 'M','a','r','A','b','r','M','a','y',  
'J','u','n','J','u','l','A','g','o','S','e','p','O','c','t', 'N','o','v','D','i','c'};
```

```
GLint ValorDatos [12] = {420, 342, 324, 310, 262, 185, 190, 196, 217, 240, 312, 438};
```

```
// Dibuja Caracteres
```

```
glColor3f(1.0,0.0,0.0); //Color a dibujar Rojo
```

```
    for(k=0; k< 12; k++){
```

```
        glRasterPos2i (xInicial + k*50, ValorDatos [k] - 4);
```

```
        glutBitmapCharacter (GLUT_BITMAP_9_BY_15, '*');
```

```
    }
```

```
/Dibuja el texto
glColor3f(0.0,0.0,0.0); //Color a dibujar Negro
xInicial =20;
for(mes =0; mes < 12; mes++){
glRasterPos2i (xInicial,yInicial);
for (k=3*mes; k<3*mes + 3; k++)
glutBitmapCharacter (GLUT_BITMAP_HELVETICA_12, etiqueta [k]);
xInicial += 50;
}
```