FUNCIONES OpenGL DE CARACTERES

```
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};
```

```
//Dibujo del diagrama de barras

glColor3f(1.0,0.0,0.0); //Color de las barras Rojo

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

        glRecti(20 + k*50, 165, 40 + k*50, ValorDatos[k]);
```