

Smokeview Initialization

OpenGL Setup

Draw one frame of scene

Called when nothing else is happening (draw next frame)

Display

Implement all keyboard equivalents

Idle

Keyboard

IOxxx - routines to load and draw FDS data files

Menus

gluixxxx - routines to handle dialog boxes

Mouse

Move and/or rotate scene

Reshape

Resize scene after window changes size

...

GLUT

event loop