

opengl_static_scene

Class

Fields

frustum_bottom_top_angle : GLdouble

Methods

draw() : void

get_frustum_bottom_top_angle() : GLdouble

opengl_static_scene(GLdouble frustum_bot_top_angle)

project_three_d(const CView& v) : void

project_two_d(const CView& v) : void

set_frustum_bottom_top_angle(GLdouble newAngle) : void

opengl_msvc_view

Class

→ CView

Fields

classopengl_msvc_view : const CRuntimeClass

gmf : GLYPHMETRICSFLOAT[256]

m_hrc : HGLRC

m_pDC : CDC*

Methods

_GetBaseClass() : CRuntimeClass*

~opengl_msvc_view()

CreateObject() : CObject*

GetMessageMap() : const AFX_MSGMAP*

GetRuntimeClass() : CRuntimeClass*

GetThisClass() : CRuntimeClass*

GetThisMessageMap() : const AFX_MSGMAP*

init_opengl() : BOOL

OnCreate(LPCREATESTRUCT lpCreateStruct) : int

OnDestroy() : void

OnDraw(CDC* pDC) : void

OnEraseBkgnd(CDC* pDC) : BOOL

OnSize(UINT nType, int cx, int cy) : void

opengl_msvc_view()

PreCreateWindow(CREATESTRUCT& cs) : BOOL

refresh_window() : void

SetupPixelFormat() : BOOL

opengl_font_handler

Class

Fields

base : GLuint

Methods

glPrint(const char* fmt, ...) : GLvoid

init_2D_font(const HDC& hDC) : GLvoid

kill_2D_Fonts() : GLvoid

Cfrustum_demoView

Class

→ opengl_msvc_view

Fields

classCfrustum_demoView : const CRuntimeCla...

Methods

_GetBaseClass() : CRuntimeClass*

~Cfrustum_demoView()

Cfrustum_demoView()

CreateObject() : CObject*

GetDocument() : Cfrustum_demoDoc*

GetMessageMap() : const AFX_MSGMAP*

GetRuntimeClass() : CRuntimeClass*

GetThisClass() : CRuntimeClass*

GetThisMessageMap() : const AFX_MSGMAP*

OnDraw(CDC* pDC) : void

PreCreateWindow(CREATESTRUCT& cs) : BOOL

scene

writer

public