

## **Important GLUT Functions**

*(See also the OpenGL Programming Guide, p. 17)*

### **GLUT Window Setup:**

- void glutInit( int \*argc, char \*\*argv )
- void glutInitDisplayMode( unsigned int mode )
- void glutInitWindowPosition( int x, int y )
- void glutInitWindowSize( int width, int height )
- int glutCreateWindow( char \*string )

### **GLUT User Interaction Setup: (or Callback Setup)**

- void glutDisplayFunc( void (\*func)(void) )
- void glutReshapeFunc( void (\*func)(int width, int height) )
- void glutKeyboardFunc( void (\*func)(unsigned char key, int x, int y) )
- void glutMotionFunc( void (\*func)(int x, int y) )
- void glutPassiveMotionFunc( void (\*func)(int x, int y) )
- void glutIdleFunc( void (\*func)(void) )

### **Other Important Functions:**

- void glutMainLoop( void )
- void glutPostRedisplay( void )