

# GLUT Reference Card

## GLUT initialization functions:

glutInit(int \*argc, char \*\*argv)            initialize GLUT  
glutInitDisplayMode(unsigned int mode)    display mode:  
    GLUT\_RGB, GLUT\_INDEX, GLUT\_SINGLE, GLUT\_DOUBLE,  
    GLUT\_ACCUM, GLUT\_ALPHA, GLUT\_DEPTH, GLUT\_STENCIL,  
    GLUT\_MULTISAMPLE, GLUT\_STEREO, GLUT\_LUMINANCE  
glutInitDisplayString(const char \*string)   title of display  
glutInitWindowPosition(int x, int y)       position in pixels  
glutInitWindowSize(int width, int height)   size in pixels  
glutMainLoop(void)                         for ever loop

## GLUT functions:

glutDisplayFunc(void (\*)(void))  
glutReshapeFunc(void (\*)(int width, int height))  
glutKeyboardFunc(void (\*)(unsigned char key, int x, int y))  
glutMouseFunc(void (\*)(int button, int state, int x, int y))  
glutMotionFunc(void (\*)(int x, int y))  
glutPassiveMotionFunc(void (\*)(int x, int y))  
glutEntryFunc(void (\*)(int state))  
glutVisibilityFunc(void (\*)(int state))  
glutIdleFunc(void (\*)(void))  
glutTimerFunc(unsigned int millis, void (\*)(int value), int value)  
glutMenuStateFunc(void (\*)(int state))  
glutSpecialFunc(void (\*)(int key, int x, int y))  
glutSpaceballMotionFunc(void (\*)(int x, int y, int z))  
glutSpaceballRotateFunc(void (\*)(int x, int y, int z))  
glutSpaceballButtonFunc(void (\*)(int button, int state))  
glutButtonBoxFunc(void (\*)(int button, int state))  
glutDialsFunc(void (\*)(int dial, int value))  
glutTabletMotionFunc(void (\*)(int x, int y))  
glutTabletButtonFunc(void (\*)(int button, int state, int x, int y))  
glutMenuStatusFunc(void (\*)(int status, int x, int y))  
glutOverlayDisplayFunc(void (\*)(void))  
glutWindowStatusFunc(void (\*)(int state))

## GLUT window functions:

int glutCreateWindow(const char \*title)  
int glutCreateSubWindow(int win, int x, int y, int width, int height)  
glutDestroyWindow(int win)  
glutPostRedisplay(void)  
glutPostWindowRedisplay(int win)  
glutSwapBuffers(void)  
int glutGetWindow(void)  
glutSetWindow(int win)  
glutSetWindowTitle(const char \*title)  
glutSetIconTitle(const char \*title)  
glutPositionWindow(int x, int y)  
glutReshapeWindow(int width, int height)  
glutPopWindow(void)  
glutPushWindow(void)  
glutIconifyWindow(void)  
glutShowWindow(void)  
glutHideWindow(void)  
glutFullScreen(void)  
glutSetCursor(int cursor)  
glutWarpPointer(int x, int y)

## GLUT color functions:

glutSetColor(int, GLfloat red, GLfloat green, GLfloat blue)  
GLfloat glutGetColor(int ndx, int component)  
glutCopyColormap(int win)

## GLUT state retrieval functions:

int glutGet(GLenum type)  
int glutDeviceGet(GLenum type)  
int glutExtensionSupported(const char \*name)  
int glutGetModifiers(void)  
int glutLayerGet(GLenum type)

## GLUT font functions:

glutBitmapCharacter(void \*font, int character)  
int glutBitmapWidth(void \*font, int character)  
glutStrokeCharacter(void \*font, int character)  
int glutStrokeWidth(void \*font, int character)  
int glutBitmapLength(void \*font, const unsigned char \*string)  
int glutStrokeLength(void \*font, const unsigned char \*string)

## GLUT menu functions:

int glutCreateMenu(void (\*)(int))  
glutDestroyMenu(int menu)  
int glutGetMenu(void)  
glutSetMenu(int menu)  
glutAddMenuItem(const char \*label, int value)  
glutAddSubMenu(const char \*label, int submenu)  
glutChangeToMenuItem(int item, const char \*label, int value)  
glutChangeToSubMenu(int item, const char \*label, int submenu)  
glutRemoveMenuItem(int item)  
glutAttachMenu(int button)  
glutDetachMenu(int button)

## GLUT pre-built models functions:

glutWireSphere(GLdouble radius, GLint slices, GLint stacks)  
glutSolidSphere(GLdouble radius, GLint slices, GLint stacks)  
glutWireCone(GLdouble base, GLdouble height, GLint slices, GLint stacks)  
glutSolidCone(GLdouble base, GLdouble height, GLint slices, GLint stacks)  
glutWireCube(GLdouble size)  
glutSolidCube(GLdouble size)  
glutWireTorus(GLdouble innerRadius, GLdouble outerRadius, GLint sides, GLint rings)  
glutSolidTorus(GLdouble innerRadius, GLdouble outerRadius, GLint sides, GLint rings)  
glutWireDodecahedron(void)  
glutSolidDodecahedron(void)  
glutWireTeapot(GLdouble size)  
glutSolidTeapot(GLdouble size)  
glutWireOctahedron(void)  
glutSolidOctahedron(void)  
glutWireTetrahedron(void)  
glutSolidTetrahedron(void)  
glutWireIcosahedron(void)  
glutSolidIcosahedron(void)

## GLUT video resize functions:

int glutVideoResizeGet(GLenum param)  
glutSetupVideoResizing(void)  
glutStopVideoResizing(void)  
glutVideoResize(int x, int y, int width, int height)  
glutVideoPan(int x, int y, int width, int height)

## GLUT overlay functions:

glutEstablishOverlay(void)  
glutRemoveOverlay(void)  
glutUseLayer(GLenum layer)  
glutPostOverlayRedisplay(void)  
glutPostWindowOverlayRedisplay(int win)  
glutShowOverlay(void)  
glutHideOverlay(void)



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