NAME

glutBitmapCharacter - renders a bitmap character using OpenGL.

SYNTAX

void glutBitmapCharacter(void *font, int character);

ARGUMENTS

font Bitmap font to use.

character Character to render (not confined to 8 bits).

DESCRIPTION

Without using any display lists, glutBitmapCharacter renders the character in the named bitmap font. The available fonts are:

GLUT_BITMAP_8_BY_13

A fixed width font with every character fitting in an 8 by 13 pixel rectangle. The exact bitmaps to be used is defined by the standard X glyph bitmaps for the X font named:

-misc-fixed-medium-r-normal--13-120-75-75-C-80-iso8859-1

GLUT_BITMAP_9_BY_15

A fixed width font with every character fitting in an 9 by 15 pixel rectangle. The exact bitmaps to be used is defined by the standard X glyph bitmaps for the X font named:

-misc-fixed-medium-r-normal--15-140-75-75-C-90-iso8859-1

GLUT_BITMAP_TIMES_ROMAN_10

A 10-point proportional spaced Times Roman font. The exact bitmaps to be used is defined by the standard X glyph bitmaps for the X font named:

-adobe-times-medium-r-normal--10-100-75-75-p-54-iso8859-1

GLUT_BITMAP_TIMES_ROMAN_24

A 24-point proportional spaced Times Roman font. The exact bitmaps to be used is defined by the standard X glyph bitmaps for the X font named:

-adobe-times-medium-r-normal--24-240-75-75-p-124-iso8859-1

GLUT_BITMAP_HELVETICA_10

A 10-point proportional spaced Helvetica font. The exact bitmaps to be used is defined by the standard X glyph bitmaps for the X font named:

-adobe-helvetica-medium-r-normal--10-100-75-75-p-56-iso8859-1

GLUT_BITMAP_HELVETICA_12

A 12-point proportional spaced Helvetica font. The exact bitmaps to be used is defined by the standard X glyph bitmaps for the X font named:

-adobe-helvetica-medium-r-normal--12-120-75-75-p-67-iso8859-1

GLUT_BITMAP_HELVETICA_18

A 18-point proportional spaced Helvetica font. The exact bitmaps to be used is defined by the standard X glyph bitmaps for the X font named:

-adobe-helvetica-medium-r-normal--18-180-75-75-p-98-iso8859-1

Rendering a nonexistent character has no effect. glutBitmapCharacter automatically sets the OpenGL unpack pixel storage modes it needs appropriately and saves and restores the previous modes before returning. The generated call to glBitmap will adjust the current raster position based on the width of the character.

EXAMPLE

Here is a routine that shows how to render a string of ASCII text with glutBitmapCharacter:

```
void
output(int x, int y, char *string)
{
  int len, i;

  glRasterPos2f(x, y);
  len = (int) strlen(string);
  for (i = 0; i < len; i++) {
    glutBitmapCharacter(GLUT_BITMAP_HELVETICA_18, string[i]);
  }
}
```

SEE ALSO

glutBitmapWidth, glutStrokeCharacter

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