NAME

glutGet - retrieves simple GLUT state represented by integers.

SYNTAX

int glutGet(GLenum state);

ARGUMENTS

state Name of state to retrieve.

GLUT_WINDOW_X
X location in pixels (relative to the screen origin) of the current window.

GLUT_WINDOW_Y
Y location in pixels (relative to the screen origin) of the current window.

GLUT_WINDOW_WIDTH
Width in pixels of the current window.

GLUT_WINDOW_HEIGHT
Height in pixels of the current window.

GLUT_WINDOW_BUFFER_SIZE
Total number of bits for current window's color buffer. For an RGBA window, this is the sum of GLUT_WINDOW_RED_SIZE, GLUT_WINDOW_GREEN_SIZE, GLUT_WINDOW_BLUE_SIZE, and GLUT_WINDOW_ALPHA_SIZE. For color index windows, this is the size of the color indexes.

GLUT_WINDOW_STENCIL_SIZE
Number of bits in the current window's stencil buffer.

GLUT_WINDOW_DEPTH_SIZE
Number of bits in the current window's depth buffer.

GLUT_WINDOW_RED_SIZE
Number of bits of red stored the current window's color buffer. Zero if the window is color index.

GLUT_WINDOW_GREEN_SIZE
Number of bits of green stored the current window's color buffer. Zero if the window is color index.

GLUT_WINDOW_BLUE_SIZE
Number of bits of blue stored the current window's color buffer. Zero if the window is color index.

GLUT_WINDOW_ALPHA_SIZE
Number of bits of alpha stored the current window's color buffer. Zero if the window is color index.

GLUT_WINDOW_ACCUM_RED_SIZE
Number of bits of red stored in the current window's accumulation buffer. Zero if the window is color index.

GLUT_WINDOW_ACCUM_GREEN_SIZE
Number of bits of green stored in the current window's accumulation buffer. Zero if the window is color index.

GLUT_WINDOW_ACCUM_BLUE_SIZE
Number of bits of blue stored in the current window's accumulation buffer. Zero if the window is color index.

GLUT_WINDOW_ACCUM_ALPHA_SIZE
Number of bits of alpha stored in the current window's accumulation buffer. Zero if the window

is color index.

GLUT_WINDOW_DOUBLEBUFFER
One if the current window is double buffered, zero otherwise.

GLUT_WINDOW_RGBA
One if the current window is RGBA mode, zero otherwise (i.e., color index).

GLUT_WINDOW_PARENT
The window number of the current window's parent; zero if the window is a top-level window.

GLUT_WINDOW_NUM_CHILDREN
The number of subwindows the current window has (not counting children of children).

GLUT_WINDOW_COLORMAP_SIZE
Size of current window's color index colormap; zero for RGBA color model windows.

GLUT_WINDOW_NUM_SAMPLES
Number of samples for multisampling for the current window.

GLUT_WINDOW_STEREO
One if the current window is stereo, zero otherwise.

GLUT_WINDOW_CURSOR
Current cursor for the current window.

GLUT_SCREEN_WIDTH
Width of the screen in pixels. Zero indicates the width is unknown or not available.

GLUT_SCREEN_HEIGHT
Height of the screen in pixels. Zero indicates the height is unknown or not available.

GLUT_SCREEN_WIDTH_MM
Width of the screen in millimeters. Zero indicates the width is unknown or not available.

GLUT_SCREEN_HEIGHT_MM
Height of the screen in millimeters. Zero indicates the height is unknown or not available.

GLUT_MENU_NUM_ITEMS
Number of menu items in the current menu.

GLUT_DISPLAY_MODE_POSSIBLE
Whether the current display mode is supported or not.

GLUT_INIT_DISPLAY_MODE
The initial display mode bit mask.

GLUT_INIT_WINDOW_X
The X value of the initial window position.

GLUT_INIT_WINDOW_Y
The Y value of the initial window position.

GLUT_INIT_WINDOW_WIDTH
The width value of the initial window size.

GLUT_INIT_WINDOW_HEIGHT
The height value of the initial window size.

GLUT_ELAPSED_TIME
Number of milliseconds since glutInit called (or first call to glutGet(GLUT_ELAPSED_TIME)).

DESCRIPTION

glutGet retrieves simple GLUT state represented by integers. The state parameter determines what type of state to return. Window capability state is returned for the layer in use. GLUT state names beginning with

GLUT_WINDOW_ return state for the current window. GLUT state names beginning with GLUT_MENU_ return state for the current menu. Other GLUT state names return global state. Requesting state for an invalid GLUT state name returns negative one.

SEE ALSO

glutDeviceGet, glutLayerGet, glutGetColor, glutGetWindow, glutGetMenu, glutGetModifiers, glutExtensionSupported

AUTHOR

Mark J. Kilgard (mjk@sgi.com)