NAME

glutSpecialFunc - sets the special keyboard callback for the current window.

SYNTAX

void glutSpecialFunc(void (*func)(int key, int x, int y));

ARGUMENTS

func The new special callback function.

DESCRIPTION

glutSpecialFunc sets the special keyboard callback for the current window. The special keyboard callback is triggered when keyboard function or directional keys are pressed. The key callback parameter is a GLUT_KEY_* constant for the special key pressed. The x and y callback parameters indicate the mouse in window relative coordinates when the key was pressed. When a new window is created, no special callback is initially registered and special key strokes in the window are ignored. Passing NULL to glutSpecialFunc disables the generation of special callbacks.

During a special callback, glutGetModifiers may be called to determine the state of modifier keys when the keystroke generating the callback occurred.

An implementation should do its best to provide ways to generate all the GLUT_KEY_* special keys. The available GLUT_KEY_* values are:

GLUT_KEY_F1
F1 function key.

GLUT_KEY_F2
F2 function key.

GLUT_KEY_F3
F3 function key.

GLUT_KEY_F4
F4 function key.

GLUT_KEY_F5
F5 function key.

GLUT_KEY_F6
F6 function key.

GLUT_KEY_F7
F7 function key.

GLUT_KEY_F8
F8 function key.

GLUT_KEY_F9
F9 function key.

GLUT_KEY_F10
F10 function key.

GLUT_KEY_F11
F11 function key.

GLUT_KEY_F12
F12 function key.

GLUT_KEY_LEFT
Left directional key.

GLUT_KEY_UP
Up directional key.

GLUT_KEY_RIGHT
Right directional key.

GLUT_KEY_DOWN
Down directional key.

GLUT_KEY_PAGE_UP
Page up directional key.

GLUT_KEY_PAGE_DOWN
Page down directional key.

GLUT_KEY_HOME
Home directional key.

GLUT_KEY_END
End directional key.

GLUT_KEY_INSERT
Inset directional key.

Note that the escape, backspace, and delete keys are generated as an ASCII character.

SEE ALSO

glutKeyboardFunc, glutMouseFunc, glutSpaceballButtonFunc, glutButtonBoxFunc, glutTabletButtonFunc, glutGetModifiers

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