

# OpenGL Lab: Menus, Selection, Display Lists, and “Animation”

CS 320

Mar. 3, 2003

1. Create a new OpenGL project, grab `paint.c` from the class home page, and add it to the project.
2. Compile and run the program. Play with it. Show us your creative side.
3. Since the mice don't have middle buttons, none of the middle button menus are usable. Fix that by moving all menus over to the right button.
4. Fix the text drawing tool so that text is drawn in the current color.
5. Add a set of display lists for ASCII text, as discussed in class and add an elapsed time clock in the upper right hand corner of the canvas. The elapsed time string should be displayed in black characters. Hint: use `sprintf()` to generate your elapsed time string.  
Explain why the elapsed time string has so much “jitter.”
6. Add a menu choice to allow resetting the elapsed time to 0.
7. Add a line strip drawing tool.