

**example**

i font this somewere on internet  
and i did think : i can use / improve that

```
'example

nomainwin
struct PFD, Size as word, Version as word, Flags as long,_
PixelType as char[1], ColorBits as char[1], RedBits as char[1],_
RedShift as char[1], GreenBits as char[1], GreenShift as char[1],_
BlueBits as char[1], BlueShift as char[1], AlphaBits as char[1],_
AlphaShift as char[1],AccumBits as char[1],_
AccumRedBits as char[1],_ AccumGreenBits as char[1],_
AccumBlueBits as char[1], AccumAlphaBits as char[1],_
_depthBits as char[1], StencilBits as char[1],_
AuxBuffers as char[1],_
LayerType as char[1], Reserved as char[1], LayerMask as long,_
VisibleMask as long, DamageMask as long
PFD.Version.struct=1
PFD.ColorBits.struct=24
PFD.DepthBits.struct=16
PFD.Size.struct=len(PFD.struct)
PFD.Flags.struct=37
GlColorBufferBit=16384
open "opengl32.dll" for dll as #gl
WindowWidth=500
WindowHeight=500
UpperLeftX=1
UpperLeftY=1
graphicbox #main.gr, 1, 1, 480, 480
open "Triangle 1.0" for window as #main
print #main,"trapclose [quit]"
MainH=hwnd(#main.gr)
#main.gr, "down"
calldll #user32,"GetDC", MainH as ulong, MainDC as ulong
calldll #gdi32,"ChoosePixelFormat", MainDC as ulong, PFD as
struct, ret as long calldll #gdi32, "SetPixelFormat", MainDC as
ulong, ret as long, PFD as struct, t as long
calldll #gl,"wglCreateContext", MainDC as ulong, GLContext as ulong
calldll #gl,"wglMakeCurrent", MainDC as ulong, GLContext as ulong,
ret as long calldll #gl,"glClear",
GlColorBufferBit as long, ret as long
calldll #gl,"glRotated", 0 as double, 0 as double, 0 as double, 0 as
double, ret as long
```

```
calldll #gl,"glBegin", 4 as long, ret as long
calldll #gl,"glColor3d", 0 as double, 0 as double, 255 as double,
  ret as long calldll #gl,"glVertex3i", -1 as long, -1 as long, 0 as
long, ret as long
calldll #gl,"glColor3d", 255 as double, 0 as double, 0 as double,
  ret as long calldll #gl,"glVertex3i", 0 as long, 1 as long, 0 as
long, ret as long
calldll #gl,"glColor3d", 0 as double, 255 as double, 0 as double,
  ret as long calldll #gl,"glVertex3i", 1 as long, -1 as long, 0 as
long, ret as long
calldll #gl,"glEnd", ret as void
calldll #gdi32,"SwapBuffers", MainDC as ulong, ret as long
#main.gr, "place 220 220"
#main.gr, "\LB Graphics and OpenGL"
#main.gr, "color red"
#main.gr, "circle 100"
wait
[quit]
calldll #gl,"wglMakeCurrent", 0 as ulong, 0 as ulong, ret as long
calldll #gl,"wglDeleteContext", GLContext as ulong, ret as long
calldll #user32, "ReleaseDC", MainH as ulong, MainDC as ulong,ret as
long
close #main
close #gl
end
```