NAME

glutPostRedisplay - marks the current window as needing to be redisplayed.

SYNTAX

void glutPostRedisplay(void);

DESCRIPTION

Mark the normal plane of current window as needing to be redisplayed. The next iteration through glut-MainLoop, the window's display callback will be called to redisplay the window's normal plane. Multiple calls to glutPostRedisplay before the next display callback opportunity generates only a single redisplay callback. glutPostRedisplay may be called within a window's display or overlay display callback to re-mark that window for redisplay.

Logically, normal plane damage notification for a window is treated as a glutPostRedisplay on the damaged window. Unlike damage reported by the window system, glutPostRedisplay will not set to true the normal plane's damaged status (returned by glutLayerGet(GLUT_NORMAL_DAMAGED).

SEE ALSO

glutPostOverlayRedisplay, glutDisplayFunc

AUTHOR

Mark J. Kilgard (mjk@sgi.com)