

NAME

glutMotionFunc, glutPassiveMotionFunc - set the motion and passive motion callbacks respectively for the current window.

SYNTAX

```
void glutMotionFunc(void (*func)(int x, int y));  
void glutPassiveMotionFunc(void (*func)(int x, int y));
```

ARGUMENTS

func The new motion or passive motion callback function.

DESCRIPTION

glutMotionFunc and glutPassiveMotionFunc set the motion and passive motion callback respectively for the current window. The motion callback for a window is called when the mouse moves within the window while one or more mouse buttons are pressed. The passive motion callback for a window is called when the mouse moves within the window while no mouse buttons are pressed.

The x and y callback parameters indicate the mouse location in window relative coordinates.

Passing NULL to glutMotionFunc or glutPassiveMotionFunc disables the generation of the mouse or passive motion callback respectively.

SEE ALSO

glutMouseFunc, glutSpaceballMotionFunc, glutTabletMotionFunc

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