GLFW is an Open Source, multi-platform library for OpenGL, OpenGL ES and Vulkan development on the desktop. It provides a simple API for creating window contexts and surfaces, receiving input and events.

GLFW is written in C and has native support for Windows, macOS and many Unix-like systems using the X Window System, such as Linux and FreeBSD.

GLFW is licensed under the zlib/libpng license.

- Gives you a window and OpenGL context with just two function calls
- Support for OpenGL, OpenGL ES, Vulkan and related options, flags and extensions
- Support for multiple windows, multiple monitors, high-DPI and gamma ramps
- Support for keyboard, mouse, gamepad, time and window event input, via polling or callbacks
- Comes with guides, a tutorial, reference documentation, examples and test programs
- Open Source with an OSI-certified license allowing commercial use
- Access to native objects and compile-time options for platform specific features
- Community-maintained bindings for many different languages

No library can be perfect for everyone. If GLFW isn't what you're looking for, there are alternatives.

http://www.glfw.org/
void InitGLFW( )
{
    glfwInit( );
    glfwWindowHint( GLFW_CLIENT_API, GLFW_NO_API );
    glfwWindowHint( GLFW_RESIZABLE, GLFW_FALSE );
    MainWindow = glfwCreateWindow( Width, Height, "Vulkan Sample", NULL, NULL );
    VkResult result = glfwCreateWindowSurface( Instance, MainWindow, NULL, &Surface );

    glfwSetErrorCallback( GLFWErrorCallback );
    glfwSetKeyCallback( MainWindow, GLFWKeyboard );
    glfwSetCursorPosCallback( MainWindow, GLFWMouseMotion );
    glfwSetMouseButtonCallback( MainWindow, GLFWMouseButton );
}

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Computer Graphics
GLFW Keyboard Callback

```c
void GLFWKeyboard( GLFWwindow * window, int key, int scancode, int action, int mods )
{
    if( action == GLFW_PRESS )
    {
        switch( key )
        {
            //case GLFW_KEY_M:
            case 'm':
            case 'M':
                Mode++;
                if( Mode >= 2 )
                    Mode = 0;
                break;
            default:
                fprintf( FpDebug, "Unknown key hit: 0x%04x = '%c'\n", key, key );
                fflush(FpDebug);
                break;
        }
    }
}
```
void

GLFWMouseButton( GLFWwindow *window, int button, int action, int mods )
{
    int b = 0;              // LEFT, MIDDLE, or RIGHT

    // get the proper button bit mask:
    switch( button )
    {
        case GLFW_MOUSE_BUTTON_LEFT:
            b = LEFT;               break;
        case GLFW_MOUSE_BUTTON_MIDDLE:
            b = MIDDLE;             break;
        case GLFW_MOUSE_BUTTON_RIGHT:
            b = RIGHT;              break;
        default:
            b = 0;
            fprintf( FpDebug, "Unknown mouse button: %d\n", button );
            break;
    }

    // button down sets the bit, up clears the bit:
    if( action == GLFW_PRESS )
    {
        double xpos, ypos;
        glfwGetCursorPos( window, &xpos, &ypos);
        Xmouse = (int)xpos;
        Ymouse = (int)ypos;
        ActiveButton |= b;              // set the proper bit
    }
    else
    {
        ActiveButton &= ~b;             // clear the proper bit
    }
}
void GLFWMouseMotion( GLFWwindow *window, double xpos, double ypos )
{
    int dx = (int)xpos - Xmouse;  // change in mouse coords
    int dy = (int)ypos - Ymouse;

    if( ( ActiveButton & LEFT ) != 0 )
    {
        Xrot += ( ANGFACT*dy );
        Yrot += ( ANGFACT*dx );
    }

    if( ( ActiveButton & MIDDLE ) != 0 )
    {
        Scale += SCLFACT * (float) ( dx - dy );

        // keep object from turning inside-out or disappearing:
        if( Scale < MINSCALE )
            Scale = MINSCALE;
    }

    Xmouse = (int)xpos;    // new current position
    Ymouse = (int)ypos;
}
while( glfwWindowShouldClose( MainWindow ) == 0 )
{
    glfwPollEvents( );
    Time = glfwGetTime( ); // elapsed time, in double-precision seconds
    UpdateScene( );
    RenderScene( );
}

vkQueueWaitIdle( Queue );
vkDeviceWaitIdle( LogicalDevice );
DestroyAllVulkan( );
glfwDestroyWindow( MainWindow );
glfwTerminate( );