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 );
    
}
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);
        }
    }
}
```
while( glfwWindowShouldClose( MainWindow ) == 0 )
{
    glfwPollEvents( );
    Time = glfwGetTime( );          // elapsed time, in double-precision seconds
    UpdateScene( );
    RenderScene( );
}

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