

gluOrtho2D

- * `glMatrixMode(GL_PROJECTION);`
- * `glLoadIdentity();`
- * The `gluOrtho2D` function defines a 2-D orthographic projection matrix.

```
void gluOrtho2D(  
    GLdouble left,  
    GLdouble right,  
    GLdouble bottom,  
    GLdouble top  
);
```