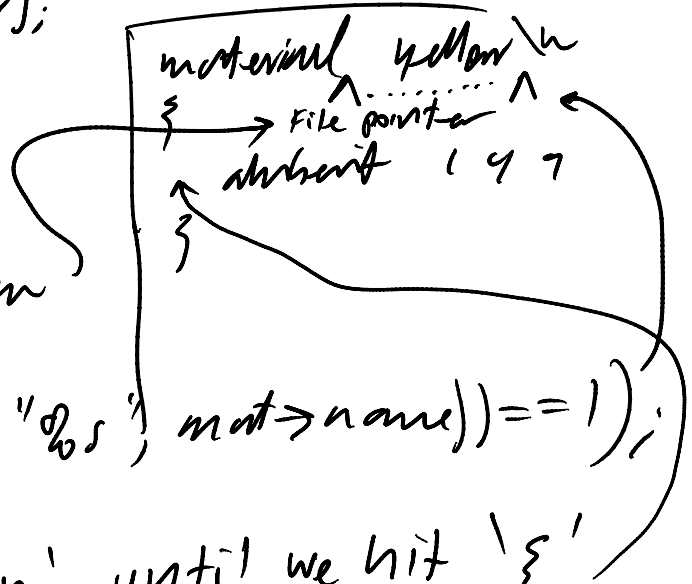


material\_load\_attributes (FILE \*in, material\_t \*mat)

{

char c, attrname [NAME\_LEN];  
int count;

file:



// assume file ptr has just  
// comment 'material' token

assert ((count = fscanf(in, "%s", mat->name)) == 1);

// eat whitespace incl. '\n', until we hit '{'

// loop until we hit '}' // use fgetc() } see  
// use fgets() // use fgets() } on our  
// use fgets() // use fgets() } pages

// use fgets() to read in appropriate

attribute: specular, ambient, or diffuse

// consume whitespace incl. '\n'

mat\_init:

set MAT\_COOKIE & init to 0.0, 0.0, 0.0

all attributes

material - print ;

match format of input file

material - list - print :

use list\_ calls to iterate thru  
list & then material - print to print  
each material

don't forget to use  $\text{fabs}(x) < \epsilon$

for float, / better instead of  $x == 0.0$

where  $\epsilon = 0.000001$ ;

$\text{fabs}(a - b) < \epsilon$

instead of  $a == b$  for float, double,