

OpenGL Reference Manual

The OpenGL Reference Manual - The Bluebook - "This manual is designed to be used as the companion reference volume to the OpenGL Programming Guide by Jackie Neider

OpenGL Reference Manual: The Official Reference Document to OpenGL, Version 1.2, 3/E
OpenGL Architecture Review Board productFormatCode=P01 productCategory=2

OpenGL Architecture Review Board, Dave Shreiner OpenGL Reference Manual: The Official Reference Document to OpenGL, Version 1.4 (4th Edition) Language: English

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The fourth edition of "OpenGL Reference Manual" edited by Dave Shreiner provides an official command reference for the OpenGL graphics library version 1.4.

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OpenGL (Open Graphics Library) is a cross-language, multi-platform application programming interface (API) for rendering 2D and 3D vector graphics. The API is

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Tasha Jessup writes "The fourth edition of the OpenGL Reference Manual, edited by Dave Shreiner, provides an official command reference for the OpenGL graphics

Editorial Reviews Booknews This manual is intended as the companion reference volume to the third edition of the . It provides an introduction to OpenGL, its commands

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OpenGL API Documentation Overview. OpenGL is the industry's most widely used, supported and best documented 2D/3D graphics API making it inexpensive & easy to obtain

Abstract. OpenGL (GL for Graphics Library) is a software interface to graphics hardware. This interface consists of several hundred functions that allow you, a

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Mar 05, 2012 OpenGL Reference Windows Dev Center. Search IoT Getting started guide The API elements that OpenGL provides fall into the following three

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OpenGL Reference Manual, 4th Edition - ISBN 0-321-17383-X, circa 1995; online.
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