

OpenGL 3.3 draw calls.

v vertex **c** color **n** normal mode=GL_TRIANGLES, etc
p pointer **i** index **X** length type=GL_UNSIGNED_INT, etc

glVertexPointer(size, type, stride, pointer **p**)

glColorPointer(size, type, stride, pointer **p**)

glNormalPointer(size, type, stride, pointer **p**)

etc.

glBegin()

glArrayElement(index **i**)

glEnd()

glDrawArrays(mode, first **i**, count **3**)

(and variant 'DrawArraysInstanced')

glMultiDrawArrays(

mode,

first **p**,

count **p**,

primcount **2**)

glDrawElements(

mode,

count **3**,

type,

indices **p**)

(and variants 'DrawRangeElements', 'DrawElementsInstanced' and '...BaseVertex')

