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Linux: Test If My Graphics Card Has OpenGL Support Or Not

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OpenGL (Open Graphics Library) is a standard specification defining a cross-language, cross-platform API for writing applications that produce 2D and 3D computer graphics. How can I test if my graphics card has OpenGL support under Linux?



[1]

You need to use the `glxinfo` command to get information about the OpenGL and GLX implementations running on a given X display. The information includes details about the server and client side GLX implementation, the OpenGL and GLU implementations as well as a list of available GLX visuals. Open a shell prompt (terminal) and type the following command:

```
glxinfo
glxinfo | less
glxinfo | grep something
glxinfo | grep rende
```

Sample Outputs:

```
direct rendering: Yes
OpenGL renderer string: Quadro FX 570/PCI/SSE2
GL_NV_depth_buffer_float, GL_NV_conditional_render, GL_NV_depth_clamp,
GL_NV_vertex_program3, GL_NVX_conditional_render, GL_SGIS_generate_mipmap,
```

You can also specify the X display to interrogate, enter:

```
glxinfo -display :X.Y | grep render
glxinfo -display :0.0 | grep render
```

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