SFML

* [Main Page](http://docs.google.com/index.htm)
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* [File List](http://docs.google.com/files.htm)
* [include](http://docs.google.com/dir_f3190241575fd2bd132a392ae6942f4a.htm)
* [SFML](http://docs.google.com/dir_692f376662c82a26cfe4cfa3aceebe24.htm)

OpenGL.hpp

1

2 //

3 // SFML - Simple and Fast Multimedia Library

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5 //

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22 //

24

25 #ifndef SFML\_OPENGL\_HPP

26 #define SFML\_OPENGL\_HPP

27

28

32 #include <SFML/Config.hpp>

33

34

39 #if defined(SFML\_SYSTEM\_WINDOWS)

40

41  // The Visual C++ version of gl.h uses WINGDIAPI and APIENTRY but doesn't define them

42  #ifdef \_MSC\_VER

43  #include <windows.h>

44  #endif

45

46  #include <GL/gl.h>

47  #include <GL/glu.h>

48

49 #elif defined(SFML\_SYSTEM\_LINUX) || defined(SFML\_SYSTEM\_FREEBSD)

50

51  #include <GL/gl.h>

52  #include <GL/glu.h>

53

54 #elif defined(SFML\_SYSTEM\_MACOS)

55

56  #include <OpenGL/gl.h>

57  #include <OpenGL/glu.h>

58

59 #endif

60

61

62 #endif // SFML\_OPENGL\_HPP

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