It would be a total nightmare if we don’t know what happened in OpenGL. Now we have several ways to print the error

1. GL get error. It’s start in the beginning of OpenGL version. Compatible will all versions. When we called GL get error, it gives us a flag and tell us whether error happened. You can keep call the flag. It will give you all the error.

The drawback is that the error may happened anywhere, and you can’t tell where it is.

One way is that, we keep calling GL get error until we clear the error list. Then we call our function, and then we call GL get error again, and find whether error happened.

1. In OpenGL 4.3, OpenGL add a function called GL debug message callback

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It allow use to pass a function pointer to OpenGL, and OpenGL will call this function when error occur. It’s much better, you don’t need to keep asking OpenGL what happened

This lecture we will talk about method 1, because it is more compatible.

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Now we put it here to check the error

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When we got the error code, we convert 1280 from decimal to hex. Which is 500. Then we search in glew “0x0500”

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It is an invalid enumeration

But we can’t write this check error function before any function we call. We can write a assert to force stop the program when error happened.

We define a macro



ASSERT(x) will convert to the statement after it. \_\_debugbreak() is the compiler intrinsic function to MSVC

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We change the function

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Define a wrapper

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Finally:

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