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GLSC2, OpenGL, OpenGL ES loader generated by glad 0.1.36 on Thu Feb 22 20:24:42 2024.

Language/Generator: C/C++

Specification: gl

APIs: gl=3.3, gles1=1.0, gles2=2.0, glsc2=2.0

Profile: compatibility

Extensions:

Loader: True

Local files: False

Omit khrplatform: False

Reproducible: False

Commandline:

--profile="compatibility" --api="gl=3.3,gles1=1.0,gles2=2.0,glsc2=2.0" --generator="c" --spec="gl" --extensions=""

Online:

https://glad.dav1d.de/#profile=compatibility&language=c&specification=gl&loader=on&api=gl%3D3.3&api=gles1%3D1.0&api=gles2%3D2.0&api=glsc2%3D2.0

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#include <stdio.h>

#include <stdlib.h>

#include <string.h>

#include "glad/glad.h"

static void\* get\_proc(const char\* namez);

#if defined(\_WIN32) || defined(\_\_CYGWIN\_\_)

#ifndef \_WINDOWS\_

#undef APIENTRY

#endif

#include <windows.h>

static HMODULE libGL;

typedef void\* (APIENTRYP PFNWGLGETPROCADDRESSPROC\_PRIVATE)(const char\*);

static PFNWGLGETPROCADDRESSPROC\_PRIVATE gladGetProcAddressPtr;

#ifdef \_MSC\_VER

#ifdef \_\_has\_include

#if \_\_has\_include(<winapifamily.h>)

#define HAVE\_WINAPIFAMILY 1

#endif

#elif \_MSC\_VER >= 1700 && !\_USING\_V110\_SDK71\_

#define HAVE\_WINAPIFAMILY 1

#endif

#endif

#ifdef HAVE\_WINAPIFAMILY

#include <winapifamily.h>

#if !WINAPI\_FAMILY\_PARTITION(WINAPI\_PARTITION\_DESKTOP) && WINAPI\_FAMILY\_PARTITION(WINAPI\_PARTITION\_APP)

#define IS\_UWP 1

#endif

#endif

static

int open\_gl(void) {

#ifndef IS\_UWP

libGL = LoadLibraryW(L"opengl32.dll");

if (libGL != NULL) {

void (\*tmp)(void);

tmp = (void(\*)(void)) GetProcAddress(libGL, "wglGetProcAddress");

gladGetProcAddressPtr = (PFNWGLGETPROCADDRESSPROC\_PRIVATE)tmp;

return gladGetProcAddressPtr != NULL;

}

#endif

return 0;

}

static

void close\_gl(void) {

if (libGL != NULL) {

FreeLibrary((HMODULE)libGL);

libGL = NULL;

}

}

#else

#include <dlfcn.h>

static void\* libGL;

#if !defined(\_\_APPLE\_\_) && !defined(\_\_HAIKU\_\_)

typedef void\* (APIENTRYP PFNGLXGETPROCADDRESSPROC\_PRIVATE)(const char\*);

static PFNGLXGETPROCADDRESSPROC\_PRIVATE gladGetProcAddressPtr;

#endif

static

int open\_gl(void) {

#ifdef \_\_APPLE\_\_

static const char\* NAMES[] = {

"../Frameworks/OpenGL.framework/OpenGL",

"/Library/Frameworks/OpenGL.framework/OpenGL",

"/System/Library/Frameworks/OpenGL.framework/OpenGL",

"/System/Library/Frameworks/OpenGL.framework/Versions/Current/OpenGL"

};

#else

static const char\* NAMES[] = { "libGL.so.1", "libGL.so" };

#endif

unsigned int index = 0;

for (index = 0; index < (sizeof(NAMES) / sizeof(NAMES[0])); index++) {

libGL = dlopen(NAMES[index], RTLD\_NOW | RTLD\_GLOBAL);

if (libGL != NULL) {

#if defined(\_\_APPLE\_\_) || defined(\_\_HAIKU\_\_)

return 1;

#else

gladGetProcAddressPtr = (PFNGLXGETPROCADDRESSPROC\_PRIVATE)dlsym(libGL,

"glXGetProcAddressARB");

return gladGetProcAddressPtr != NULL;

#endif

}

}

return 0;

}

static

void close\_gl(void) {

if (libGL != NULL) {

dlclose(libGL);

libGL = NULL;

}

}

#endif

static

void\* get\_proc(const char\* namez) {

void\* result = NULL;

if (libGL == NULL) return NULL;

#if !defined(\_\_APPLE\_\_) && !defined(\_\_HAIKU\_\_)

if (gladGetProcAddressPtr != NULL) {

result = gladGetProcAddressPtr(namez);

}

#endif

if (result == NULL) {

#if defined(\_WIN32) || defined(\_\_CYGWIN\_\_)

result = (void\*)GetProcAddress((HMODULE)libGL, namez);

#else

result = dlsym(libGL, namez);

#endif

}

return result;

}

int gladLoadGL(void) {

int status = 0;

if (open\_gl()) {

status = gladLoadGLLoader(&get\_proc);

close\_gl();

}

return status;

}

struct gladGLversionStruct GLVersion = { 0, 0 };

#if defined(GL\_ES\_VERSION\_3\_0) || defined(GL\_VERSION\_3\_0)

#define \_GLAD\_IS\_SOME\_NEW\_VERSION 1

#endif

static int max\_loaded\_major;

static int max\_loaded\_minor;

static const char\* exts = NULL;

static int num\_exts\_i = 0;

static char\*\* exts\_i = NULL;

static int get\_exts(void) {

#ifdef \_GLAD\_IS\_SOME\_NEW\_VERSION

if (max\_loaded\_major < 3) {

#endif

exts = (const char\*)glGetString(GL\_EXTENSIONS);

#ifdef \_GLAD\_IS\_SOME\_NEW\_VERSION

}

else {

unsigned int index;

num\_exts\_i = 0;

glGetIntegerv(GL\_NUM\_EXTENSIONS, &num\_exts\_i);

if (num\_exts\_i > 0) {

exts\_i = (char\*\*)malloc((size\_t)num\_exts\_i \* (sizeof \* exts\_i));

}

if (exts\_i == NULL) {

return 0;

}

for (index = 0; index < (unsigned)num\_exts\_i; index++) {

const char\* gl\_str\_tmp = (const char\*)glGetStringi(GL\_EXTENSIONS, index);

size\_t len = strlen(gl\_str\_tmp);

char\* local\_str = (char\*)malloc((len + 1) \* sizeof(char));

if (local\_str != NULL) {

memcpy(local\_str, gl\_str\_tmp, (len + 1) \* sizeof(char));

}

exts\_i[index] = local\_str;

}

}

#endif

return 1;

}

static void free\_exts(void) {

if (exts\_i != NULL) {

int index;

for (index = 0; index < num\_exts\_i; index++) {

free((char\*)exts\_i[index]);

}

free((void\*)exts\_i);

exts\_i = NULL;

}

}

static int has\_ext(const char\* ext) {

#ifdef \_GLAD\_IS\_SOME\_NEW\_VERSION

if (max\_loaded\_major < 3) {

#endif

const char\* extensions;

const char\* loc;

const char\* terminator;

extensions = exts;

if (extensions == NULL || ext == NULL) {

return 0;

}

while (1) {

loc = strstr(extensions, ext);

if (loc == NULL) {

return 0;

}

terminator = loc + strlen(ext);

if ((loc == extensions || \*(loc - 1) == ' ') &&

(\*terminator == ' ' || \*terminator == '\0')) {

return 1;

}

extensions = terminator;

}

#ifdef \_GLAD\_IS\_SOME\_NEW\_VERSION

}

else {

int index;

if (exts\_i == NULL) return 0;

for (index = 0; index < num\_exts\_i; index++) {

const char\* e = exts\_i[index];

if (exts\_i[index] != NULL && strcmp(e, ext) == 0) {

return 1;

}

}

}

#endif

return 0;

}

int GLAD\_GL\_VERSION\_1\_0 = 0;

int GLAD\_GL\_VERSION\_1\_1 = 0;

int GLAD\_GL\_VERSION\_1\_2 = 0;

int GLAD\_GL\_VERSION\_1\_3 = 0;

int GLAD\_GL\_VERSION\_1\_4 = 0;

int GLAD\_GL\_VERSION\_1\_5 = 0;

int GLAD\_GL\_VERSION\_2\_0 = 0;

int GLAD\_GL\_VERSION\_2\_1 = 0;

int GLAD\_GL\_VERSION\_3\_0 = 0;

int GLAD\_GL\_VERSION\_3\_1 = 0;

int GLAD\_GL\_VERSION\_3\_2 = 0;

int GLAD\_GL\_VERSION\_3\_3 = 0;

int GLAD\_GL\_VERSION\_ES\_CM\_1\_0 = 0;

int GLAD\_GL\_ES\_VERSION\_2\_0 = 0;

int GLAD\_GL\_SC\_VERSION\_2\_0 = 0;

PFNGLACCUMPROC glad\_glAccum = NULL;

PFNGLACTIVETEXTUREPROC glad\_glActiveTexture = NULL;

PFNGLALPHAFUNCPROC glad\_glAlphaFunc = NULL;

PFNGLALPHAFUNCXPROC glad\_glAlphaFuncx = NULL;

PFNGLARETEXTURESRESIDENTPROC glad\_glAreTexturesResident = NULL;

PFNGLARRAYELEMENTPROC glad\_glArrayElement = NULL;

PFNGLATTACHSHADERPROC glad\_glAttachShader = NULL;

PFNGLBEGINPROC glad\_glBegin = NULL;

PFNGLBEGINCONDITIONALRENDERPROC glad\_glBeginConditionalRender = NULL;

PFNGLBEGINQUERYPROC glad\_glBeginQuery = NULL;

PFNGLBEGINTRANSFORMFEEDBACKPROC glad\_glBeginTransformFeedback = NULL;

PFNGLBINDATTRIBLOCATIONPROC glad\_glBindAttribLocation = NULL;

PFNGLBINDBUFFERPROC glad\_glBindBuffer = NULL;

PFNGLBINDBUFFERBASEPROC glad\_glBindBufferBase = NULL;

PFNGLBINDBUFFERRANGEPROC glad\_glBindBufferRange = NULL;

PFNGLBINDFRAGDATALOCATIONPROC glad\_glBindFragDataLocation = NULL;

PFNGLBINDFRAGDATALOCATIONINDEXEDPROC glad\_glBindFragDataLocationIndexed = NULL;

PFNGLBINDFRAMEBUFFERPROC glad\_glBindFramebuffer = NULL;

PFNGLBINDRENDERBUFFERPROC glad\_glBindRenderbuffer = NULL;

PFNGLBINDSAMPLERPROC glad\_glBindSampler = NULL;

PFNGLBINDTEXTUREPROC glad\_glBindTexture = NULL;

PFNGLBINDVERTEXARRAYPROC glad\_glBindVertexArray = NULL;

PFNGLBITMAPPROC glad\_glBitmap = NULL;

PFNGLBLENDCOLORPROC glad\_glBlendColor = NULL;

PFNGLBLENDEQUATIONPROC glad\_glBlendEquation = NULL;

PFNGLBLENDEQUATIONSEPARATEPROC glad\_glBlendEquationSeparate = NULL;

PFNGLBLENDFUNCPROC glad\_glBlendFunc = NULL;

PFNGLBLENDFUNCSEPARATEPROC glad\_glBlendFuncSeparate = NULL;

PFNGLBLITFRAMEBUFFERPROC glad\_glBlitFramebuffer = NULL;

PFNGLBUFFERDATAPROC glad\_glBufferData = NULL;

PFNGLBUFFERSUBDATAPROC glad\_glBufferSubData = NULL;

PFNGLCALLLISTPROC glad\_glCallList = NULL;

PFNGLCALLLISTSPROC glad\_glCallLists = NULL;

PFNGLCHECKFRAMEBUFFERSTATUSPROC glad\_glCheckFramebufferStatus = NULL;

PFNGLCLAMPCOLORPROC glad\_glClampColor = NULL;

PFNGLCLEARPROC glad\_glClear = NULL;

PFNGLCLEARACCUMPROC glad\_glClearAccum = NULL;

PFNGLCLEARBUFFERFIPROC glad\_glClearBufferfi = NULL;

PFNGLCLEARBUFFERFVPROC glad\_glClearBufferfv = NULL;

PFNGLCLEARBUFFERIVPROC glad\_glClearBufferiv = NULL;

PFNGLCLEARBUFFERUIVPROC glad\_glClearBufferuiv = NULL;

PFNGLCLEARCOLORPROC glad\_glClearColor = NULL;

PFNGLCLEARCOLORXPROC glad\_glClearColorx = NULL;

PFNGLCLEARDEPTHPROC glad\_glClearDepth = NULL;

PFNGLCLEARDEPTHFPROC glad\_glClearDepthf = NULL;

PFNGLCLEARDEPTHXPROC glad\_glClearDepthx = NULL;

PFNGLCLEARINDEXPROC glad\_glClearIndex = NULL;

PFNGLCLEARSTENCILPROC glad\_glClearStencil = NULL;

PFNGLCLIENTACTIVETEXTUREPROC glad\_glClientActiveTexture = NULL;

PFNGLCLIENTWAITSYNCPROC glad\_glClientWaitSync = NULL;

PFNGLCLIPPLANEPROC glad\_glClipPlane = NULL;

PFNGLCLIPPLANEFPROC glad\_glClipPlanef = NULL;

PFNGLCLIPPLANEXPROC glad\_glClipPlanex = NULL;

PFNGLCOLOR3BPROC glad\_glColor3b = NULL;

PFNGLCOLOR3BVPROC glad\_glColor3bv = NULL;

PFNGLCOLOR3DPROC glad\_glColor3d = NULL;

PFNGLCOLOR3DVPROC glad\_glColor3dv = NULL;

PFNGLCOLOR3FPROC glad\_glColor3f = NULL;

PFNGLCOLOR3FVPROC glad\_glColor3fv = NULL;

PFNGLCOLOR3IPROC glad\_glColor3i = NULL;

PFNGLCOLOR3IVPROC glad\_glColor3iv = NULL;

PFNGLCOLOR3SPROC glad\_glColor3s = NULL;

PFNGLCOLOR3SVPROC glad\_glColor3sv = NULL;

PFNGLCOLOR3UBPROC glad\_glColor3ub = NULL;

PFNGLCOLOR3UBVPROC glad\_glColor3ubv = NULL;

PFNGLCOLOR3UIPROC glad\_glColor3ui = NULL;

PFNGLCOLOR3UIVPROC glad\_glColor3uiv = NULL;

PFNGLCOLOR3USPROC glad\_glColor3us = NULL;

PFNGLCOLOR3USVPROC glad\_glColor3usv = NULL;

PFNGLCOLOR4BPROC glad\_glColor4b = NULL;

PFNGLCOLOR4BVPROC glad\_glColor4bv = NULL;

PFNGLCOLOR4DPROC glad\_glColor4d = NULL;

PFNGLCOLOR4DVPROC glad\_glColor4dv = NULL;

PFNGLCOLOR4FPROC glad\_glColor4f = NULL;

PFNGLCOLOR4FVPROC glad\_glColor4fv = NULL;

PFNGLCOLOR4IPROC glad\_glColor4i = NULL;

PFNGLCOLOR4IVPROC glad\_glColor4iv = NULL;

PFNGLCOLOR4SPROC glad\_glColor4s = NULL;

PFNGLCOLOR4SVPROC glad\_glColor4sv = NULL;

PFNGLCOLOR4UBPROC glad\_glColor4ub = NULL;

PFNGLCOLOR4UBVPROC glad\_glColor4ubv = NULL;

PFNGLCOLOR4UIPROC glad\_glColor4ui = NULL;

PFNGLCOLOR4UIVPROC glad\_glColor4uiv = NULL;

PFNGLCOLOR4USPROC glad\_glColor4us = NULL;

PFNGLCOLOR4USVPROC glad\_glColor4usv = NULL;

PFNGLCOLOR4XPROC glad\_glColor4x = NULL;

PFNGLCOLORMASKPROC glad\_glColorMask = NULL;

PFNGLCOLORMASKIPROC glad\_glColorMaski = NULL;

PFNGLCOLORMATERIALPROC glad\_glColorMaterial = NULL;

PFNGLCOLORP3UIPROC glad\_glColorP3ui = NULL;

PFNGLCOLORP3UIVPROC glad\_glColorP3uiv = NULL;

PFNGLCOLORP4UIPROC glad\_glColorP4ui = NULL;

PFNGLCOLORP4UIVPROC glad\_glColorP4uiv = NULL;

PFNGLCOLORPOINTERPROC glad\_glColorPointer = NULL;

PFNGLCOMPILESHADERPROC glad\_glCompileShader = NULL;

PFNGLCOMPRESSEDTEXIMAGE1DPROC glad\_glCompressedTexImage1D = NULL;

PFNGLCOMPRESSEDTEXIMAGE2DPROC glad\_glCompressedTexImage2D = NULL;

PFNGLCOMPRESSEDTEXIMAGE3DPROC glad\_glCompressedTexImage3D = NULL;

PFNGLCOMPRESSEDTEXSUBIMAGE1DPROC glad\_glCompressedTexSubImage1D = NULL;

PFNGLCOMPRESSEDTEXSUBIMAGE2DPROC glad\_glCompressedTexSubImage2D = NULL;

PFNGLCOMPRESSEDTEXSUBIMAGE3DPROC glad\_glCompressedTexSubImage3D = NULL;

PFNGLCOPYBUFFERSUBDATAPROC glad\_glCopyBufferSubData = NULL;

PFNGLCOPYPIXELSPROC glad\_glCopyPixels = NULL;

PFNGLCOPYTEXIMAGE1DPROC glad\_glCopyTexImage1D = NULL;

PFNGLCOPYTEXIMAGE2DPROC glad\_glCopyTexImage2D = NULL;

PFNGLCOPYTEXSUBIMAGE1DPROC glad\_glCopyTexSubImage1D = NULL;

PFNGLCOPYTEXSUBIMAGE2DPROC glad\_glCopyTexSubImage2D = NULL;

PFNGLCOPYTEXSUBIMAGE3DPROC glad\_glCopyTexSubImage3D = NULL;

PFNGLCREATEPROGRAMPROC glad\_glCreateProgram = NULL;

PFNGLCREATESHADERPROC glad\_glCreateShader = NULL;

PFNGLCULLFACEPROC glad\_glCullFace = NULL;

PFNGLDELETEBUFFERSPROC glad\_glDeleteBuffers = NULL;

PFNGLDELETEFRAMEBUFFERSPROC glad\_glDeleteFramebuffers = NULL;

PFNGLDELETELISTSPROC glad\_glDeleteLists = NULL;

PFNGLDELETEPROGRAMPROC glad\_glDeleteProgram = NULL;

PFNGLDELETEQUERIESPROC glad\_glDeleteQueries = NULL;

PFNGLDELETERENDERBUFFERSPROC glad\_glDeleteRenderbuffers = NULL;

PFNGLDELETESAMPLERSPROC glad\_glDeleteSamplers = NULL;

PFNGLDELETESHADERPROC glad\_glDeleteShader = NULL;

PFNGLDELETESYNCPROC glad\_glDeleteSync = NULL;

PFNGLDELETETEXTURESPROC glad\_glDeleteTextures = NULL;

PFNGLDELETEVERTEXARRAYSPROC glad\_glDeleteVertexArrays = NULL;

PFNGLDEPTHFUNCPROC glad\_glDepthFunc = NULL;

PFNGLDEPTHMASKPROC glad\_glDepthMask = NULL;

PFNGLDEPTHRANGEPROC glad\_glDepthRange = NULL;

PFNGLDEPTHRANGEFPROC glad\_glDepthRangef = NULL;

PFNGLDEPTHRANGEXPROC glad\_glDepthRangex = NULL;

PFNGLDETACHSHADERPROC glad\_glDetachShader = NULL;

PFNGLDISABLEPROC glad\_glDisable = NULL;

PFNGLDISABLECLIENTSTATEPROC glad\_glDisableClientState = NULL;

PFNGLDISABLEVERTEXATTRIBARRAYPROC glad\_glDisableVertexAttribArray = NULL;

PFNGLDISABLEIPROC glad\_glDisablei = NULL;

PFNGLDRAWARRAYSPROC glad\_glDrawArrays = NULL;

PFNGLDRAWARRAYSINSTANCEDPROC glad\_glDrawArraysInstanced = NULL;

PFNGLDRAWBUFFERPROC glad\_glDrawBuffer = NULL;

PFNGLDRAWBUFFERSPROC glad\_glDrawBuffers = NULL;

PFNGLDRAWELEMENTSPROC glad\_glDrawElements = NULL;

PFNGLDRAWELEMENTSBASEVERTEXPROC glad\_glDrawElementsBaseVertex = NULL;

PFNGLDRAWELEMENTSINSTANCEDPROC glad\_glDrawElementsInstanced = NULL;

PFNGLDRAWELEMENTSINSTANCEDBASEVERTEXPROC glad\_glDrawElementsInstancedBaseVertex = NULL;

PFNGLDRAWPIXELSPROC glad\_glDrawPixels = NULL;

PFNGLDRAWRANGEELEMENTSPROC glad\_glDrawRangeElements = NULL;

PFNGLDRAWRANGEELEMENTSBASEVERTEXPROC glad\_glDrawRangeElementsBaseVertex = NULL;

PFNGLEDGEFLAGPROC glad\_glEdgeFlag = NULL;

PFNGLEDGEFLAGPOINTERPROC glad\_glEdgeFlagPointer = NULL;

PFNGLEDGEFLAGVPROC glad\_glEdgeFlagv = NULL;

PFNGLENABLEPROC glad\_glEnable = NULL;

PFNGLENABLECLIENTSTATEPROC glad\_glEnableClientState = NULL;

PFNGLENABLEVERTEXATTRIBARRAYPROC glad\_glEnableVertexAttribArray = NULL;

PFNGLENABLEIPROC glad\_glEnablei = NULL;

PFNGLENDPROC glad\_glEnd = NULL;

PFNGLENDCONDITIONALRENDERPROC glad\_glEndConditionalRender = NULL;

PFNGLENDLISTPROC glad\_glEndList = NULL;

PFNGLENDQUERYPROC glad\_glEndQuery = NULL;

PFNGLENDTRANSFORMFEEDBACKPROC glad\_glEndTransformFeedback = NULL;

PFNGLEVALCOORD1DPROC glad\_glEvalCoord1d = NULL;

PFNGLEVALCOORD1DVPROC glad\_glEvalCoord1dv = NULL;

PFNGLEVALCOORD1FPROC glad\_glEvalCoord1f = NULL;

PFNGLEVALCOORD1FVPROC glad\_glEvalCoord1fv = NULL;

PFNGLEVALCOORD2DPROC glad\_glEvalCoord2d = NULL;

PFNGLEVALCOORD2DVPROC glad\_glEvalCoord2dv = NULL;

PFNGLEVALCOORD2FPROC glad\_glEvalCoord2f = NULL;

PFNGLEVALCOORD2FVPROC glad\_glEvalCoord2fv = NULL;

PFNGLEVALMESH1PROC glad\_glEvalMesh1 = NULL;

PFNGLEVALMESH2PROC glad\_glEvalMesh2 = NULL;

PFNGLEVALPOINT1PROC glad\_glEvalPoint1 = NULL;

PFNGLEVALPOINT2PROC glad\_glEvalPoint2 = NULL;

PFNGLFEEDBACKBUFFERPROC glad\_glFeedbackBuffer = NULL;

PFNGLFENCESYNCPROC glad\_glFenceSync = NULL;

PFNGLFINISHPROC glad\_glFinish = NULL;

PFNGLFLUSHPROC glad\_glFlush = NULL;

PFNGLFLUSHMAPPEDBUFFERRANGEPROC glad\_glFlushMappedBufferRange = NULL;

PFNGLFOGCOORDPOINTERPROC glad\_glFogCoordPointer = NULL;

PFNGLFOGCOORDDPROC glad\_glFogCoordd = NULL;

PFNGLFOGCOORDDVPROC glad\_glFogCoorddv = NULL;

PFNGLFOGCOORDFPROC glad\_glFogCoordf = NULL;

PFNGLFOGCOORDFVPROC glad\_glFogCoordfv = NULL;

PFNGLFOGFPROC glad\_glFogf = NULL;

PFNGLFOGFVPROC glad\_glFogfv = NULL;

PFNGLFOGIPROC glad\_glFogi = NULL;

PFNGLFOGIVPROC glad\_glFogiv = NULL;

PFNGLFOGXPROC glad\_glFogx = NULL;

PFNGLFOGXVPROC glad\_glFogxv = NULL;

PFNGLFRAMEBUFFERRENDERBUFFERPROC glad\_glFramebufferRenderbuffer = NULL;

PFNGLFRAMEBUFFERTEXTUREPROC glad\_glFramebufferTexture = NULL;

PFNGLFRAMEBUFFERTEXTURE1DPROC glad\_glFramebufferTexture1D = NULL;

PFNGLFRAMEBUFFERTEXTURE2DPROC glad\_glFramebufferTexture2D = NULL;

PFNGLFRAMEBUFFERTEXTURE3DPROC glad\_glFramebufferTexture3D = NULL;

PFNGLFRAMEBUFFERTEXTURELAYERPROC glad\_glFramebufferTextureLayer = NULL;

PFNGLFRONTFACEPROC glad\_glFrontFace = NULL;

PFNGLFRUSTUMPROC glad\_glFrustum = NULL;

PFNGLFRUSTUMFPROC glad\_glFrustumf = NULL;

PFNGLFRUSTUMXPROC glad\_glFrustumx = NULL;

PFNGLGENBUFFERSPROC glad\_glGenBuffers = NULL;

PFNGLGENFRAMEBUFFERSPROC glad\_glGenFramebuffers = NULL;

PFNGLGENLISTSPROC glad\_glGenLists = NULL;

PFNGLGENQUERIESPROC glad\_glGenQueries = NULL;

PFNGLGENRENDERBUFFERSPROC glad\_glGenRenderbuffers = NULL;

PFNGLGENSAMPLERSPROC glad\_glGenSamplers = NULL;

PFNGLGENTEXTURESPROC glad\_glGenTextures = NULL;

PFNGLGENVERTEXARRAYSPROC glad\_glGenVertexArrays = NULL;

PFNGLGENERATEMIPMAPPROC glad\_glGenerateMipmap = NULL;

PFNGLGETACTIVEATTRIBPROC glad\_glGetActiveAttrib = NULL;

PFNGLGETACTIVEUNIFORMPROC glad\_glGetActiveUniform = NULL;

PFNGLGETACTIVEUNIFORMBLOCKNAMEPROC glad\_glGetActiveUniformBlockName = NULL;

PFNGLGETACTIVEUNIFORMBLOCKIVPROC glad\_glGetActiveUniformBlockiv = NULL;

PFNGLGETACTIVEUNIFORMNAMEPROC glad\_glGetActiveUniformName = NULL;

PFNGLGETACTIVEUNIFORMSIVPROC glad\_glGetActiveUniformsiv = NULL;

PFNGLGETATTACHEDSHADERSPROC glad\_glGetAttachedShaders = NULL;

PFNGLGETATTRIBLOCATIONPROC glad\_glGetAttribLocation = NULL;

PFNGLGETBOOLEANI\_VPROC glad\_glGetBooleani\_v = NULL;

PFNGLGETBOOLEANVPROC glad\_glGetBooleanv = NULL;

PFNGLGETBUFFERPARAMETERI64VPROC glad\_glGetBufferParameteri64v = NULL;

PFNGLGETBUFFERPARAMETERIVPROC glad\_glGetBufferParameteriv = NULL;

PFNGLGETBUFFERPOINTERVPROC glad\_glGetBufferPointerv = NULL;

PFNGLGETBUFFERSUBDATAPROC glad\_glGetBufferSubData = NULL;

PFNGLGETCLIPPLANEPROC glad\_glGetClipPlane = NULL;

PFNGLGETCLIPPLANEFPROC glad\_glGetClipPlanef = NULL;

PFNGLGETCLIPPLANEXPROC glad\_glGetClipPlanex = NULL;

PFNGLGETCOMPRESSEDTEXIMAGEPROC glad\_glGetCompressedTexImage = NULL;

PFNGLGETDOUBLEVPROC glad\_glGetDoublev = NULL;

PFNGLGETERRORPROC glad\_glGetError = NULL;

PFNGLGETFIXEDVPROC glad\_glGetFixedv = NULL;

PFNGLGETFLOATVPROC glad\_glGetFloatv = NULL;

PFNGLGETFRAGDATAINDEXPROC glad\_glGetFragDataIndex = NULL;

PFNGLGETFRAGDATALOCATIONPROC glad\_glGetFragDataLocation = NULL;

PFNGLGETFRAMEBUFFERATTACHMENTPARAMETERIVPROC glad\_glGetFramebufferAttachmentParameteriv = NULL;

PFNGLGETGRAPHICSRESETSTATUSPROC glad\_glGetGraphicsResetStatus = NULL;

PFNGLGETINTEGER64I\_VPROC glad\_glGetInteger64i\_v = NULL;

PFNGLGETINTEGER64VPROC glad\_glGetInteger64v = NULL;

PFNGLGETINTEGERI\_VPROC glad\_glGetIntegeri\_v = NULL;

PFNGLGETINTEGERVPROC glad\_glGetIntegerv = NULL;

PFNGLGETLIGHTFVPROC glad\_glGetLightfv = NULL;

PFNGLGETLIGHTIVPROC glad\_glGetLightiv = NULL;

PFNGLGETLIGHTXVPROC glad\_glGetLightxv = NULL;

PFNGLGETMAPDVPROC glad\_glGetMapdv = NULL;

PFNGLGETMAPFVPROC glad\_glGetMapfv = NULL;

PFNGLGETMAPIVPROC glad\_glGetMapiv = NULL;

PFNGLGETMATERIALFVPROC glad\_glGetMaterialfv = NULL;

PFNGLGETMATERIALIVPROC glad\_glGetMaterialiv = NULL;

PFNGLGETMATERIALXVPROC glad\_glGetMaterialxv = NULL;

PFNGLGETMULTISAMPLEFVPROC glad\_glGetMultisamplefv = NULL;

PFNGLGETPIXELMAPFVPROC glad\_glGetPixelMapfv = NULL;

PFNGLGETPIXELMAPUIVPROC glad\_glGetPixelMapuiv = NULL;

PFNGLGETPIXELMAPUSVPROC glad\_glGetPixelMapusv = NULL;

PFNGLGETPOINTERVPROC glad\_glGetPointerv = NULL;

PFNGLGETPOLYGONSTIPPLEPROC glad\_glGetPolygonStipple = NULL;

PFNGLGETPROGRAMINFOLOGPROC glad\_glGetProgramInfoLog = NULL;

PFNGLGETPROGRAMIVPROC glad\_glGetProgramiv = NULL;

PFNGLGETQUERYOBJECTI64VPROC glad\_glGetQueryObjecti64v = NULL;

PFNGLGETQUERYOBJECTIVPROC glad\_glGetQueryObjectiv = NULL;

PFNGLGETQUERYOBJECTUI64VPROC glad\_glGetQueryObjectui64v = NULL;

PFNGLGETQUERYOBJECTUIVPROC glad\_glGetQueryObjectuiv = NULL;

PFNGLGETQUERYIVPROC glad\_glGetQueryiv = NULL;

PFNGLGETRENDERBUFFERPARAMETERIVPROC glad\_glGetRenderbufferParameteriv = NULL;

PFNGLGETSAMPLERPARAMETERIIVPROC glad\_glGetSamplerParameterIiv = NULL;

PFNGLGETSAMPLERPARAMETERIUIVPROC glad\_glGetSamplerParameterIuiv = NULL;

PFNGLGETSAMPLERPARAMETERFVPROC glad\_glGetSamplerParameterfv = NULL;

PFNGLGETSAMPLERPARAMETERIVPROC glad\_glGetSamplerParameteriv = NULL;

PFNGLGETSHADERINFOLOGPROC glad\_glGetShaderInfoLog = NULL;

PFNGLGETSHADERPRECISIONFORMATPROC glad\_glGetShaderPrecisionFormat = NULL;

PFNGLGETSHADERSOURCEPROC glad\_glGetShaderSource = NULL;

PFNGLGETSHADERIVPROC glad\_glGetShaderiv = NULL;

PFNGLGETSTRINGPROC glad\_glGetString = NULL;

PFNGLGETSTRINGIPROC glad\_glGetStringi = NULL;

PFNGLGETSYNCIVPROC glad\_glGetSynciv = NULL;

PFNGLGETTEXENVFVPROC glad\_glGetTexEnvfv = NULL;

PFNGLGETTEXENVIVPROC glad\_glGetTexEnviv = NULL;

PFNGLGETTEXENVXVPROC glad\_glGetTexEnvxv = NULL;

PFNGLGETTEXGENDVPROC glad\_glGetTexGendv = NULL;

PFNGLGETTEXGENFVPROC glad\_glGetTexGenfv = NULL;

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PFNGLUNIFORMMATRIX2X4FVPROC glad\_glUniformMatrix2x4fv = NULL;

PFNGLUNIFORMMATRIX3FVPROC glad\_glUniformMatrix3fv = NULL;

PFNGLUNIFORMMATRIX3X2FVPROC glad\_glUniformMatrix3x2fv = NULL;

PFNGLUNIFORMMATRIX3X4FVPROC glad\_glUniformMatrix3x4fv = NULL;

PFNGLUNIFORMMATRIX4FVPROC glad\_glUniformMatrix4fv = NULL;

PFNGLUNIFORMMATRIX4X2FVPROC glad\_glUniformMatrix4x2fv = NULL;

PFNGLUNIFORMMATRIX4X3FVPROC glad\_glUniformMatrix4x3fv = NULL;

PFNGLUNMAPBUFFERPROC glad\_glUnmapBuffer = NULL;

PFNGLUSEPROGRAMPROC glad\_glUseProgram = NULL;

PFNGLVALIDATEPROGRAMPROC glad\_glValidateProgram = NULL;

PFNGLVERTEX2DPROC glad\_glVertex2d = NULL;

PFNGLVERTEX2DVPROC glad\_glVertex2dv = NULL;

PFNGLVERTEX2FPROC glad\_glVertex2f = NULL;

PFNGLVERTEX2FVPROC glad\_glVertex2fv = NULL;

PFNGLVERTEX2IPROC glad\_glVertex2i = NULL;

PFNGLVERTEX2IVPROC glad\_glVertex2iv = NULL;

PFNGLVERTEX2SPROC glad\_glVertex2s = NULL;

PFNGLVERTEX2SVPROC glad\_glVertex2sv = NULL;

PFNGLVERTEX3DPROC glad\_glVertex3d = NULL;

PFNGLVERTEX3DVPROC glad\_glVertex3dv = NULL;

PFNGLVERTEX3FPROC glad\_glVertex3f = NULL;

PFNGLVERTEX3FVPROC glad\_glVertex3fv = NULL;

PFNGLVERTEX3IPROC glad\_glVertex3i = NULL;

PFNGLVERTEX3IVPROC glad\_glVertex3iv = NULL;

PFNGLVERTEX3SPROC glad\_glVertex3s = NULL;

PFNGLVERTEX3SVPROC glad\_glVertex3sv = NULL;

PFNGLVERTEX4DPROC glad\_glVertex4d = NULL;

PFNGLVERTEX4DVPROC glad\_glVertex4dv = NULL;

PFNGLVERTEX4FPROC glad\_glVertex4f = NULL;

PFNGLVERTEX4FVPROC glad\_glVertex4fv = NULL;

PFNGLVERTEX4IPROC glad\_glVertex4i = NULL;

PFNGLVERTEX4IVPROC glad\_glVertex4iv = NULL;

PFNGLVERTEX4SPROC glad\_glVertex4s = NULL;

PFNGLVERTEX4SVPROC glad\_glVertex4sv = NULL;

PFNGLVERTEXATTRIB1DPROC glad\_glVertexAttrib1d = NULL;

PFNGLVERTEXATTRIB1DVPROC glad\_glVertexAttrib1dv = NULL;

PFNGLVERTEXATTRIB1FPROC glad\_glVertexAttrib1f = NULL;

PFNGLVERTEXATTRIB1FVPROC glad\_glVertexAttrib1fv = NULL;

PFNGLVERTEXATTRIB1SPROC glad\_glVertexAttrib1s = NULL;

PFNGLVERTEXATTRIB1SVPROC glad\_glVertexAttrib1sv = NULL;

PFNGLVERTEXATTRIB2DPROC glad\_glVertexAttrib2d = NULL;

PFNGLVERTEXATTRIB2DVPROC glad\_glVertexAttrib2dv = NULL;

PFNGLVERTEXATTRIB2FPROC glad\_glVertexAttrib2f = NULL;

PFNGLVERTEXATTRIB2FVPROC glad\_glVertexAttrib2fv = NULL;

PFNGLVERTEXATTRIB2SPROC glad\_glVertexAttrib2s = NULL;

PFNGLVERTEXATTRIB2SVPROC glad\_glVertexAttrib2sv = NULL;

PFNGLVERTEXATTRIB3DPROC glad\_glVertexAttrib3d = NULL;

PFNGLVERTEXATTRIB3DVPROC glad\_glVertexAttrib3dv = NULL;

PFNGLVERTEXATTRIB3FPROC glad\_glVertexAttrib3f = NULL;

PFNGLVERTEXATTRIB3FVPROC glad\_glVertexAttrib3fv = NULL;

PFNGLVERTEXATTRIB3SPROC glad\_glVertexAttrib3s = NULL;

PFNGLVERTEXATTRIB3SVPROC glad\_glVertexAttrib3sv = NULL;

PFNGLVERTEXATTRIB4NBVPROC glad\_glVertexAttrib4Nbv = NULL;

PFNGLVERTEXATTRIB4NIVPROC glad\_glVertexAttrib4Niv = NULL;

PFNGLVERTEXATTRIB4NSVPROC glad\_glVertexAttrib4Nsv = NULL;

PFNGLVERTEXATTRIB4NUBPROC glad\_glVertexAttrib4Nub = NULL;

PFNGLVERTEXATTRIB4NUBVPROC glad\_glVertexAttrib4Nubv = NULL;

PFNGLVERTEXATTRIB4NUIVPROC glad\_glVertexAttrib4Nuiv = NULL;

PFNGLVERTEXATTRIB4NUSVPROC glad\_glVertexAttrib4Nusv = NULL;

PFNGLVERTEXATTRIB4BVPROC glad\_glVertexAttrib4bv = NULL;

PFNGLVERTEXATTRIB4DPROC glad\_glVertexAttrib4d = NULL;

PFNGLVERTEXATTRIB4DVPROC glad\_glVertexAttrib4dv = NULL;

PFNGLVERTEXATTRIB4FPROC glad\_glVertexAttrib4f = NULL;

PFNGLVERTEXATTRIB4FVPROC glad\_glVertexAttrib4fv = NULL;

PFNGLVERTEXATTRIB4IVPROC glad\_glVertexAttrib4iv = NULL;

PFNGLVERTEXATTRIB4SPROC glad\_glVertexAttrib4s = NULL;

PFNGLVERTEXATTRIB4SVPROC glad\_glVertexAttrib4sv = NULL;

PFNGLVERTEXATTRIB4UBVPROC glad\_glVertexAttrib4ubv = NULL;

PFNGLVERTEXATTRIB4UIVPROC glad\_glVertexAttrib4uiv = NULL;

PFNGLVERTEXATTRIB4USVPROC glad\_glVertexAttrib4usv = NULL;

PFNGLVERTEXATTRIBDIVISORPROC glad\_glVertexAttribDivisor = NULL;

PFNGLVERTEXATTRIBI1IPROC glad\_glVertexAttribI1i = NULL;

PFNGLVERTEXATTRIBI1IVPROC glad\_glVertexAttribI1iv = NULL;

PFNGLVERTEXATTRIBI1UIPROC glad\_glVertexAttribI1ui = NULL;

PFNGLVERTEXATTRIBI1UIVPROC glad\_glVertexAttribI1uiv = NULL;

PFNGLVERTEXATTRIBI2IPROC glad\_glVertexAttribI2i = NULL;

PFNGLVERTEXATTRIBI2IVPROC glad\_glVertexAttribI2iv = NULL;

PFNGLVERTEXATTRIBI2UIPROC glad\_glVertexAttribI2ui = NULL;

PFNGLVERTEXATTRIBI2UIVPROC glad\_glVertexAttribI2uiv = NULL;

PFNGLVERTEXATTRIBI3IPROC glad\_glVertexAttribI3i = NULL;

PFNGLVERTEXATTRIBI3IVPROC glad\_glVertexAttribI3iv = NULL;

PFNGLVERTEXATTRIBI3UIPROC glad\_glVertexAttribI3ui = NULL;

PFNGLVERTEXATTRIBI3UIVPROC glad\_glVertexAttribI3uiv = NULL;

PFNGLVERTEXATTRIBI4BVPROC glad\_glVertexAttribI4bv = NULL;

PFNGLVERTEXATTRIBI4IPROC glad\_glVertexAttribI4i = NULL;

PFNGLVERTEXATTRIBI4IVPROC glad\_glVertexAttribI4iv = NULL;

PFNGLVERTEXATTRIBI4SVPROC glad\_glVertexAttribI4sv = NULL;

PFNGLVERTEXATTRIBI4UBVPROC glad\_glVertexAttribI4ubv = NULL;

PFNGLVERTEXATTRIBI4UIPROC glad\_glVertexAttribI4ui = NULL;

PFNGLVERTEXATTRIBI4UIVPROC glad\_glVertexAttribI4uiv = NULL;

PFNGLVERTEXATTRIBI4USVPROC glad\_glVertexAttribI4usv = NULL;

PFNGLVERTEXATTRIBIPOINTERPROC glad\_glVertexAttribIPointer = NULL;

PFNGLVERTEXATTRIBP1UIPROC glad\_glVertexAttribP1ui = NULL;

PFNGLVERTEXATTRIBP1UIVPROC glad\_glVertexAttribP1uiv = NULL;

PFNGLVERTEXATTRIBP2UIPROC glad\_glVertexAttribP2ui = NULL;

PFNGLVERTEXATTRIBP2UIVPROC glad\_glVertexAttribP2uiv = NULL;

PFNGLVERTEXATTRIBP3UIPROC glad\_glVertexAttribP3ui = NULL;

PFNGLVERTEXATTRIBP3UIVPROC glad\_glVertexAttribP3uiv = NULL;

PFNGLVERTEXATTRIBP4UIPROC glad\_glVertexAttribP4ui = NULL;

PFNGLVERTEXATTRIBP4UIVPROC glad\_glVertexAttribP4uiv = NULL;

PFNGLVERTEXATTRIBPOINTERPROC glad\_glVertexAttribPointer = NULL;

PFNGLVERTEXP2UIPROC glad\_glVertexP2ui = NULL;

PFNGLVERTEXP2UIVPROC glad\_glVertexP2uiv = NULL;

PFNGLVERTEXP3UIPROC glad\_glVertexP3ui = NULL;

PFNGLVERTEXP3UIVPROC glad\_glVertexP3uiv = NULL;

PFNGLVERTEXP4UIPROC glad\_glVertexP4ui = NULL;

PFNGLVERTEXP4UIVPROC glad\_glVertexP4uiv = NULL;

PFNGLVERTEXPOINTERPROC glad\_glVertexPointer = NULL;

PFNGLVIEWPORTPROC glad\_glViewport = NULL;

PFNGLWAITSYNCPROC glad\_glWaitSync = NULL;

PFNGLWINDOWPOS2DPROC glad\_glWindowPos2d = NULL;

PFNGLWINDOWPOS2DVPROC glad\_glWindowPos2dv = NULL;

PFNGLWINDOWPOS2FPROC glad\_glWindowPos2f = NULL;

PFNGLWINDOWPOS2FVPROC glad\_glWindowPos2fv = NULL;

PFNGLWINDOWPOS2IPROC glad\_glWindowPos2i = NULL;

PFNGLWINDOWPOS2IVPROC glad\_glWindowPos2iv = NULL;

PFNGLWINDOWPOS2SPROC glad\_glWindowPos2s = NULL;

PFNGLWINDOWPOS2SVPROC glad\_glWindowPos2sv = NULL;

PFNGLWINDOWPOS3DPROC glad\_glWindowPos3d = NULL;

PFNGLWINDOWPOS3DVPROC glad\_glWindowPos3dv = NULL;

PFNGLWINDOWPOS3FPROC glad\_glWindowPos3f = NULL;

PFNGLWINDOWPOS3FVPROC glad\_glWindowPos3fv = NULL;

PFNGLWINDOWPOS3IPROC glad\_glWindowPos3i = NULL;

PFNGLWINDOWPOS3IVPROC glad\_glWindowPos3iv = NULL;

PFNGLWINDOWPOS3SPROC glad\_glWindowPos3s = NULL;

PFNGLWINDOWPOS3SVPROC glad\_glWindowPos3sv = NULL;

static void load\_GL\_VERSION\_1\_0(GLADloadproc load) {

if (!GLAD\_GL\_VERSION\_1\_0) return;

glad\_glCullFace = (PFNGLCULLFACEPROC)load("glCullFace");

glad\_glFrontFace = (PFNGLFRONTFACEPROC)load("glFrontFace");

glad\_glHint = (PFNGLHINTPROC)load("glHint");

glad\_glLineWidth = (PFNGLLINEWIDTHPROC)load("glLineWidth");

glad\_glPointSize = (PFNGLPOINTSIZEPROC)load("glPointSize");

glad\_glPolygonMode = (PFNGLPOLYGONMODEPROC)load("glPolygonMode");

glad\_glScissor = (PFNGLSCISSORPROC)load("glScissor");

glad\_glTexParameterf = (PFNGLTEXPARAMETERFPROC)load("glTexParameterf");

glad\_glTexParameterfv = (PFNGLTEXPARAMETERFVPROC)load("glTexParameterfv");

glad\_glTexParameteri = (PFNGLTEXPARAMETERIPROC)load("glTexParameteri");

glad\_glTexParameteriv = (PFNGLTEXPARAMETERIVPROC)load("glTexParameteriv");

glad\_glTexImage1D = (PFNGLTEXIMAGE1DPROC)load("glTexImage1D");

glad\_glTexImage2D = (PFNGLTEXIMAGE2DPROC)load("glTexImage2D");

glad\_glDrawBuffer = (PFNGLDRAWBUFFERPROC)load("glDrawBuffer");

glad\_glClear = (PFNGLCLEARPROC)load("glClear");

glad\_glClearColor = (PFNGLCLEARCOLORPROC)load("glClearColor");

glad\_glClearStencil = (PFNGLCLEARSTENCILPROC)load("glClearStencil");

glad\_glClearDepth = (PFNGLCLEARDEPTHPROC)load("glClearDepth");

glad\_glStencilMask = (PFNGLSTENCILMASKPROC)load("glStencilMask");

glad\_glColorMask = (PFNGLCOLORMASKPROC)load("glColorMask");

glad\_glDepthMask = (PFNGLDEPTHMASKPROC)load("glDepthMask");

glad\_glDisable = (PFNGLDISABLEPROC)load("glDisable");

glad\_glEnable = (PFNGLENABLEPROC)load("glEnable");

glad\_glFinish = (PFNGLFINISHPROC)load("glFinish");

glad\_glFlush = (PFNGLFLUSHPROC)load("glFlush");

glad\_glBlendFunc = (PFNGLBLENDFUNCPROC)load("glBlendFunc");

glad\_glLogicOp = (PFNGLLOGICOPPROC)load("glLogicOp");

glad\_glStencilFunc = (PFNGLSTENCILFUNCPROC)load("glStencilFunc");

glad\_glStencilOp = (PFNGLSTENCILOPPROC)load("glStencilOp");

glad\_glDepthFunc = (PFNGLDEPTHFUNCPROC)load("glDepthFunc");

glad\_glPixelStoref = (PFNGLPIXELSTOREFPROC)load("glPixelStoref");

glad\_glPixelStorei = (PFNGLPIXELSTOREIPROC)load("glPixelStorei");

glad\_glReadBuffer = (PFNGLREADBUFFERPROC)load("glReadBuffer");

glad\_glReadPixels = (PFNGLREADPIXELSPROC)load("glReadPixels");

glad\_glGetBooleanv = (PFNGLGETBOOLEANVPROC)load("glGetBooleanv");

glad\_glGetDoublev = (PFNGLGETDOUBLEVPROC)load("glGetDoublev");

glad\_glGetError = (PFNGLGETERRORPROC)load("glGetError");

glad\_glGetFloatv = (PFNGLGETFLOATVPROC)load("glGetFloatv");

glad\_glGetIntegerv = (PFNGLGETINTEGERVPROC)load("glGetIntegerv");

glad\_glGetString = (PFNGLGETSTRINGPROC)load("glGetString");

glad\_glGetTexImage = (PFNGLGETTEXIMAGEPROC)load("glGetTexImage");

glad\_glGetTexParameterfv = (PFNGLGETTEXPARAMETERFVPROC)load("glGetTexParameterfv");

glad\_glGetTexParameteriv = (PFNGLGETTEXPARAMETERIVPROC)load("glGetTexParameteriv");

glad\_glGetTexLevelParameterfv = (PFNGLGETTEXLEVELPARAMETERFVPROC)load("glGetTexLevelParameterfv");

glad\_glGetTexLevelParameteriv = (PFNGLGETTEXLEVELPARAMETERIVPROC)load("glGetTexLevelParameteriv");

glad\_glIsEnabled = (PFNGLISENABLEDPROC)load("glIsEnabled");

glad\_glDepthRange = (PFNGLDEPTHRANGEPROC)load("glDepthRange");

glad\_glViewport = (PFNGLVIEWPORTPROC)load("glViewport");

glad\_glNewList = (PFNGLNEWLISTPROC)load("glNewList");

glad\_glEndList = (PFNGLENDLISTPROC)load("glEndList");

glad\_glCallList = (PFNGLCALLLISTPROC)load("glCallList");

glad\_glCallLists = (PFNGLCALLLISTSPROC)load("glCallLists");

glad\_glDeleteLists = (PFNGLDELETELISTSPROC)load("glDeleteLists");

glad\_glGenLists = (PFNGLGENLISTSPROC)load("glGenLists");

glad\_glListBase = (PFNGLLISTBASEPROC)load("glListBase");

glad\_glBegin = (PFNGLBEGINPROC)load("glBegin");

glad\_glBitmap = (PFNGLBITMAPPROC)load("glBitmap");

glad\_glColor3b = (PFNGLCOLOR3BPROC)load("glColor3b");

glad\_glColor3bv = (PFNGLCOLOR3BVPROC)load("glColor3bv");

glad\_glColor3d = (PFNGLCOLOR3DPROC)load("glColor3d");

glad\_glColor3dv = (PFNGLCOLOR3DVPROC)load("glColor3dv");

glad\_glColor3f = (PFNGLCOLOR3FPROC)load("glColor3f");

glad\_glColor3fv = (PFNGLCOLOR3FVPROC)load("glColor3fv");

glad\_glColor3i = (PFNGLCOLOR3IPROC)load("glColor3i");

glad\_glColor3iv = (PFNGLCOLOR3IVPROC)load("glColor3iv");

glad\_glColor3s = (PFNGLCOLOR3SPROC)load("glColor3s");

glad\_glColor3sv = (PFNGLCOLOR3SVPROC)load("glColor3sv");

glad\_glColor3ub = (PFNGLCOLOR3UBPROC)load("glColor3ub");

glad\_glColor3ubv = (PFNGLCOLOR3UBVPROC)load("glColor3ubv");

glad\_glColor3ui = (PFNGLCOLOR3UIPROC)load("glColor3ui");

glad\_glColor3uiv = (PFNGLCOLOR3UIVPROC)load("glColor3uiv");

glad\_glColor3us = (PFNGLCOLOR3USPROC)load("glColor3us");

glad\_glColor3usv = (PFNGLCOLOR3USVPROC)load("glColor3usv");

glad\_glColor4b = (PFNGLCOLOR4BPROC)load("glColor4b");

glad\_glColor4bv = (PFNGLCOLOR4BVPROC)load("glColor4bv");

glad\_glColor4d = (PFNGLCOLOR4DPROC)load("glColor4d");

glad\_glColor4dv = (PFNGLCOLOR4DVPROC)load("glColor4dv");

glad\_glColor4f = (PFNGLCOLOR4FPROC)load("glColor4f");

glad\_glColor4fv = (PFNGLCOLOR4FVPROC)load("glColor4fv");

glad\_glColor4i = (PFNGLCOLOR4IPROC)load("glColor4i");

glad\_glColor4iv = (PFNGLCOLOR4IVPROC)load("glColor4iv");

glad\_glColor4s = (PFNGLCOLOR4SPROC)load("glColor4s");

glad\_glColor4sv = (PFNGLCOLOR4SVPROC)load("glColor4sv");

glad\_glColor4ub = (PFNGLCOLOR4UBPROC)load("glColor4ub");

glad\_glColor4ubv = (PFNGLCOLOR4UBVPROC)load("glColor4ubv");

glad\_glColor4ui = (PFNGLCOLOR4UIPROC)load("glColor4ui");

glad\_glColor4uiv = (PFNGLCOLOR4UIVPROC)load("glColor4uiv");

glad\_glColor4us = (PFNGLCOLOR4USPROC)load("glColor4us");

glad\_glColor4usv = (PFNGLCOLOR4USVPROC)load("glColor4usv");

glad\_glEdgeFlag = (PFNGLEDGEFLAGPROC)load("glEdgeFlag");

glad\_glEdgeFlagv = (PFNGLEDGEFLAGVPROC)load("glEdgeFlagv");

glad\_glEnd = (PFNGLENDPROC)load("glEnd");

glad\_glIndexd = (PFNGLINDEXDPROC)load("glIndexd");

glad\_glIndexdv = (PFNGLINDEXDVPROC)load("glIndexdv");

glad\_glIndexf = (PFNGLINDEXFPROC)load("glIndexf");

glad\_glIndexfv = (PFNGLINDEXFVPROC)load("glIndexfv");

glad\_glIndexi = (PFNGLINDEXIPROC)load("glIndexi");

glad\_glIndexiv = (PFNGLINDEXIVPROC)load("glIndexiv");

glad\_glIndexs = (PFNGLINDEXSPROC)load("glIndexs");

glad\_glIndexsv = (PFNGLINDEXSVPROC)load("glIndexsv");

glad\_glNormal3b = (PFNGLNORMAL3BPROC)load("glNormal3b");

glad\_glNormal3bv = (PFNGLNORMAL3BVPROC)load("glNormal3bv");

glad\_glNormal3d = (PFNGLNORMAL3DPROC)load("glNormal3d");

glad\_glNormal3dv = (PFNGLNORMAL3DVPROC)load("glNormal3dv");

glad\_glNormal3f = (PFNGLNORMAL3FPROC)load("glNormal3f");

glad\_glNormal3fv = (PFNGLNORMAL3FVPROC)load("glNormal3fv");

glad\_glNormal3i = (PFNGLNORMAL3IPROC)load("glNormal3i");

glad\_glNormal3iv = (PFNGLNORMAL3IVPROC)load("glNormal3iv");

glad\_glNormal3s = (PFNGLNORMAL3SPROC)load("glNormal3s");

glad\_glNormal3sv = (PFNGLNORMAL3SVPROC)load("glNormal3sv");

glad\_glRasterPos2d = (PFNGLRASTERPOS2DPROC)load("glRasterPos2d");

glad\_glRasterPos2dv = (PFNGLRASTERPOS2DVPROC)load("glRasterPos2dv");

glad\_glRasterPos2f = (PFNGLRASTERPOS2FPROC)load("glRasterPos2f");

glad\_glRasterPos2fv = (PFNGLRASTERPOS2FVPROC)load("glRasterPos2fv");

glad\_glRasterPos2i = (PFNGLRASTERPOS2IPROC)load("glRasterPos2i");

glad\_glRasterPos2iv = (PFNGLRASTERPOS2IVPROC)load("glRasterPos2iv");

glad\_glRasterPos2s = (PFNGLRASTERPOS2SPROC)load("glRasterPos2s");

glad\_glRasterPos2sv = (PFNGLRASTERPOS2SVPROC)load("glRasterPos2sv");

glad\_glRasterPos3d = (PFNGLRASTERPOS3DPROC)load("glRasterPos3d");

glad\_glRasterPos3dv = (PFNGLRASTERPOS3DVPROC)load("glRasterPos3dv");

glad\_glRasterPos3f = (PFNGLRASTERPOS3FPROC)load("glRasterPos3f");

glad\_glRasterPos3fv = (PFNGLRASTERPOS3FVPROC)load("glRasterPos3fv");

glad\_glRasterPos3i = (PFNGLRASTERPOS3IPROC)load("glRasterPos3i");

glad\_glRasterPos3iv = (PFNGLRASTERPOS3IVPROC)load("glRasterPos3iv");

glad\_glRasterPos3s = (PFNGLRASTERPOS3SPROC)load("glRasterPos3s");

glad\_glRasterPos3sv = (PFNGLRASTERPOS3SVPROC)load("glRasterPos3sv");

glad\_glRasterPos4d = (PFNGLRASTERPOS4DPROC)load("glRasterPos4d");

glad\_glRasterPos4dv = (PFNGLRASTERPOS4DVPROC)load("glRasterPos4dv");

glad\_glRasterPos4f = (PFNGLRASTERPOS4FPROC)load("glRasterPos4f");

glad\_glRasterPos4fv = (PFNGLRASTERPOS4FVPROC)load("glRasterPos4fv");

glad\_glRasterPos4i = (PFNGLRASTERPOS4IPROC)load("glRasterPos4i");

glad\_glRasterPos4iv = (PFNGLRASTERPOS4IVPROC)load("glRasterPos4iv");

glad\_glRasterPos4s = (PFNGLRASTERPOS4SPROC)load("glRasterPos4s");

glad\_glRasterPos4sv = (PFNGLRASTERPOS4SVPROC)load("glRasterPos4sv");

glad\_glRectd = (PFNGLRECTDPROC)load("glRectd");

glad\_glRectdv = (PFNGLRECTDVPROC)load("glRectdv");

glad\_glRectf = (PFNGLRECTFPROC)load("glRectf");

glad\_glRectfv = (PFNGLRECTFVPROC)load("glRectfv");

glad\_glRecti = (PFNGLRECTIPROC)load("glRecti");

glad\_glRectiv = (PFNGLRECTIVPROC)load("glRectiv");

glad\_glRects = (PFNGLRECTSPROC)load("glRects");

glad\_glRectsv = (PFNGLRECTSVPROC)load("glRectsv");

glad\_glTexCoord1d = (PFNGLTEXCOORD1DPROC)load("glTexCoord1d");

glad\_glTexCoord1dv = (PFNGLTEXCOORD1DVPROC)load("glTexCoord1dv");

glad\_glTexCoord1f = (PFNGLTEXCOORD1FPROC)load("glTexCoord1f");

glad\_glTexCoord1fv = (PFNGLTEXCOORD1FVPROC)load("glTexCoord1fv");

glad\_glTexCoord1i = (PFNGLTEXCOORD1IPROC)load("glTexCoord1i");

glad\_glTexCoord1iv = (PFNGLTEXCOORD1IVPROC)load("glTexCoord1iv");

glad\_glTexCoord1s = (PFNGLTEXCOORD1SPROC)load("glTexCoord1s");

glad\_glTexCoord1sv = (PFNGLTEXCOORD1SVPROC)load("glTexCoord1sv");

glad\_glTexCoord2d = (PFNGLTEXCOORD2DPROC)load("glTexCoord2d");

glad\_glTexCoord2dv = (PFNGLTEXCOORD2DVPROC)load("glTexCoord2dv");

glad\_glTexCoord2f = (PFNGLTEXCOORD2FPROC)load("glTexCoord2f");

glad\_glTexCoord2fv = (PFNGLTEXCOORD2FVPROC)load("glTexCoord2fv");

glad\_glTexCoord2i = (PFNGLTEXCOORD2IPROC)load("glTexCoord2i");

glad\_glTexCoord2iv = (PFNGLTEXCOORD2IVPROC)load("glTexCoord2iv");

glad\_glTexCoord2s = (PFNGLTEXCOORD2SPROC)load("glTexCoord2s");

glad\_glTexCoord2sv = (PFNGLTEXCOORD2SVPROC)load("glTexCoord2sv");

glad\_glTexCoord3d = (PFNGLTEXCOORD3DPROC)load("glTexCoord3d");

glad\_glTexCoord3dv = (PFNGLTEXCOORD3DVPROC)load("glTexCoord3dv");

glad\_glTexCoord3f = (PFNGLTEXCOORD3FPROC)load("glTexCoord3f");

glad\_glTexCoord3fv = (PFNGLTEXCOORD3FVPROC)load("glTexCoord3fv");

glad\_glTexCoord3i = (PFNGLTEXCOORD3IPROC)load("glTexCoord3i");

glad\_glTexCoord3iv = (PFNGLTEXCOORD3IVPROC)load("glTexCoord3iv");

glad\_glTexCoord3s = (PFNGLTEXCOORD3SPROC)load("glTexCoord3s");

glad\_glTexCoord3sv = (PFNGLTEXCOORD3SVPROC)load("glTexCoord3sv");

glad\_glTexCoord4d = (PFNGLTEXCOORD4DPROC)load("glTexCoord4d");

glad\_glTexCoord4dv = (PFNGLTEXCOORD4DVPROC)load("glTexCoord4dv");

glad\_glTexCoord4f = (PFNGLTEXCOORD4FPROC)load("glTexCoord4f");

glad\_glTexCoord4fv = (PFNGLTEXCOORD4FVPROC)load("glTexCoord4fv");

glad\_glTexCoord4i = (PFNGLTEXCOORD4IPROC)load("glTexCoord4i");

glad\_glTexCoord4iv = (PFNGLTEXCOORD4IVPROC)load("glTexCoord4iv");

glad\_glTexCoord4s = (PFNGLTEXCOORD4SPROC)load("glTexCoord4s");

glad\_glTexCoord4sv = (PFNGLTEXCOORD4SVPROC)load("glTexCoord4sv");

glad\_glVertex2d = (PFNGLVERTEX2DPROC)load("glVertex2d");

glad\_glVertex2dv = (PFNGLVERTEX2DVPROC)load("glVertex2dv");

glad\_glVertex2f = (PFNGLVERTEX2FPROC)load("glVertex2f");

glad\_glVertex2fv = (PFNGLVERTEX2FVPROC)load("glVertex2fv");

glad\_glVertex2i = (PFNGLVERTEX2IPROC)load("glVertex2i");

glad\_glVertex2iv = (PFNGLVERTEX2IVPROC)load("glVertex2iv");

glad\_glVertex2s = (PFNGLVERTEX2SPROC)load("glVertex2s");

glad\_glVertex2sv = (PFNGLVERTEX2SVPROC)load("glVertex2sv");

glad\_glVertex3d = (PFNGLVERTEX3DPROC)load("glVertex3d");

glad\_glVertex3dv = (PFNGLVERTEX3DVPROC)load("glVertex3dv");

glad\_glVertex3f = (PFNGLVERTEX3FPROC)load("glVertex3f");

glad\_glVertex3fv = (PFNGLVERTEX3FVPROC)load("glVertex3fv");

glad\_glVertex3i = (PFNGLVERTEX3IPROC)load("glVertex3i");

glad\_glVertex3iv = (PFNGLVERTEX3IVPROC)load("glVertex3iv");

glad\_glVertex3s = (PFNGLVERTEX3SPROC)load("glVertex3s");

glad\_glVertex3sv = (PFNGLVERTEX3SVPROC)load("glVertex3sv");

glad\_glVertex4d = (PFNGLVERTEX4DPROC)load("glVertex4d");

glad\_glVertex4dv = (PFNGLVERTEX4DVPROC)load("glVertex4dv");

glad\_glVertex4f = (PFNGLVERTEX4FPROC)load("glVertex4f");

glad\_glVertex4fv = (PFNGLVERTEX4FVPROC)load("glVertex4fv");

glad\_glVertex4i = (PFNGLVERTEX4IPROC)load("glVertex4i");

glad\_glVertex4iv = (PFNGLVERTEX4IVPROC)load("glVertex4iv");

glad\_glVertex4s = (PFNGLVERTEX4SPROC)load("glVertex4s");

glad\_glVertex4sv = (PFNGLVERTEX4SVPROC)load("glVertex4sv");

glad\_glClipPlane = (PFNGLCLIPPLANEPROC)load("glClipPlane");

glad\_glColorMaterial = (PFNGLCOLORMATERIALPROC)load("glColorMaterial");

glad\_glFogf = (PFNGLFOGFPROC)load("glFogf");

glad\_glFogfv = (PFNGLFOGFVPROC)load("glFogfv");

glad\_glFogi = (PFNGLFOGIPROC)load("glFogi");

glad\_glFogiv = (PFNGLFOGIVPROC)load("glFogiv");

glad\_glLightf = (PFNGLLIGHTFPROC)load("glLightf");

glad\_glLightfv = (PFNGLLIGHTFVPROC)load("glLightfv");

glad\_glLighti = (PFNGLLIGHTIPROC)load("glLighti");

glad\_glLightiv = (PFNGLLIGHTIVPROC)load("glLightiv");

glad\_glLightModelf = (PFNGLLIGHTMODELFPROC)load("glLightModelf");

glad\_glLightModelfv = (PFNGLLIGHTMODELFVPROC)load("glLightModelfv");

glad\_glLightModeli = (PFNGLLIGHTMODELIPROC)load("glLightModeli");

glad\_glLightModeliv = (PFNGLLIGHTMODELIVPROC)load("glLightModeliv");

glad\_glLineStipple = (PFNGLLINESTIPPLEPROC)load("glLineStipple");

glad\_glMaterialf = (PFNGLMATERIALFPROC)load("glMaterialf");

glad\_glMaterialfv = (PFNGLMATERIALFVPROC)load("glMaterialfv");

glad\_glMateriali = (PFNGLMATERIALIPROC)load("glMateriali");

glad\_glMaterialiv = (PFNGLMATERIALIVPROC)load("glMaterialiv");

glad\_glPolygonStipple = (PFNGLPOLYGONSTIPPLEPROC)load("glPolygonStipple");

glad\_glShadeModel = (PFNGLSHADEMODELPROC)load("glShadeModel");

glad\_glTexEnvf = (PFNGLTEXENVFPROC)load("glTexEnvf");

glad\_glTexEnvfv = (PFNGLTEXENVFVPROC)load("glTexEnvfv");

glad\_glTexEnvi = (PFNGLTEXENVIPROC)load("glTexEnvi");

glad\_glTexEnviv = (PFNGLTEXENVIVPROC)load("glTexEnviv");

glad\_glTexGend = (PFNGLTEXGENDPROC)load("glTexGend");

glad\_glTexGendv = (PFNGLTEXGENDVPROC)load("glTexGendv");

glad\_glTexGenf = (PFNGLTEXGENFPROC)load("glTexGenf");

glad\_glTexGenfv = (PFNGLTEXGENFVPROC)load("glTexGenfv");

glad\_glTexGeni = (PFNGLTEXGENIPROC)load("glTexGeni");

glad\_glTexGeniv = (PFNGLTEXGENIVPROC)load("glTexGeniv");

glad\_glFeedbackBuffer = (PFNGLFEEDBACKBUFFERPROC)load("glFeedbackBuffer");

glad\_glSelectBuffer = (PFNGLSELECTBUFFERPROC)load("glSelectBuffer");

glad\_glRenderMode = (PFNGLRENDERMODEPROC)load("glRenderMode");

glad\_glInitNames = (PFNGLINITNAMESPROC)load("glInitNames");

glad\_glLoadName = (PFNGLLOADNAMEPROC)load("glLoadName");

glad\_glPassThrough = (PFNGLPASSTHROUGHPROC)load("glPassThrough");

glad\_glPopName = (PFNGLPOPNAMEPROC)load("glPopName");

glad\_glPushName = (PFNGLPUSHNAMEPROC)load("glPushName");

glad\_glClearAccum = (PFNGLCLEARACCUMPROC)load("glClearAccum");

glad\_glClearIndex = (PFNGLCLEARINDEXPROC)load("glClearIndex");

glad\_glIndexMask = (PFNGLINDEXMASKPROC)load("glIndexMask");

glad\_glAccum = (PFNGLACCUMPROC)load("glAccum");

glad\_glPopAttrib = (PFNGLPOPATTRIBPROC)load("glPopAttrib");

glad\_glPushAttrib = (PFNGLPUSHATTRIBPROC)load("glPushAttrib");

glad\_glMap1d = (PFNGLMAP1DPROC)load("glMap1d");

glad\_glMap1f = (PFNGLMAP1FPROC)load("glMap1f");

glad\_glMap2d = (PFNGLMAP2DPROC)load("glMap2d");

glad\_glMap2f = (PFNGLMAP2FPROC)load("glMap2f");

glad\_glMapGrid1d = (PFNGLMAPGRID1DPROC)load("glMapGrid1d");

glad\_glMapGrid1f = (PFNGLMAPGRID1FPROC)load("glMapGrid1f");

glad\_glMapGrid2d = (PFNGLMAPGRID2DPROC)load("glMapGrid2d");

glad\_glMapGrid2f = (PFNGLMAPGRID2FPROC)load("glMapGrid2f");

glad\_glEvalCoord1d = (PFNGLEVALCOORD1DPROC)load("glEvalCoord1d");

glad\_glEvalCoord1dv = (PFNGLEVALCOORD1DVPROC)load("glEvalCoord1dv");

glad\_glEvalCoord1f = (PFNGLEVALCOORD1FPROC)load("glEvalCoord1f");

glad\_glEvalCoord1fv = (PFNGLEVALCOORD1FVPROC)load("glEvalCoord1fv");

glad\_glEvalCoord2d = (PFNGLEVALCOORD2DPROC)load("glEvalCoord2d");

glad\_glEvalCoord2dv = (PFNGLEVALCOORD2DVPROC)load("glEvalCoord2dv");

glad\_glEvalCoord2f = (PFNGLEVALCOORD2FPROC)load("glEvalCoord2f");

glad\_glEvalCoord2fv = (PFNGLEVALCOORD2FVPROC)load("glEvalCoord2fv");

glad\_glEvalMesh1 = (PFNGLEVALMESH1PROC)load("glEvalMesh1");

glad\_glEvalPoint1 = (PFNGLEVALPOINT1PROC)load("glEvalPoint1");

glad\_glEvalMesh2 = (PFNGLEVALMESH2PROC)load("glEvalMesh2");

glad\_glEvalPoint2 = (PFNGLEVALPOINT2PROC)load("glEvalPoint2");

glad\_glAlphaFunc = (PFNGLALPHAFUNCPROC)load("glAlphaFunc");

glad\_glPixelZoom = (PFNGLPIXELZOOMPROC)load("glPixelZoom");

glad\_glPixelTransferf = (PFNGLPIXELTRANSFERFPROC)load("glPixelTransferf");

glad\_glPixelTransferi = (PFNGLPIXELTRANSFERIPROC)load("glPixelTransferi");

glad\_glPixelMapfv = (PFNGLPIXELMAPFVPROC)load("glPixelMapfv");

glad\_glPixelMapuiv = (PFNGLPIXELMAPUIVPROC)load("glPixelMapuiv");

glad\_glPixelMapusv = (PFNGLPIXELMAPUSVPROC)load("glPixelMapusv");

glad\_glCopyPixels = (PFNGLCOPYPIXELSPROC)load("glCopyPixels");

glad\_glDrawPixels = (PFNGLDRAWPIXELSPROC)load("glDrawPixels");

glad\_glGetClipPlane = (PFNGLGETCLIPPLANEPROC)load("glGetClipPlane");

glad\_glGetLightfv = (PFNGLGETLIGHTFVPROC)load("glGetLightfv");

glad\_glGetLightiv = (PFNGLGETLIGHTIVPROC)load("glGetLightiv");

glad\_glGetMapdv = (PFNGLGETMAPDVPROC)load("glGetMapdv");

glad\_glGetMapfv = (PFNGLGETMAPFVPROC)load("glGetMapfv");

glad\_glGetMapiv = (PFNGLGETMAPIVPROC)load("glGetMapiv");

glad\_glGetMaterialfv = (PFNGLGETMATERIALFVPROC)load("glGetMaterialfv");

glad\_glGetMaterialiv = (PFNGLGETMATERIALIVPROC)load("glGetMaterialiv");

glad\_glGetPixelMapfv = (PFNGLGETPIXELMAPFVPROC)load("glGetPixelMapfv");

glad\_glGetPixelMapuiv = (PFNGLGETPIXELMAPUIVPROC)load("glGetPixelMapuiv");

glad\_glGetPixelMapusv = (PFNGLGETPIXELMAPUSVPROC)load("glGetPixelMapusv");

glad\_glGetPolygonStipple = (PFNGLGETPOLYGONSTIPPLEPROC)load("glGetPolygonStipple");

glad\_glGetTexEnvfv = (PFNGLGETTEXENVFVPROC)load("glGetTexEnvfv");

glad\_glGetTexEnviv = (PFNGLGETTEXENVIVPROC)load("glGetTexEnviv");

glad\_glGetTexGendv = (PFNGLGETTEXGENDVPROC)load("glGetTexGendv");

glad\_glGetTexGenfv = (PFNGLGETTEXGENFVPROC)load("glGetTexGenfv");

glad\_glGetTexGeniv = (PFNGLGETTEXGENIVPROC)load("glGetTexGeniv");

glad\_glIsList = (PFNGLISLISTPROC)load("glIsList");

glad\_glFrustum = (PFNGLFRUSTUMPROC)load("glFrustum");

glad\_glLoadIdentity = (PFNGLLOADIDENTITYPROC)load("glLoadIdentity");

glad\_glLoadMatrixf = (PFNGLLOADMATRIXFPROC)load("glLoadMatrixf");

glad\_glLoadMatrixd = (PFNGLLOADMATRIXDPROC)load("glLoadMatrixd");

glad\_glMatrixMode = (PFNGLMATRIXMODEPROC)load("glMatrixMode");

glad\_glMultMatrixf = (PFNGLMULTMATRIXFPROC)load("glMultMatrixf");

glad\_glMultMatrixd = (PFNGLMULTMATRIXDPROC)load("glMultMatrixd");

glad\_glOrtho = (PFNGLORTHOPROC)load("glOrtho");

glad\_glPopMatrix = (PFNGLPOPMATRIXPROC)load("glPopMatrix");

glad\_glPushMatrix = (PFNGLPUSHMATRIXPROC)load("glPushMatrix");

glad\_glRotated = (PFNGLROTATEDPROC)load("glRotated");

glad\_glRotatef = (PFNGLROTATEFPROC)load("glRotatef");

glad\_glScaled = (PFNGLSCALEDPROC)load("glScaled");

glad\_glScalef = (PFNGLSCALEFPROC)load("glScalef");

glad\_glTranslated = (PFNGLTRANSLATEDPROC)load("glTranslated");

glad\_glTranslatef = (PFNGLTRANSLATEFPROC)load("glTranslatef");

}

static void load\_GL\_VERSION\_1\_1(GLADloadproc load) {

if (!GLAD\_GL\_VERSION\_1\_1) return;

glad\_glDrawArrays = (PFNGLDRAWARRAYSPROC)load("glDrawArrays");

glad\_glDrawElements = (PFNGLDRAWELEMENTSPROC)load("glDrawElements");

glad\_glGetPointerv = (PFNGLGETPOINTERVPROC)load("glGetPointerv");

glad\_glPolygonOffset = (PFNGLPOLYGONOFFSETPROC)load("glPolygonOffset");

glad\_glCopyTexImage1D = (PFNGLCOPYTEXIMAGE1DPROC)load("glCopyTexImage1D");

glad\_glCopyTexImage2D = (PFNGLCOPYTEXIMAGE2DPROC)load("glCopyTexImage2D");

glad\_glCopyTexSubImage1D = (PFNGLCOPYTEXSUBIMAGE1DPROC)load("glCopyTexSubImage1D");

glad\_glCopyTexSubImage2D = (PFNGLCOPYTEXSUBIMAGE2DPROC)load("glCopyTexSubImage2D");

glad\_glTexSubImage1D = (PFNGLTEXSUBIMAGE1DPROC)load("glTexSubImage1D");

glad\_glTexSubImage2D = (PFNGLTEXSUBIMAGE2DPROC)load("glTexSubImage2D");

glad\_glBindTexture = (PFNGLBINDTEXTUREPROC)load("glBindTexture");

glad\_glDeleteTextures = (PFNGLDELETETEXTURESPROC)load("glDeleteTextures");

glad\_glGenTextures = (PFNGLGENTEXTURESPROC)load("glGenTextures");

glad\_glIsTexture = (PFNGLISTEXTUREPROC)load("glIsTexture");

glad\_glArrayElement = (PFNGLARRAYELEMENTPROC)load("glArrayElement");

glad\_glColorPointer = (PFNGLCOLORPOINTERPROC)load("glColorPointer");

glad\_glDisableClientState = (PFNGLDISABLECLIENTSTATEPROC)load("glDisableClientState");

glad\_glEdgeFlagPointer = (PFNGLEDGEFLAGPOINTERPROC)load("glEdgeFlagPointer");

glad\_glEnableClientState = (PFNGLENABLECLIENTSTATEPROC)load("glEnableClientState");

glad\_glIndexPointer = (PFNGLINDEXPOINTERPROC)load("glIndexPointer");

glad\_glInterleavedArrays = (PFNGLINTERLEAVEDARRAYSPROC)load("glInterleavedArrays");

glad\_glNormalPointer = (PFNGLNORMALPOINTERPROC)load("glNormalPointer");

glad\_glTexCoordPointer = (PFNGLTEXCOORDPOINTERPROC)load("glTexCoordPointer");

glad\_glVertexPointer = (PFNGLVERTEXPOINTERPROC)load("glVertexPointer");

glad\_glAreTexturesResident = (PFNGLARETEXTURESRESIDENTPROC)load("glAreTexturesResident");

glad\_glPrioritizeTextures = (PFNGLPRIORITIZETEXTURESPROC)load("glPrioritizeTextures");

glad\_glIndexub = (PFNGLINDEXUBPROC)load("glIndexub");

glad\_glIndexubv = (PFNGLINDEXUBVPROC)load("glIndexubv");

glad\_glPopClientAttrib = (PFNGLPOPCLIENTATTRIBPROC)load("glPopClientAttrib");

glad\_glPushClientAttrib = (PFNGLPUSHCLIENTATTRIBPROC)load("glPushClientAttrib");

}

static void load\_GL\_VERSION\_1\_2(GLADloadproc load) {

if (!GLAD\_GL\_VERSION\_1\_2) return;

glad\_glDrawRangeElements = (PFNGLDRAWRANGEELEMENTSPROC)load("glDrawRangeElements");

glad\_glTexImage3D = (PFNGLTEXIMAGE3DPROC)load("glTexImage3D");

glad\_glTexSubImage3D = (PFNGLTEXSUBIMAGE3DPROC)load("glTexSubImage3D");

glad\_glCopyTexSubImage3D = (PFNGLCOPYTEXSUBIMAGE3DPROC)load("glCopyTexSubImage3D");

}

static void load\_GL\_VERSION\_1\_3(GLADloadproc load) {

if (!GLAD\_GL\_VERSION\_1\_3) return;

glad\_glActiveTexture = (PFNGLACTIVETEXTUREPROC)load("glActiveTexture");

glad\_glSampleCoverage = (PFNGLSAMPLECOVERAGEPROC)load("glSampleCoverage");

glad\_glCompressedTexImage3D = (PFNGLCOMPRESSEDTEXIMAGE3DPROC)load("glCompressedTexImage3D");

glad\_glCompressedTexImage2D = (PFNGLCOMPRESSEDTEXIMAGE2DPROC)load("glCompressedTexImage2D");

glad\_glCompressedTexImage1D = (PFNGLCOMPRESSEDTEXIMAGE1DPROC)load("glCompressedTexImage1D");

glad\_glCompressedTexSubImage3D = (PFNGLCOMPRESSEDTEXSUBIMAGE3DPROC)load("glCompressedTexSubImage3D");

glad\_glCompressedTexSubImage2D = (PFNGLCOMPRESSEDTEXSUBIMAGE2DPROC)load("glCompressedTexSubImage2D");

glad\_glCompressedTexSubImage1D = (PFNGLCOMPRESSEDTEXSUBIMAGE1DPROC)load("glCompressedTexSubImage1D");

glad\_glGetCompressedTexImage = (PFNGLGETCOMPRESSEDTEXIMAGEPROC)load("glGetCompressedTexImage");

glad\_glClientActiveTexture = (PFNGLCLIENTACTIVETEXTUREPROC)load("glClientActiveTexture");

glad\_glMultiTexCoord1d = (PFNGLMULTITEXCOORD1DPROC)load("glMultiTexCoord1d");

glad\_glMultiTexCoord1dv = (PFNGLMULTITEXCOORD1DVPROC)load("glMultiTexCoord1dv");

glad\_glMultiTexCoord1f = (PFNGLMULTITEXCOORD1FPROC)load("glMultiTexCoord1f");

glad\_glMultiTexCoord1fv = (PFNGLMULTITEXCOORD1FVPROC)load("glMultiTexCoord1fv");

glad\_glMultiTexCoord1i = (PFNGLMULTITEXCOORD1IPROC)load("glMultiTexCoord1i");

glad\_glMultiTexCoord1iv = (PFNGLMULTITEXCOORD1IVPROC)load("glMultiTexCoord1iv");

glad\_glMultiTexCoord1s = (PFNGLMULTITEXCOORD1SPROC)load("glMultiTexCoord1s");

glad\_glMultiTexCoord1sv = (PFNGLMULTITEXCOORD1SVPROC)load("glMultiTexCoord1sv");

glad\_glMultiTexCoord2d = (PFNGLMULTITEXCOORD2DPROC)load("glMultiTexCoord2d");

glad\_glMultiTexCoord2dv = (PFNGLMULTITEXCOORD2DVPROC)load("glMultiTexCoord2dv");

glad\_glMultiTexCoord2f = (PFNGLMULTITEXCOORD2FPROC)load("glMultiTexCoord2f");

glad\_glMultiTexCoord2fv = (PFNGLMULTITEXCOORD2FVPROC)load("glMultiTexCoord2fv");

glad\_glMultiTexCoord2i = (PFNGLMULTITEXCOORD2IPROC)load("glMultiTexCoord2i");

glad\_glMultiTexCoord2iv = (PFNGLMULTITEXCOORD2IVPROC)load("glMultiTexCoord2iv");

glad\_glMultiTexCoord2s = (PFNGLMULTITEXCOORD2SPROC)load("glMultiTexCoord2s");

glad\_glMultiTexCoord2sv = (PFNGLMULTITEXCOORD2SVPROC)load("glMultiTexCoord2sv");

glad\_glMultiTexCoord3d = (PFNGLMULTITEXCOORD3DPROC)load("glMultiTexCoord3d");

glad\_glMultiTexCoord3dv = (PFNGLMULTITEXCOORD3DVPROC)load("glMultiTexCoord3dv");

glad\_glMultiTexCoord3f = (PFNGLMULTITEXCOORD3FPROC)load("glMultiTexCoord3f");

glad\_glMultiTexCoord3fv = (PFNGLMULTITEXCOORD3FVPROC)load("glMultiTexCoord3fv");

glad\_glMultiTexCoord3i = (PFNGLMULTITEXCOORD3IPROC)load("glMultiTexCoord3i");

glad\_glMultiTexCoord3iv = (PFNGLMULTITEXCOORD3IVPROC)load("glMultiTexCoord3iv");

glad\_glMultiTexCoord3s = (PFNGLMULTITEXCOORD3SPROC)load("glMultiTexCoord3s");

glad\_glMultiTexCoord3sv = (PFNGLMULTITEXCOORD3SVPROC)load("glMultiTexCoord3sv");

glad\_glMultiTexCoord4d = (PFNGLMULTITEXCOORD4DPROC)load("glMultiTexCoord4d");

glad\_glMultiTexCoord4dv = (PFNGLMULTITEXCOORD4DVPROC)load("glMultiTexCoord4dv");

glad\_glMultiTexCoord4f = (PFNGLMULTITEXCOORD4FPROC)load("glMultiTexCoord4f");

glad\_glMultiTexCoord4fv = (PFNGLMULTITEXCOORD4FVPROC)load("glMultiTexCoord4fv");

glad\_glMultiTexCoord4i = (PFNGLMULTITEXCOORD4IPROC)load("glMultiTexCoord4i");

glad\_glMultiTexCoord4iv = (PFNGLMULTITEXCOORD4IVPROC)load("glMultiTexCoord4iv");

glad\_glMultiTexCoord4s = (PFNGLMULTITEXCOORD4SPROC)load("glMultiTexCoord4s");

glad\_glMultiTexCoord4sv = (PFNGLMULTITEXCOORD4SVPROC)load("glMultiTexCoord4sv");

glad\_glLoadTransposeMatrixf = (PFNGLLOADTRANSPOSEMATRIXFPROC)load("glLoadTransposeMatrixf");

glad\_glLoadTransposeMatrixd = (PFNGLLOADTRANSPOSEMATRIXDPROC)load("glLoadTransposeMatrixd");

glad\_glMultTransposeMatrixf = (PFNGLMULTTRANSPOSEMATRIXFPROC)load("glMultTransposeMatrixf");

glad\_glMultTransposeMatrixd = (PFNGLMULTTRANSPOSEMATRIXDPROC)load("glMultTransposeMatrixd");

}

static void load\_GL\_VERSION\_1\_4(GLADloadproc load) {

if (!GLAD\_GL\_VERSION\_1\_4) return;

glad\_glBlendFuncSeparate = (PFNGLBLENDFUNCSEPARATEPROC)load("glBlendFuncSeparate");

glad\_glMultiDrawArrays = (PFNGLMULTIDRAWARRAYSPROC)load("glMultiDrawArrays");

glad\_glMultiDrawElements = (PFNGLMULTIDRAWELEMENTSPROC)load("glMultiDrawElements");

glad\_glPointParameterf = (PFNGLPOINTPARAMETERFPROC)load("glPointParameterf");

glad\_glPointParameterfv = (PFNGLPOINTPARAMETERFVPROC)load("glPointParameterfv");

glad\_glPointParameteri = (PFNGLPOINTPARAMETERIPROC)load("glPointParameteri");

glad\_glPointParameteriv = (PFNGLPOINTPARAMETERIVPROC)load("glPointParameteriv");

glad\_glFogCoordf = (PFNGLFOGCOORDFPROC)load("glFogCoordf");

glad\_glFogCoordfv = (PFNGLFOGCOORDFVPROC)load("glFogCoordfv");

glad\_glFogCoordd = (PFNGLFOGCOORDDPROC)load("glFogCoordd");

glad\_glFogCoorddv = (PFNGLFOGCOORDDVPROC)load("glFogCoorddv");

glad\_glFogCoordPointer = (PFNGLFOGCOORDPOINTERPROC)load("glFogCoordPointer");

glad\_glSecondaryColor3b = (PFNGLSECONDARYCOLOR3BPROC)load("glSecondaryColor3b");

glad\_glSecondaryColor3bv = (PFNGLSECONDARYCOLOR3BVPROC)load("glSecondaryColor3bv");

glad\_glSecondaryColor3d = (PFNGLSECONDARYCOLOR3DPROC)load("glSecondaryColor3d");

glad\_glSecondaryColor3dv = (PFNGLSECONDARYCOLOR3DVPROC)load("glSecondaryColor3dv");

glad\_glSecondaryColor3f = (PFNGLSECONDARYCOLOR3FPROC)load("glSecondaryColor3f");

glad\_glSecondaryColor3fv = (PFNGLSECONDARYCOLOR3FVPROC)load("glSecondaryColor3fv");

glad\_glSecondaryColor3i = (PFNGLSECONDARYCOLOR3IPROC)load("glSecondaryColor3i");

glad\_glSecondaryColor3iv = (PFNGLSECONDARYCOLOR3IVPROC)load("glSecondaryColor3iv");

glad\_glSecondaryColor3s = (PFNGLSECONDARYCOLOR3SPROC)load("glSecondaryColor3s");

glad\_glSecondaryColor3sv = (PFNGLSECONDARYCOLOR3SVPROC)load("glSecondaryColor3sv");

glad\_glSecondaryColor3ub = (PFNGLSECONDARYCOLOR3UBPROC)load("glSecondaryColor3ub");

glad\_glSecondaryColor3ubv = (PFNGLSECONDARYCOLOR3UBVPROC)load("glSecondaryColor3ubv");

glad\_glSecondaryColor3ui = (PFNGLSECONDARYCOLOR3UIPROC)load("glSecondaryColor3ui");

glad\_glSecondaryColor3uiv = (PFNGLSECONDARYCOLOR3UIVPROC)load("glSecondaryColor3uiv");

glad\_glSecondaryColor3us = (PFNGLSECONDARYCOLOR3USPROC)load("glSecondaryColor3us");

glad\_glSecondaryColor3usv = (PFNGLSECONDARYCOLOR3USVPROC)load("glSecondaryColor3usv");

glad\_glSecondaryColorPointer = (PFNGLSECONDARYCOLORPOINTERPROC)load("glSecondaryColorPointer");

glad\_glWindowPos2d = (PFNGLWINDOWPOS2DPROC)load("glWindowPos2d");

glad\_glWindowPos2dv = (PFNGLWINDOWPOS2DVPROC)load("glWindowPos2dv");

glad\_glWindowPos2f = (PFNGLWINDOWPOS2FPROC)load("glWindowPos2f");

glad\_glWindowPos2fv = (PFNGLWINDOWPOS2FVPROC)load("glWindowPos2fv");

glad\_glWindowPos2i = (PFNGLWINDOWPOS2IPROC)load("glWindowPos2i");

glad\_glWindowPos2iv = (PFNGLWINDOWPOS2IVPROC)load("glWindowPos2iv");

glad\_glWindowPos2s = (PFNGLWINDOWPOS2SPROC)load("glWindowPos2s");

glad\_glWindowPos2sv = (PFNGLWINDOWPOS2SVPROC)load("glWindowPos2sv");

glad\_glWindowPos3d = (PFNGLWINDOWPOS3DPROC)load("glWindowPos3d");

glad\_glWindowPos3dv = (PFNGLWINDOWPOS3DVPROC)load("glWindowPos3dv");

glad\_glWindowPos3f = (PFNGLWINDOWPOS3FPROC)load("glWindowPos3f");

glad\_glWindowPos3fv = (PFNGLWINDOWPOS3FVPROC)load("glWindowPos3fv");

glad\_glWindowPos3i = (PFNGLWINDOWPOS3IPROC)load("glWindowPos3i");

glad\_glWindowPos3iv = (PFNGLWINDOWPOS3IVPROC)load("glWindowPos3iv");

glad\_glWindowPos3s = (PFNGLWINDOWPOS3SPROC)load("glWindowPos3s");

glad\_glWindowPos3sv = (PFNGLWINDOWPOS3SVPROC)load("glWindowPos3sv");

glad\_glBlendColor = (PFNGLBLENDCOLORPROC)load("glBlendColor");

glad\_glBlendEquation = (PFNGLBLENDEQUATIONPROC)load("glBlendEquation");

}

static void load\_GL\_VERSION\_1\_5(GLADloadproc load) {

if (!GLAD\_GL\_VERSION\_1\_5) return;

glad\_glGenQueries = (PFNGLGENQUERIESPROC)load("glGenQueries");

glad\_glDeleteQueries = (PFNGLDELETEQUERIESPROC)load("glDeleteQueries");

glad\_glIsQuery = (PFNGLISQUERYPROC)load("glIsQuery");

glad\_glBeginQuery = (PFNGLBEGINQUERYPROC)load("glBeginQuery");

glad\_glEndQuery = (PFNGLENDQUERYPROC)load("glEndQuery");

glad\_glGetQueryiv = (PFNGLGETQUERYIVPROC)load("glGetQueryiv");

glad\_glGetQueryObjectiv = (PFNGLGETQUERYOBJECTIVPROC)load("glGetQueryObjectiv");

glad\_glGetQueryObjectuiv = (PFNGLGETQUERYOBJECTUIVPROC)load("glGetQueryObjectuiv");

glad\_glBindBuffer = (PFNGLBINDBUFFERPROC)load("glBindBuffer");

glad\_glDeleteBuffers = (PFNGLDELETEBUFFERSPROC)load("glDeleteBuffers");

glad\_glGenBuffers = (PFNGLGENBUFFERSPROC)load("glGenBuffers");

glad\_glIsBuffer = (PFNGLISBUFFERPROC)load("glIsBuffer");

glad\_glBufferData = (PFNGLBUFFERDATAPROC)load("glBufferData");

glad\_glBufferSubData = (PFNGLBUFFERSUBDATAPROC)load("glBufferSubData");

glad\_glGetBufferSubData = (PFNGLGETBUFFERSUBDATAPROC)load("glGetBufferSubData");

glad\_glMapBuffer = (PFNGLMAPBUFFERPROC)load("glMapBuffer");

glad\_glUnmapBuffer = (PFNGLUNMAPBUFFERPROC)load("glUnmapBuffer");

glad\_glGetBufferParameteriv = (PFNGLGETBUFFERPARAMETERIVPROC)load("glGetBufferParameteriv");

glad\_glGetBufferPointerv = (PFNGLGETBUFFERPOINTERVPROC)load("glGetBufferPointerv");

}

static void load\_GL\_VERSION\_2\_0(GLADloadproc load) {

if (!GLAD\_GL\_VERSION\_2\_0) return;

glad\_glBlendEquationSeparate = (PFNGLBLENDEQUATIONSEPARATEPROC)load("glBlendEquationSeparate");

glad\_glDrawBuffers = (PFNGLDRAWBUFFERSPROC)load("glDrawBuffers");

glad\_glStencilOpSeparate = (PFNGLSTENCILOPSEPARATEPROC)load("glStencilOpSeparate");

glad\_glStencilFuncSeparate = (PFNGLSTENCILFUNCSEPARATEPROC)load("glStencilFuncSeparate");

glad\_glStencilMaskSeparate = (PFNGLSTENCILMASKSEPARATEPROC)load("glStencilMaskSeparate");

glad\_glAttachShader = (PFNGLATTACHSHADERPROC)load("glAttachShader");

glad\_glBindAttribLocation = (PFNGLBINDATTRIBLOCATIONPROC)load("glBindAttribLocation");

glad\_glCompileShader = (PFNGLCOMPILESHADERPROC)load("glCompileShader");

glad\_glCreateProgram = (PFNGLCREATEPROGRAMPROC)load("glCreateProgram");

glad\_glCreateShader = (PFNGLCREATESHADERPROC)load("glCreateShader");

glad\_glDeleteProgram = (PFNGLDELETEPROGRAMPROC)load("glDeleteProgram");

glad\_glDeleteShader = (PFNGLDELETESHADERPROC)load("glDeleteShader");

glad\_glDetachShader = (PFNGLDETACHSHADERPROC)load("glDetachShader");

glad\_glDisableVertexAttribArray = (PFNGLDISABLEVERTEXATTRIBARRAYPROC)load("glDisableVertexAttribArray");

glad\_glEnableVertexAttribArray = (PFNGLENABLEVERTEXATTRIBARRAYPROC)load("glEnableVertexAttribArray");

glad\_glGetActiveAttrib = (PFNGLGETACTIVEATTRIBPROC)load("glGetActiveAttrib");

glad\_glGetActiveUniform = (PFNGLGETACTIVEUNIFORMPROC)load("glGetActiveUniform");

glad\_glGetAttachedShaders = (PFNGLGETATTACHEDSHADERSPROC)load("glGetAttachedShaders");

glad\_glGetAttribLocation = (PFNGLGETATTRIBLOCATIONPROC)load("glGetAttribLocation");

glad\_glGetProgramiv = (PFNGLGETPROGRAMIVPROC)load("glGetProgramiv");

glad\_glGetProgramInfoLog = (PFNGLGETPROGRAMINFOLOGPROC)load("glGetProgramInfoLog");

glad\_glGetShaderiv = (PFNGLGETSHADERIVPROC)load("glGetShaderiv");

glad\_glGetShaderInfoLog = (PFNGLGETSHADERINFOLOGPROC)load("glGetShaderInfoLog");

glad\_glGetShaderSource = (PFNGLGETSHADERSOURCEPROC)load("glGetShaderSource");

glad\_glGetUniformLocation = (PFNGLGETUNIFORMLOCATIONPROC)load("glGetUniformLocation");

glad\_glGetUniformfv = (PFNGLGETUNIFORMFVPROC)load("glGetUniformfv");

glad\_glGetUniformiv = (PFNGLGETUNIFORMIVPROC)load("glGetUniformiv");

glad\_glGetVertexAttribdv = (PFNGLGETVERTEXATTRIBDVPROC)load("glGetVertexAttribdv");

glad\_glGetVertexAttribfv = (PFNGLGETVERTEXATTRIBFVPROC)load("glGetVertexAttribfv");

glad\_glGetVertexAttribiv = (PFNGLGETVERTEXATTRIBIVPROC)load("glGetVertexAttribiv");

glad\_glGetVertexAttribPointerv = (PFNGLGETVERTEXATTRIBPOINTERVPROC)load("glGetVertexAttribPointerv");

glad\_glIsProgram = (PFNGLISPROGRAMPROC)load("glIsProgram");

glad\_glIsShader = (PFNGLISSHADERPROC)load("glIsShader");

glad\_glLinkProgram = (PFNGLLINKPROGRAMPROC)load("glLinkProgram");

glad\_glShaderSource = (PFNGLSHADERSOURCEPROC)load("glShaderSource");

glad\_glUseProgram = (PFNGLUSEPROGRAMPROC)load("glUseProgram");

glad\_glUniform1f = (PFNGLUNIFORM1FPROC)load("glUniform1f");

glad\_glUniform2f = (PFNGLUNIFORM2FPROC)load("glUniform2f");

glad\_glUniform3f = (PFNGLUNIFORM3FPROC)load("glUniform3f");

glad\_glUniform4f = (PFNGLUNIFORM4FPROC)load("glUniform4f");

glad\_glUniform1i = (PFNGLUNIFORM1IPROC)load("glUniform1i");

glad\_glUniform2i = (PFNGLUNIFORM2IPROC)load("glUniform2i");

glad\_glUniform3i = (PFNGLUNIFORM3IPROC)load("glUniform3i");

glad\_glUniform4i = (PFNGLUNIFORM4IPROC)load("glUniform4i");

glad\_glUniform1fv = (PFNGLUNIFORM1FVPROC)load("glUniform1fv");

glad\_glUniform2fv = (PFNGLUNIFORM2FVPROC)load("glUniform2fv");

glad\_glUniform3fv = (PFNGLUNIFORM3FVPROC)load("glUniform3fv");

glad\_glUniform4fv = (PFNGLUNIFORM4FVPROC)load("glUniform4fv");

glad\_glUniform1iv = (PFNGLUNIFORM1IVPROC)load("glUniform1iv");

glad\_glUniform2iv = (PFNGLUNIFORM2IVPROC)load("glUniform2iv");

glad\_glUniform3iv = (PFNGLUNIFORM3IVPROC)load("glUniform3iv");

glad\_glUniform4iv = (PFNGLUNIFORM4IVPROC)load("glUniform4iv");

glad\_glUniformMatrix2fv = (PFNGLUNIFORMMATRIX2FVPROC)load("glUniformMatrix2fv");

glad\_glUniformMatrix3fv = (PFNGLUNIFORMMATRIX3FVPROC)load("glUniformMatrix3fv");

glad\_glUniformMatrix4fv = (PFNGLUNIFORMMATRIX4FVPROC)load("glUniformMatrix4fv");

glad\_glValidateProgram = (PFNGLVALIDATEPROGRAMPROC)load("glValidateProgram");

glad\_glVertexAttrib1d = (PFNGLVERTEXATTRIB1DPROC)load("glVertexAttrib1d");

glad\_glVertexAttrib1dv = (PFNGLVERTEXATTRIB1DVPROC)load("glVertexAttrib1dv");

glad\_glVertexAttrib1f = (PFNGLVERTEXATTRIB1FPROC)load("glVertexAttrib1f");

glad\_glVertexAttrib1fv = (PFNGLVERTEXATTRIB1FVPROC)load("glVertexAttrib1fv");

glad\_glVertexAttrib1s = (PFNGLVERTEXATTRIB1SPROC)load("glVertexAttrib1s");

glad\_glVertexAttrib1sv = (PFNGLVERTEXATTRIB1SVPROC)load("glVertexAttrib1sv");

glad\_glVertexAttrib2d = (PFNGLVERTEXATTRIB2DPROC)load("glVertexAttrib2d");

glad\_glVertexAttrib2dv = (PFNGLVERTEXATTRIB2DVPROC)load("glVertexAttrib2dv");

glad\_glVertexAttrib2f = (PFNGLVERTEXATTRIB2FPROC)load("glVertexAttrib2f");

glad\_glVertexAttrib2fv = (PFNGLVERTEXATTRIB2FVPROC)load("glVertexAttrib2fv");

glad\_glVertexAttrib2s = (PFNGLVERTEXATTRIB2SPROC)load("glVertexAttrib2s");

glad\_glVertexAttrib2sv = (PFNGLVERTEXATTRIB2SVPROC)load("glVertexAttrib2sv");

glad\_glVertexAttrib3d = (PFNGLVERTEXATTRIB3DPROC)load("glVertexAttrib3d");

glad\_glVertexAttrib3dv = (PFNGLVERTEXATTRIB3DVPROC)load("glVertexAttrib3dv");

glad\_glVertexAttrib3f = (PFNGLVERTEXATTRIB3FPROC)load("glVertexAttrib3f");

glad\_glVertexAttrib3fv = (PFNGLVERTEXATTRIB3FVPROC)load("glVertexAttrib3fv");

glad\_glVertexAttrib3s = (PFNGLVERTEXATTRIB3SPROC)load("glVertexAttrib3s");

glad\_glVertexAttrib3sv = (PFNGLVERTEXATTRIB3SVPROC)load("glVertexAttrib3sv");

glad\_glVertexAttrib4Nbv = (PFNGLVERTEXATTRIB4NBVPROC)load("glVertexAttrib4Nbv");

glad\_glVertexAttrib4Niv = (PFNGLVERTEXATTRIB4NIVPROC)load("glVertexAttrib4Niv");

glad\_glVertexAttrib4Nsv = (PFNGLVERTEXATTRIB4NSVPROC)load("glVertexAttrib4Nsv");

glad\_glVertexAttrib4Nub = (PFNGLVERTEXATTRIB4NUBPROC)load("glVertexAttrib4Nub");

glad\_glVertexAttrib4Nubv = (PFNGLVERTEXATTRIB4NUBVPROC)load("glVertexAttrib4Nubv");

glad\_glVertexAttrib4Nuiv = (PFNGLVERTEXATTRIB4NUIVPROC)load("glVertexAttrib4Nuiv");

glad\_glVertexAttrib4Nusv = (PFNGLVERTEXATTRIB4NUSVPROC)load("glVertexAttrib4Nusv");

glad\_glVertexAttrib4bv = (PFNGLVERTEXATTRIB4BVPROC)load("glVertexAttrib4bv");

glad\_glVertexAttrib4d = (PFNGLVERTEXATTRIB4DPROC)load("glVertexAttrib4d");

glad\_glVertexAttrib4dv = (PFNGLVERTEXATTRIB4DVPROC)load("glVertexAttrib4dv");

glad\_glVertexAttrib4f = (PFNGLVERTEXATTRIB4FPROC)load("glVertexAttrib4f");

glad\_glVertexAttrib4fv = (PFNGLVERTEXATTRIB4FVPROC)load("glVertexAttrib4fv");

glad\_glVertexAttrib4iv = (PFNGLVERTEXATTRIB4IVPROC)load("glVertexAttrib4iv");

glad\_glVertexAttrib4s = (PFNGLVERTEXATTRIB4SPROC)load("glVertexAttrib4s");

glad\_glVertexAttrib4sv = (PFNGLVERTEXATTRIB4SVPROC)load("glVertexAttrib4sv");

glad\_glVertexAttrib4ubv = (PFNGLVERTEXATTRIB4UBVPROC)load("glVertexAttrib4ubv");

glad\_glVertexAttrib4uiv = (PFNGLVERTEXATTRIB4UIVPROC)load("glVertexAttrib4uiv");

glad\_glVertexAttrib4usv = (PFNGLVERTEXATTRIB4USVPROC)load("glVertexAttrib4usv");

glad\_glVertexAttribPointer = (PFNGLVERTEXATTRIBPOINTERPROC)load("glVertexAttribPointer");

}

static void load\_GL\_VERSION\_2\_1(GLADloadproc load) {

if (!GLAD\_GL\_VERSION\_2\_1) return;

glad\_glUniformMatrix2x3fv = (PFNGLUNIFORMMATRIX2X3FVPROC)load("glUniformMatrix2x3fv");

glad\_glUniformMatrix3x2fv = (PFNGLUNIFORMMATRIX3X2FVPROC)load("glUniformMatrix3x2fv");

glad\_glUniformMatrix2x4fv = (PFNGLUNIFORMMATRIX2X4FVPROC)load("glUniformMatrix2x4fv");

glad\_glUniformMatrix4x2fv = (PFNGLUNIFORMMATRIX4X2FVPROC)load("glUniformMatrix4x2fv");

glad\_glUniformMatrix3x4fv = (PFNGLUNIFORMMATRIX3X4FVPROC)load("glUniformMatrix3x4fv");

glad\_glUniformMatrix4x3fv = (PFNGLUNIFORMMATRIX4X3FVPROC)load("glUniformMatrix4x3fv");

}

static void load\_GL\_VERSION\_3\_0(GLADloadproc load) {

if (!GLAD\_GL\_VERSION\_3\_0) return;

glad\_glColorMaski = (PFNGLCOLORMASKIPROC)load("glColorMaski");

glad\_glGetBooleani\_v = (PFNGLGETBOOLEANI\_VPROC)load("glGetBooleani\_v");

glad\_glGetIntegeri\_v = (PFNGLGETINTEGERI\_VPROC)load("glGetIntegeri\_v");

glad\_glEnablei = (PFNGLENABLEIPROC)load("glEnablei");

glad\_glDisablei = (PFNGLDISABLEIPROC)load("glDisablei");

glad\_glIsEnabledi = (PFNGLISENABLEDIPROC)load("glIsEnabledi");

glad\_glBeginTransformFeedback = (PFNGLBEGINTRANSFORMFEEDBACKPROC)load("glBeginTransformFeedback");

glad\_glEndTransformFeedback = (PFNGLENDTRANSFORMFEEDBACKPROC)load("glEndTransformFeedback");

glad\_glBindBufferRange = (PFNGLBINDBUFFERRANGEPROC)load("glBindBufferRange");

glad\_glBindBufferBase = (PFNGLBINDBUFFERBASEPROC)load("glBindBufferBase");

glad\_glTransformFeedbackVaryings = (PFNGLTRANSFORMFEEDBACKVARYINGSPROC)load("glTransformFeedbackVaryings");

glad\_glGetTransformFeedbackVarying = (PFNGLGETTRANSFORMFEEDBACKVARYINGPROC)load("glGetTransformFeedbackVarying");

glad\_glClampColor = (PFNGLCLAMPCOLORPROC)load("glClampColor");

glad\_glBeginConditionalRender = (PFNGLBEGINCONDITIONALRENDERPROC)load("glBeginConditionalRender");

glad\_glEndConditionalRender = (PFNGLENDCONDITIONALRENDERPROC)load("glEndConditionalRender");

glad\_glVertexAttribIPointer = (PFNGLVERTEXATTRIBIPOINTERPROC)load("glVertexAttribIPointer");

glad\_glGetVertexAttribIiv = (PFNGLGETVERTEXATTRIBIIVPROC)load("glGetVertexAttribIiv");

glad\_glGetVertexAttribIuiv = (PFNGLGETVERTEXATTRIBIUIVPROC)load("glGetVertexAttribIuiv");

glad\_glVertexAttribI1i = (PFNGLVERTEXATTRIBI1IPROC)load("glVertexAttribI1i");

glad\_glVertexAttribI2i = (PFNGLVERTEXATTRIBI2IPROC)load("glVertexAttribI2i");

glad\_glVertexAttribI3i = (PFNGLVERTEXATTRIBI3IPROC)load("glVertexAttribI3i");

glad\_glVertexAttribI4i = (PFNGLVERTEXATTRIBI4IPROC)load("glVertexAttribI4i");

glad\_glVertexAttribI1ui = (PFNGLVERTEXATTRIBI1UIPROC)load("glVertexAttribI1ui");

glad\_glVertexAttribI2ui = (PFNGLVERTEXATTRIBI2UIPROC)load("glVertexAttribI2ui");

glad\_glVertexAttribI3ui = (PFNGLVERTEXATTRIBI3UIPROC)load("glVertexAttribI3ui");

glad\_glVertexAttribI4ui = (PFNGLVERTEXATTRIBI4UIPROC)load("glVertexAttribI4ui");

glad\_glVertexAttribI1iv = (PFNGLVERTEXATTRIBI1IVPROC)load("glVertexAttribI1iv");

glad\_glVertexAttribI2iv = (PFNGLVERTEXATTRIBI2IVPROC)load("glVertexAttribI2iv");

glad\_glVertexAttribI3iv = (PFNGLVERTEXATTRIBI3IVPROC)load("glVertexAttribI3iv");

glad\_glVertexAttribI4iv = (PFNGLVERTEXATTRIBI4IVPROC)load("glVertexAttribI4iv");

glad\_glVertexAttribI1uiv = (PFNGLVERTEXATTRIBI1UIVPROC)load("glVertexAttribI1uiv");

glad\_glVertexAttribI2uiv = (PFNGLVERTEXATTRIBI2UIVPROC)load("glVertexAttribI2uiv");

glad\_glVertexAttribI3uiv = (PFNGLVERTEXATTRIBI3UIVPROC)load("glVertexAttribI3uiv");

glad\_glVertexAttribI4uiv = (PFNGLVERTEXATTRIBI4UIVPROC)load("glVertexAttribI4uiv");

glad\_glVertexAttribI4bv = (PFNGLVERTEXATTRIBI4BVPROC)load("glVertexAttribI4bv");

glad\_glVertexAttribI4sv = (PFNGLVERTEXATTRIBI4SVPROC)load("glVertexAttribI4sv");

glad\_glVertexAttribI4ubv = (PFNGLVERTEXATTRIBI4UBVPROC)load("glVertexAttribI4ubv");

glad\_glVertexAttribI4usv = (PFNGLVERTEXATTRIBI4USVPROC)load("glVertexAttribI4usv");

glad\_glGetUniformuiv = (PFNGLGETUNIFORMUIVPROC)load("glGetUniformuiv");

glad\_glBindFragDataLocation = (PFNGLBINDFRAGDATALOCATIONPROC)load("glBindFragDataLocation");

glad\_glGetFragDataLocation = (PFNGLGETFRAGDATALOCATIONPROC)load("glGetFragDataLocation");

glad\_glUniform1ui = (PFNGLUNIFORM1UIPROC)load("glUniform1ui");

glad\_glUniform2ui = (PFNGLUNIFORM2UIPROC)load("glUniform2ui");

glad\_glUniform3ui = (PFNGLUNIFORM3UIPROC)load("glUniform3ui");

glad\_glUniform4ui = (PFNGLUNIFORM4UIPROC)load("glUniform4ui");

glad\_glUniform1uiv = (PFNGLUNIFORM1UIVPROC)load("glUniform1uiv");

glad\_glUniform2uiv = (PFNGLUNIFORM2UIVPROC)load("glUniform2uiv");

glad\_glUniform3uiv = (PFNGLUNIFORM3UIVPROC)load("glUniform3uiv");

glad\_glUniform4uiv = (PFNGLUNIFORM4UIVPROC)load("glUniform4uiv");

glad\_glTexParameterIiv = (PFNGLTEXPARAMETERIIVPROC)load("glTexParameterIiv");

glad\_glTexParameterIuiv = (PFNGLTEXPARAMETERIUIVPROC)load("glTexParameterIuiv");

glad\_glGetTexParameterIiv = (PFNGLGETTEXPARAMETERIIVPROC)load("glGetTexParameterIiv");

glad\_glGetTexParameterIuiv = (PFNGLGETTEXPARAMETERIUIVPROC)load("glGetTexParameterIuiv");

glad\_glClearBufferiv = (PFNGLCLEARBUFFERIVPROC)load("glClearBufferiv");

glad\_glClearBufferuiv = (PFNGLCLEARBUFFERUIVPROC)load("glClearBufferuiv");

glad\_glClearBufferfv = (PFNGLCLEARBUFFERFVPROC)load("glClearBufferfv");

glad\_glClearBufferfi = (PFNGLCLEARBUFFERFIPROC)load("glClearBufferfi");

glad\_glGetStringi = (PFNGLGETSTRINGIPROC)load("glGetStringi");

glad\_glIsRenderbuffer = (PFNGLISRENDERBUFFERPROC)load("glIsRenderbuffer");

glad\_glBindRenderbuffer = (PFNGLBINDRENDERBUFFERPROC)load("glBindRenderbuffer");

glad\_glDeleteRenderbuffers = (PFNGLDELETERENDERBUFFERSPROC)load("glDeleteRenderbuffers");

glad\_glGenRenderbuffers = (PFNGLGENRENDERBUFFERSPROC)load("glGenRenderbuffers");

glad\_glRenderbufferStorage = (PFNGLRENDERBUFFERSTORAGEPROC)load("glRenderbufferStorage");

glad\_glGetRenderbufferParameteriv = (PFNGLGETRENDERBUFFERPARAMETERIVPROC)load("glGetRenderbufferParameteriv");

glad\_glIsFramebuffer = (PFNGLISFRAMEBUFFERPROC)load("glIsFramebuffer");

glad\_glBindFramebuffer = (PFNGLBINDFRAMEBUFFERPROC)load("glBindFramebuffer");

glad\_glDeleteFramebuffers = (PFNGLDELETEFRAMEBUFFERSPROC)load("glDeleteFramebuffers");

glad\_glGenFramebuffers = (PFNGLGENFRAMEBUFFERSPROC)load("glGenFramebuffers");

glad\_glCheckFramebufferStatus = (PFNGLCHECKFRAMEBUFFERSTATUSPROC)load("glCheckFramebufferStatus");

glad\_glFramebufferTexture1D = (PFNGLFRAMEBUFFERTEXTURE1DPROC)load("glFramebufferTexture1D");

glad\_glFramebufferTexture2D = (PFNGLFRAMEBUFFERTEXTURE2DPROC)load("glFramebufferTexture2D");

glad\_glFramebufferTexture3D = (PFNGLFRAMEBUFFERTEXTURE3DPROC)load("glFramebufferTexture3D");

glad\_glFramebufferRenderbuffer = (PFNGLFRAMEBUFFERRENDERBUFFERPROC)load("glFramebufferRenderbuffer");

glad\_glGetFramebufferAttachmentParameteriv = (PFNGLGETFRAMEBUFFERATTACHMENTPARAMETERIVPROC)load("glGetFramebufferAttachmentParameteriv");

glad\_glGenerateMipmap = (PFNGLGENERATEMIPMAPPROC)load("glGenerateMipmap");

glad\_glBlitFramebuffer = (PFNGLBLITFRAMEBUFFERPROC)load("glBlitFramebuffer");

glad\_glRenderbufferStorageMultisample = (PFNGLRENDERBUFFERSTORAGEMULTISAMPLEPROC)load("glRenderbufferStorageMultisample");

glad\_glFramebufferTextureLayer = (PFNGLFRAMEBUFFERTEXTURELAYERPROC)load("glFramebufferTextureLayer");

glad\_glMapBufferRange = (PFNGLMAPBUFFERRANGEPROC)load("glMapBufferRange");

glad\_glFlushMappedBufferRange = (PFNGLFLUSHMAPPEDBUFFERRANGEPROC)load("glFlushMappedBufferRange");

glad\_glBindVertexArray = (PFNGLBINDVERTEXARRAYPROC)load("glBindVertexArray");

glad\_glDeleteVertexArrays = (PFNGLDELETEVERTEXARRAYSPROC)load("glDeleteVertexArrays");

glad\_glGenVertexArrays = (PFNGLGENVERTEXARRAYSPROC)load("glGenVertexArrays");

glad\_glIsVertexArray = (PFNGLISVERTEXARRAYPROC)load("glIsVertexArray");

}

static void load\_GL\_VERSION\_3\_1(GLADloadproc load) {

if (!GLAD\_GL\_VERSION\_3\_1) return;

glad\_glDrawArraysInstanced = (PFNGLDRAWARRAYSINSTANCEDPROC)load("glDrawArraysInstanced");

glad\_glDrawElementsInstanced = (PFNGLDRAWELEMENTSINSTANCEDPROC)load("glDrawElementsInstanced");

glad\_glTexBuffer = (PFNGLTEXBUFFERPROC)load("glTexBuffer");

glad\_glPrimitiveRestartIndex = (PFNGLPRIMITIVERESTARTINDEXPROC)load("glPrimitiveRestartIndex");

glad\_glCopyBufferSubData = (PFNGLCOPYBUFFERSUBDATAPROC)load("glCopyBufferSubData");

glad\_glGetUniformIndices = (PFNGLGETUNIFORMINDICESPROC)load("glGetUniformIndices");

glad\_glGetActiveUniformsiv = (PFNGLGETACTIVEUNIFORMSIVPROC)load("glGetActiveUniformsiv");

glad\_glGetActiveUniformName = (PFNGLGETACTIVEUNIFORMNAMEPROC)load("glGetActiveUniformName");

glad\_glGetUniformBlockIndex = (PFNGLGETUNIFORMBLOCKINDEXPROC)load("glGetUniformBlockIndex");

glad\_glGetActiveUniformBlockiv = (PFNGLGETACTIVEUNIFORMBLOCKIVPROC)load("glGetActiveUniformBlockiv");

glad\_glGetActiveUniformBlockName = (PFNGLGETACTIVEUNIFORMBLOCKNAMEPROC)load("glGetActiveUniformBlockName");

glad\_glUniformBlockBinding = (PFNGLUNIFORMBLOCKBINDINGPROC)load("glUniformBlockBinding");

glad\_glBindBufferRange = (PFNGLBINDBUFFERRANGEPROC)load("glBindBufferRange");

glad\_glBindBufferBase = (PFNGLBINDBUFFERBASEPROC)load("glBindBufferBase");

glad\_glGetIntegeri\_v = (PFNGLGETINTEGERI\_VPROC)load("glGetIntegeri\_v");

}

static void load\_GL\_VERSION\_3\_2(GLADloadproc load) {

if (!GLAD\_GL\_VERSION\_3\_2) return;

glad\_glDrawElementsBaseVertex = (PFNGLDRAWELEMENTSBASEVERTEXPROC)load("glDrawElementsBaseVertex");

glad\_glDrawRangeElementsBaseVertex = (PFNGLDRAWRANGEELEMENTSBASEVERTEXPROC)load("glDrawRangeElementsBaseVertex");

glad\_glDrawElementsInstancedBaseVertex = (PFNGLDRAWELEMENTSINSTANCEDBASEVERTEXPROC)load("glDrawElementsInstancedBaseVertex");

glad\_glMultiDrawElementsBaseVertex = (PFNGLMULTIDRAWELEMENTSBASEVERTEXPROC)load("glMultiDrawElementsBaseVertex");

glad\_glProvokingVertex = (PFNGLPROVOKINGVERTEXPROC)load("glProvokingVertex");

glad\_glFenceSync = (PFNGLFENCESYNCPROC)load("glFenceSync");

glad\_glIsSync = (PFNGLISSYNCPROC)load("glIsSync");

glad\_glDeleteSync = (PFNGLDELETESYNCPROC)load("glDeleteSync");

glad\_glClientWaitSync = (PFNGLCLIENTWAITSYNCPROC)load("glClientWaitSync");

glad\_glWaitSync = (PFNGLWAITSYNCPROC)load("glWaitSync");

glad\_glGetInteger64v = (PFNGLGETINTEGER64VPROC)load("glGetInteger64v");

glad\_glGetSynciv = (PFNGLGETSYNCIVPROC)load("glGetSynciv");

glad\_glGetInteger64i\_v = (PFNGLGETINTEGER64I\_VPROC)load("glGetInteger64i\_v");

glad\_glGetBufferParameteri64v = (PFNGLGETBUFFERPARAMETERI64VPROC)load("glGetBufferParameteri64v");

glad\_glFramebufferTexture = (PFNGLFRAMEBUFFERTEXTUREPROC)load("glFramebufferTexture");

glad\_glTexImage2DMultisample = (PFNGLTEXIMAGE2DMULTISAMPLEPROC)load("glTexImage2DMultisample");

glad\_glTexImage3DMultisample = (PFNGLTEXIMAGE3DMULTISAMPLEPROC)load("glTexImage3DMultisample");

glad\_glGetMultisamplefv = (PFNGLGETMULTISAMPLEFVPROC)load("glGetMultisamplefv");

glad\_glSampleMaski = (PFNGLSAMPLEMASKIPROC)load("glSampleMaski");

}

static void load\_GL\_VERSION\_3\_3(GLADloadproc load) {

if (!GLAD\_GL\_VERSION\_3\_3) return;

glad\_glBindFragDataLocationIndexed = (PFNGLBINDFRAGDATALOCATIONINDEXEDPROC)load("glBindFragDataLocationIndexed");

glad\_glGetFragDataIndex = (PFNGLGETFRAGDATAINDEXPROC)load("glGetFragDataIndex");

glad\_glGenSamplers = (PFNGLGENSAMPLERSPROC)load("glGenSamplers");

glad\_glDeleteSamplers = (PFNGLDELETESAMPLERSPROC)load("glDeleteSamplers");

glad\_glIsSampler = (PFNGLISSAMPLERPROC)load("glIsSampler");

glad\_glBindSampler = (PFNGLBINDSAMPLERPROC)load("glBindSampler");

glad\_glSamplerParameteri = (PFNGLSAMPLERPARAMETERIPROC)load("glSamplerParameteri");

glad\_glSamplerParameteriv = (PFNGLSAMPLERPARAMETERIVPROC)load("glSamplerParameteriv");

glad\_glSamplerParameterf = (PFNGLSAMPLERPARAMETERFPROC)load("glSamplerParameterf");

glad\_glSamplerParameterfv = (PFNGLSAMPLERPARAMETERFVPROC)load("glSamplerParameterfv");

glad\_glSamplerParameterIiv = (PFNGLSAMPLERPARAMETERIIVPROC)load("glSamplerParameterIiv");

glad\_glSamplerParameterIuiv = (PFNGLSAMPLERPARAMETERIUIVPROC)load("glSamplerParameterIuiv");

glad\_glGetSamplerParameteriv = (PFNGLGETSAMPLERPARAMETERIVPROC)load("glGetSamplerParameteriv");

glad\_glGetSamplerParameterIiv = (PFNGLGETSAMPLERPARAMETERIIVPROC)load("glGetSamplerParameterIiv");

glad\_glGetSamplerParameterfv = (PFNGLGETSAMPLERPARAMETERFVPROC)load("glGetSamplerParameterfv");

glad\_glGetSamplerParameterIuiv = (PFNGLGETSAMPLERPARAMETERIUIVPROC)load("glGetSamplerParameterIuiv");

glad\_glQueryCounter = (PFNGLQUERYCOUNTERPROC)load("glQueryCounter");

glad\_glGetQueryObjecti64v = (PFNGLGETQUERYOBJECTI64VPROC)load("glGetQueryObjecti64v");

glad\_glGetQueryObjectui64v = (PFNGLGETQUERYOBJECTUI64VPROC)load("glGetQueryObjectui64v");

glad\_glVertexAttribDivisor = (PFNGLVERTEXATTRIBDIVISORPROC)load("glVertexAttribDivisor");

glad\_glVertexAttribP1ui = (PFNGLVERTEXATTRIBP1UIPROC)load("glVertexAttribP1ui");

glad\_glVertexAttribP1uiv = (PFNGLVERTEXATTRIBP1UIVPROC)load("glVertexAttribP1uiv");

glad\_glVertexAttribP2ui = (PFNGLVERTEXATTRIBP2UIPROC)load("glVertexAttribP2ui");

glad\_glVertexAttribP2uiv = (PFNGLVERTEXATTRIBP2UIVPROC)load("glVertexAttribP2uiv");

glad\_glVertexAttribP3ui = (PFNGLVERTEXATTRIBP3UIPROC)load("glVertexAttribP3ui");

glad\_glVertexAttribP3uiv = (PFNGLVERTEXATTRIBP3UIVPROC)load("glVertexAttribP3uiv");

glad\_glVertexAttribP4ui = (PFNGLVERTEXATTRIBP4UIPROC)load("glVertexAttribP4ui");

glad\_glVertexAttribP4uiv = (PFNGLVERTEXATTRIBP4UIVPROC)load("glVertexAttribP4uiv");

glad\_glVertexP2ui = (PFNGLVERTEXP2UIPROC)load("glVertexP2ui");

glad\_glVertexP2uiv = (PFNGLVERTEXP2UIVPROC)load("glVertexP2uiv");

glad\_glVertexP3ui = (PFNGLVERTEXP3UIPROC)load("glVertexP3ui");

glad\_glVertexP3uiv = (PFNGLVERTEXP3UIVPROC)load("glVertexP3uiv");

glad\_glVertexP4ui = (PFNGLVERTEXP4UIPROC)load("glVertexP4ui");

glad\_glVertexP4uiv = (PFNGLVERTEXP4UIVPROC)load("glVertexP4uiv");

glad\_glTexCoordP1ui = (PFNGLTEXCOORDP1UIPROC)load("glTexCoordP1ui");

glad\_glTexCoordP1uiv = (PFNGLTEXCOORDP1UIVPROC)load("glTexCoordP1uiv");

glad\_glTexCoordP2ui = (PFNGLTEXCOORDP2UIPROC)load("glTexCoordP2ui");

glad\_glTexCoordP2uiv = (PFNGLTEXCOORDP2UIVPROC)load("glTexCoordP2uiv");

glad\_glTexCoordP3ui = (PFNGLTEXCOORDP3UIPROC)load("glTexCoordP3ui");

glad\_glTexCoordP3uiv = (PFNGLTEXCOORDP3UIVPROC)load("glTexCoordP3uiv");

glad\_glTexCoordP4ui = (PFNGLTEXCOORDP4UIPROC)load("glTexCoordP4ui");

glad\_glTexCoordP4uiv = (PFNGLTEXCOORDP4UIVPROC)load("glTexCoordP4uiv");

glad\_glMultiTexCoordP1ui = (PFNGLMULTITEXCOORDP1UIPROC)load("glMultiTexCoordP1ui");

glad\_glMultiTexCoordP1uiv = (PFNGLMULTITEXCOORDP1UIVPROC)load("glMultiTexCoordP1uiv");

glad\_glMultiTexCoordP2ui = (PFNGLMULTITEXCOORDP2UIPROC)load("glMultiTexCoordP2ui");

glad\_glMultiTexCoordP2uiv = (PFNGLMULTITEXCOORDP2UIVPROC)load("glMultiTexCoordP2uiv");

glad\_glMultiTexCoordP3ui = (PFNGLMULTITEXCOORDP3UIPROC)load("glMultiTexCoordP3ui");

glad\_glMultiTexCoordP3uiv = (PFNGLMULTITEXCOORDP3UIVPROC)load("glMultiTexCoordP3uiv");

glad\_glMultiTexCoordP4ui = (PFNGLMULTITEXCOORDP4UIPROC)load("glMultiTexCoordP4ui");

glad\_glMultiTexCoordP4uiv = (PFNGLMULTITEXCOORDP4UIVPROC)load("glMultiTexCoordP4uiv");

glad\_glNormalP3ui = (PFNGLNORMALP3UIPROC)load("glNormalP3ui");

glad\_glNormalP3uiv = (PFNGLNORMALP3UIVPROC)load("glNormalP3uiv");

glad\_glColorP3ui = (PFNGLCOLORP3UIPROC)load("glColorP3ui");

glad\_glColorP3uiv = (PFNGLCOLORP3UIVPROC)load("glColorP3uiv");

glad\_glColorP4ui = (PFNGLCOLORP4UIPROC)load("glColorP4ui");

glad\_glColorP4uiv = (PFNGLCOLORP4UIVPROC)load("glColorP4uiv");

glad\_glSecondaryColorP3ui = (PFNGLSECONDARYCOLORP3UIPROC)load("glSecondaryColorP3ui");

glad\_glSecondaryColorP3uiv = (PFNGLSECONDARYCOLORP3UIVPROC)load("glSecondaryColorP3uiv");

}

static int find\_extensionsGL(void) {

if (!get\_exts()) return 0;

(void)&has\_ext;

free\_exts();

return 1;

}

static void find\_coreGL(void) {

/\* Thank you @elmindreda

\* https://github.com/elmindreda/greg/blob/master/templates/greg.c.in#L176

\* https://github.com/glfw/glfw/blob/master/src/context.c#L36

\*/

int i, major, minor;

const char\* version;

const char\* prefixes[] = {

"OpenGL ES-CM ",

"OpenGL ES-CL ",

"OpenGL ES ",

NULL

};

version = (const char\*)glGetString(GL\_VERSION);

if (!version) return;

for (i = 0; prefixes[i]; i++) {

const size\_t length = strlen(prefixes[i]);

if (strncmp(version, prefixes[i], length) == 0) {

version += length;

break;

}

}

/\* PR #18 \*/

#ifdef \_MSC\_VER

sscanf\_s(version, "%d.%d", &major, &minor);

#else

sscanf(version, "%d.%d", &major, &minor);

#endif

GLVersion.major = major; GLVersion.minor = minor;

max\_loaded\_major = major; max\_loaded\_minor = minor;

GLAD\_GL\_VERSION\_1\_0 = (major == 1 && minor >= 0) || major > 1;

GLAD\_GL\_VERSION\_1\_1 = (major == 1 && minor >= 1) || major > 1;

GLAD\_GL\_VERSION\_1\_2 = (major == 1 && minor >= 2) || major > 1;

GLAD\_GL\_VERSION\_1\_3 = (major == 1 && minor >= 3) || major > 1;

GLAD\_GL\_VERSION\_1\_4 = (major == 1 && minor >= 4) || major > 1;

GLAD\_GL\_VERSION\_1\_5 = (major == 1 && minor >= 5) || major > 1;

GLAD\_GL\_VERSION\_2\_0 = (major == 2 && minor >= 0) || major > 2;

GLAD\_GL\_VERSION\_2\_1 = (major == 2 && minor >= 1) || major > 2;

GLAD\_GL\_VERSION\_3\_0 = (major == 3 && minor >= 0) || major > 3;

GLAD\_GL\_VERSION\_3\_1 = (major == 3 && minor >= 1) || major > 3;

GLAD\_GL\_VERSION\_3\_2 = (major == 3 && minor >= 2) || major > 3;

GLAD\_GL\_VERSION\_3\_3 = (major == 3 && minor >= 3) || major > 3;

if (GLVersion.major > 3 || (GLVersion.major >= 3 && GLVersion.minor >= 3)) {

max\_loaded\_major = 3;

max\_loaded\_minor = 3;

}

}

int gladLoadGLLoader(GLADloadproc load) {

GLVersion.major = 0; GLVersion.minor = 0;

glGetString = (PFNGLGETSTRINGPROC)load("glGetString");

if (glGetString == NULL) return 0;

if (glGetString(GL\_VERSION) == NULL) return 0;

find\_coreGL();

load\_GL\_VERSION\_1\_0(load);

load\_GL\_VERSION\_1\_1(load);

load\_GL\_VERSION\_1\_2(load);

load\_GL\_VERSION\_1\_3(load);

load\_GL\_VERSION\_1\_4(load);

load\_GL\_VERSION\_1\_5(load);

load\_GL\_VERSION\_2\_0(load);

load\_GL\_VERSION\_2\_1(load);

load\_GL\_VERSION\_3\_0(load);

load\_GL\_VERSION\_3\_1(load);

load\_GL\_VERSION\_3\_2(load);

load\_GL\_VERSION\_3\_3(load);

if (!find\_extensionsGL()) return 0;

return GLVersion.major != 0 || GLVersion.minor != 0;

}

static void load\_GL\_VERSION\_ES\_CM\_1\_0(GLADloadproc load) {

if (!GLAD\_GL\_VERSION\_ES\_CM\_1\_0) return;

glad\_glAlphaFunc = (PFNGLALPHAFUNCPROC)load("glAlphaFunc");

glad\_glClearColor = (PFNGLCLEARCOLORPROC)load("glClearColor");

glad\_glClearDepthf = (PFNGLCLEARDEPTHFPROC)load("glClearDepthf");

glad\_glClipPlanef = (PFNGLCLIPPLANEFPROC)load("glClipPlanef");

glad\_glColor4f = (PFNGLCOLOR4FPROC)load("glColor4f");

glad\_glDepthRangef = (PFNGLDEPTHRANGEFPROC)load("glDepthRangef");

glad\_glFogf = (PFNGLFOGFPROC)load("glFogf");

glad\_glFogfv = (PFNGLFOGFVPROC)load("glFogfv");

glad\_glFrustumf = (PFNGLFRUSTUMFPROC)load("glFrustumf");

glad\_glGetClipPlanef = (PFNGLGETCLIPPLANEFPROC)load("glGetClipPlanef");

glad\_glGetFloatv = (PFNGLGETFLOATVPROC)load("glGetFloatv");

glad\_glGetLightfv = (PFNGLGETLIGHTFVPROC)load("glGetLightfv");

glad\_glGetMaterialfv = (PFNGLGETMATERIALFVPROC)load("glGetMaterialfv");

glad\_glGetTexEnvfv = (PFNGLGETTEXENVFVPROC)load("glGetTexEnvfv");

glad\_glGetTexParameterfv = (PFNGLGETTEXPARAMETERFVPROC)load("glGetTexParameterfv");

glad\_glLightModelf = (PFNGLLIGHTMODELFPROC)load("glLightModelf");

glad\_glLightModelfv = (PFNGLLIGHTMODELFVPROC)load("glLightModelfv");

glad\_glLightf = (PFNGLLIGHTFPROC)load("glLightf");

glad\_glLightfv = (PFNGLLIGHTFVPROC)load("glLightfv");

glad\_glLineWidth = (PFNGLLINEWIDTHPROC)load("glLineWidth");

glad\_glLoadMatrixf = (PFNGLLOADMATRIXFPROC)load("glLoadMatrixf");

glad\_glMaterialf = (PFNGLMATERIALFPROC)load("glMaterialf");

glad\_glMaterialfv = (PFNGLMATERIALFVPROC)load("glMaterialfv");

glad\_glMultMatrixf = (PFNGLMULTMATRIXFPROC)load("glMultMatrixf");

glad\_glMultiTexCoord4f = (PFNGLMULTITEXCOORD4FPROC)load("glMultiTexCoord4f");

glad\_glNormal3f = (PFNGLNORMAL3FPROC)load("glNormal3f");

glad\_glOrthof = (PFNGLORTHOFPROC)load("glOrthof");

glad\_glPointParameterf = (PFNGLPOINTPARAMETERFPROC)load("glPointParameterf");

glad\_glPointParameterfv = (PFNGLPOINTPARAMETERFVPROC)load("glPointParameterfv");

glad\_glPointSize = (PFNGLPOINTSIZEPROC)load("glPointSize");

glad\_glPolygonOffset = (PFNGLPOLYGONOFFSETPROC)load("glPolygonOffset");

glad\_glRotatef = (PFNGLROTATEFPROC)load("glRotatef");

glad\_glScalef = (PFNGLSCALEFPROC)load("glScalef");

glad\_glTexEnvf = (PFNGLTEXENVFPROC)load("glTexEnvf");

glad\_glTexEnvfv = (PFNGLTEXENVFVPROC)load("glTexEnvfv");

glad\_glTexParameterf = (PFNGLTEXPARAMETERFPROC)load("glTexParameterf");

glad\_glTexParameterfv = (PFNGLTEXPARAMETERFVPROC)load("glTexParameterfv");

glad\_glTranslatef = (PFNGLTRANSLATEFPROC)load("glTranslatef");

glad\_glActiveTexture = (PFNGLACTIVETEXTUREPROC)load("glActiveTexture");

glad\_glAlphaFuncx = (PFNGLALPHAFUNCXPROC)load("glAlphaFuncx");

glad\_glBindBuffer = (PFNGLBINDBUFFERPROC)load("glBindBuffer");

glad\_glBindTexture = (PFNGLBINDTEXTUREPROC)load("glBindTexture");

glad\_glBlendFunc = (PFNGLBLENDFUNCPROC)load("glBlendFunc");

glad\_glBufferData = (PFNGLBUFFERDATAPROC)load("glBufferData");

glad\_glBufferSubData = (PFNGLBUFFERSUBDATAPROC)load("glBufferSubData");

glad\_glClear = (PFNGLCLEARPROC)load("glClear");

glad\_glClearColorx = (PFNGLCLEARCOLORXPROC)load("glClearColorx");

glad\_glClearDepthx = (PFNGLCLEARDEPTHXPROC)load("glClearDepthx");

glad\_glClearStencil = (PFNGLCLEARSTENCILPROC)load("glClearStencil");

glad\_glClientActiveTexture = (PFNGLCLIENTACTIVETEXTUREPROC)load("glClientActiveTexture");

glad\_glClipPlanex = (PFNGLCLIPPLANEXPROC)load("glClipPlanex");

glad\_glColor4ub = (PFNGLCOLOR4UBPROC)load("glColor4ub");

glad\_glColor4x = (PFNGLCOLOR4XPROC)load("glColor4x");

glad\_glColorMask = (PFNGLCOLORMASKPROC)load("glColorMask");

glad\_glColorPointer = (PFNGLCOLORPOINTERPROC)load("glColorPointer");

glad\_glCompressedTexImage2D = (PFNGLCOMPRESSEDTEXIMAGE2DPROC)load("glCompressedTexImage2D");

glad\_glCompressedTexSubImage2D = (PFNGLCOMPRESSEDTEXSUBIMAGE2DPROC)load("glCompressedTexSubImage2D");

glad\_glCopyTexImage2D = (PFNGLCOPYTEXIMAGE2DPROC)load("glCopyTexImage2D");

glad\_glCopyTexSubImage2D = (PFNGLCOPYTEXSUBIMAGE2DPROC)load("glCopyTexSubImage2D");

glad\_glCullFace = (PFNGLCULLFACEPROC)load("glCullFace");

glad\_glDeleteBuffers = (PFNGLDELETEBUFFERSPROC)load("glDeleteBuffers");

glad\_glDeleteTextures = (PFNGLDELETETEXTURESPROC)load("glDeleteTextures");

glad\_glDepthFunc = (PFNGLDEPTHFUNCPROC)load("glDepthFunc");

glad\_glDepthMask = (PFNGLDEPTHMASKPROC)load("glDepthMask");

glad\_glDepthRangex = (PFNGLDEPTHRANGEXPROC)load("glDepthRangex");

glad\_glDisable = (PFNGLDISABLEPROC)load("glDisable");

glad\_glDisableClientState = (PFNGLDISABLECLIENTSTATEPROC)load("glDisableClientState");

glad\_glDrawArrays = (PFNGLDRAWARRAYSPROC)load("glDrawArrays");

glad\_glDrawElements = (PFNGLDRAWELEMENTSPROC)load("glDrawElements");

glad\_glEnable = (PFNGLENABLEPROC)load("glEnable");

glad\_glEnableClientState = (PFNGLENABLECLIENTSTATEPROC)load("glEnableClientState");

glad\_glFinish = (PFNGLFINISHPROC)load("glFinish");

glad\_glFlush = (PFNGLFLUSHPROC)load("glFlush");

glad\_glFogx = (PFNGLFOGXPROC)load("glFogx");

glad\_glFogxv = (PFNGLFOGXVPROC)load("glFogxv");

glad\_glFrontFace = (PFNGLFRONTFACEPROC)load("glFrontFace");

glad\_glFrustumx = (PFNGLFRUSTUMXPROC)load("glFrustumx");

glad\_glGetBooleanv = (PFNGLGETBOOLEANVPROC)load("glGetBooleanv");

glad\_glGetBufferParameteriv = (PFNGLGETBUFFERPARAMETERIVPROC)load("glGetBufferParameteriv");

glad\_glGetClipPlanex = (PFNGLGETCLIPPLANEXPROC)load("glGetClipPlanex");

glad\_glGenBuffers = (PFNGLGENBUFFERSPROC)load("glGenBuffers");

glad\_glGenTextures = (PFNGLGENTEXTURESPROC)load("glGenTextures");

glad\_glGetError = (PFNGLGETERRORPROC)load("glGetError");

glad\_glGetFixedv = (PFNGLGETFIXEDVPROC)load("glGetFixedv");

glad\_glGetIntegerv = (PFNGLGETINTEGERVPROC)load("glGetIntegerv");

glad\_glGetLightxv = (PFNGLGETLIGHTXVPROC)load("glGetLightxv");

glad\_glGetMaterialxv = (PFNGLGETMATERIALXVPROC)load("glGetMaterialxv");

glad\_glGetPointerv = (PFNGLGETPOINTERVPROC)load("glGetPointerv");

glad\_glGetString = (PFNGLGETSTRINGPROC)load("glGetString");

glad\_glGetTexEnviv = (PFNGLGETTEXENVIVPROC)load("glGetTexEnviv");

glad\_glGetTexEnvxv = (PFNGLGETTEXENVXVPROC)load("glGetTexEnvxv");

glad\_glGetTexParameteriv = (PFNGLGETTEXPARAMETERIVPROC)load("glGetTexParameteriv");

glad\_glGetTexParameterxv = (PFNGLGETTEXPARAMETERXVPROC)load("glGetTexParameterxv");

glad\_glHint = (PFNGLHINTPROC)load("glHint");

glad\_glIsBuffer = (PFNGLISBUFFERPROC)load("glIsBuffer");

glad\_glIsEnabled = (PFNGLISENABLEDPROC)load("glIsEnabled");

glad\_glIsTexture = (PFNGLISTEXTUREPROC)load("glIsTexture");

glad\_glLightModelx = (PFNGLLIGHTMODELXPROC)load("glLightModelx");

glad\_glLightModelxv = (PFNGLLIGHTMODELXVPROC)load("glLightModelxv");

glad\_glLightx = (PFNGLLIGHTXPROC)load("glLightx");

glad\_glLightxv = (PFNGLLIGHTXVPROC)load("glLightxv");

glad\_glLineWidthx = (PFNGLLINEWIDTHXPROC)load("glLineWidthx");

glad\_glLoadIdentity = (PFNGLLOADIDENTITYPROC)load("glLoadIdentity");

glad\_glLoadMatrixx = (PFNGLLOADMATRIXXPROC)load("glLoadMatrixx");

glad\_glLogicOp = (PFNGLLOGICOPPROC)load("glLogicOp");

glad\_glMaterialx = (PFNGLMATERIALXPROC)load("glMaterialx");

glad\_glMaterialxv = (PFNGLMATERIALXVPROC)load("glMaterialxv");

glad\_glMatrixMode = (PFNGLMATRIXMODEPROC)load("glMatrixMode");

glad\_glMultMatrixx = (PFNGLMULTMATRIXXPROC)load("glMultMatrixx");

glad\_glMultiTexCoord4x = (PFNGLMULTITEXCOORD4XPROC)load("glMultiTexCoord4x");

glad\_glNormal3x = (PFNGLNORMAL3XPROC)load("glNormal3x");

glad\_glNormalPointer = (PFNGLNORMALPOINTERPROC)load("glNormalPointer");

glad\_glOrthox = (PFNGLORTHOXPROC)load("glOrthox");

glad\_glPixelStorei = (PFNGLPIXELSTOREIPROC)load("glPixelStorei");

glad\_glPointParameterx = (PFNGLPOINTPARAMETERXPROC)load("glPointParameterx");

glad\_glPointParameterxv = (PFNGLPOINTPARAMETERXVPROC)load("glPointParameterxv");

glad\_glPointSizex = (PFNGLPOINTSIZEXPROC)load("glPointSizex");

glad\_glPolygonOffsetx = (PFNGLPOLYGONOFFSETXPROC)load("glPolygonOffsetx");

glad\_glPopMatrix = (PFNGLPOPMATRIXPROC)load("glPopMatrix");

glad\_glPushMatrix = (PFNGLPUSHMATRIXPROC)load("glPushMatrix");

glad\_glReadPixels = (PFNGLREADPIXELSPROC)load("glReadPixels");

glad\_glRotatex = (PFNGLROTATEXPROC)load("glRotatex");

glad\_glSampleCoverage = (PFNGLSAMPLECOVERAGEPROC)load("glSampleCoverage");

glad\_glSampleCoveragex = (PFNGLSAMPLECOVERAGEXPROC)load("glSampleCoveragex");

glad\_glScalex = (PFNGLSCALEXPROC)load("glScalex");

glad\_glScissor = (PFNGLSCISSORPROC)load("glScissor");

glad\_glShadeModel = (PFNGLSHADEMODELPROC)load("glShadeModel");

glad\_glStencilFunc = (PFNGLSTENCILFUNCPROC)load("glStencilFunc");

glad\_glStencilMask = (PFNGLSTENCILMASKPROC)load("glStencilMask");

glad\_glStencilOp = (PFNGLSTENCILOPPROC)load("glStencilOp");

glad\_glTexCoordPointer = (PFNGLTEXCOORDPOINTERPROC)load("glTexCoordPointer");

glad\_glTexEnvi = (PFNGLTEXENVIPROC)load("glTexEnvi");

glad\_glTexEnvx = (PFNGLTEXENVXPROC)load("glTexEnvx");

glad\_glTexEnviv = (PFNGLTEXENVIVPROC)load("glTexEnviv");

glad\_glTexEnvxv = (PFNGLTEXENVXVPROC)load("glTexEnvxv");

glad\_glTexImage2D = (PFNGLTEXIMAGE2DPROC)load("glTexImage2D");

glad\_glTexParameteri = (PFNGLTEXPARAMETERIPROC)load("glTexParameteri");

glad\_glTexParameterx = (PFNGLTEXPARAMETERXPROC)load("glTexParameterx");

glad\_glTexParameteriv = (PFNGLTEXPARAMETERIVPROC)load("glTexParameteriv");

glad\_glTexParameterxv = (PFNGLTEXPARAMETERXVPROC)load("glTexParameterxv");

glad\_glTexSubImage2D = (PFNGLTEXSUBIMAGE2DPROC)load("glTexSubImage2D");

glad\_glTranslatex = (PFNGLTRANSLATEXPROC)load("glTranslatex");

glad\_glVertexPointer = (PFNGLVERTEXPOINTERPROC)load("glVertexPointer");

glad\_glViewport = (PFNGLVIEWPORTPROC)load("glViewport");

}

static int find\_extensionsGLES1(void) {

if (!get\_exts()) return 0;

(void)&has\_ext;

free\_exts();

return 1;

}

static void find\_coreGLES1(void) {

/\* Thank you @elmindreda

\* https://github.com/elmindreda/greg/blob/master/templates/greg.c.in#L176

\* https://github.com/glfw/glfw/blob/master/src/context.c#L36

\*/

int i, major, minor;

const char\* version;

const char\* prefixes[] = {

"OpenGL ES-CM ",

"OpenGL ES-CL ",

"OpenGL ES ",

NULL

};

version = (const char\*)glGetString(GL\_VERSION);

if (!version) return;

for (i = 0; prefixes[i]; i++) {

const size\_t length = strlen(prefixes[i]);

if (strncmp(version, prefixes[i], length) == 0) {

version += length;

break;

}

}

/\* PR #18 \*/

#ifdef \_MSC\_VER

sscanf\_s(version, "%d.%d", &major, &minor);

#else

sscanf(version, "%d.%d", &major, &minor);

#endif

GLVersion.major = major; GLVersion.minor = minor;

max\_loaded\_major = major; max\_loaded\_minor = minor;

GLAD\_GL\_VERSION\_ES\_CM\_1\_0 = (major == 1 && minor >= 0) || major > 1;

if (GLVersion.major > 1 || (GLVersion.major >= 1 && GLVersion.minor >= 0)) {

max\_loaded\_major = 1;

max\_loaded\_minor = 0;

}

}

int gladLoadGLES1Loader(GLADloadproc load) {

GLVersion.major = 0; GLVersion.minor = 0;

glGetString = (PFNGLGETSTRINGPROC)load("glGetString");

if (glGetString == NULL) return 0;

if (glGetString(GL\_VERSION) == NULL) return 0;

find\_coreGLES1();

load\_GL\_VERSION\_ES\_CM\_1\_0(load);

if (!find\_extensionsGLES1()) return 0;

return GLVersion.major != 0 || GLVersion.minor != 0;

}

static void load\_GL\_ES\_VERSION\_2\_0(GLADloadproc load) {

if (!GLAD\_GL\_ES\_VERSION\_2\_0) return;

glad\_glActiveTexture = (PFNGLACTIVETEXTUREPROC)load("glActiveTexture");

glad\_glAttachShader = (PFNGLATTACHSHADERPROC)load("glAttachShader");

glad\_glBindAttribLocation = (PFNGLBINDATTRIBLOCATIONPROC)load("glBindAttribLocation");

glad\_glBindBuffer = (PFNGLBINDBUFFERPROC)load("glBindBuffer");

glad\_glBindFramebuffer = (PFNGLBINDFRAMEBUFFERPROC)load("glBindFramebuffer");

glad\_glBindRenderbuffer = (PFNGLBINDRENDERBUFFERPROC)load("glBindRenderbuffer");

glad\_glBindTexture = (PFNGLBINDTEXTUREPROC)load("glBindTexture");

glad\_glBlendColor = (PFNGLBLENDCOLORPROC)load("glBlendColor");

glad\_glBlendEquation = (PFNGLBLENDEQUATIONPROC)load("glBlendEquation");

glad\_glBlendEquationSeparate = (PFNGLBLENDEQUATIONSEPARATEPROC)load("glBlendEquationSeparate");

glad\_glBlendFunc = (PFNGLBLENDFUNCPROC)load("glBlendFunc");

glad\_glBlendFuncSeparate = (PFNGLBLENDFUNCSEPARATEPROC)load("glBlendFuncSeparate");

glad\_glBufferData = (PFNGLBUFFERDATAPROC)load("glBufferData");

glad\_glBufferSubData = (PFNGLBUFFERSUBDATAPROC)load("glBufferSubData");

glad\_glCheckFramebufferStatus = (PFNGLCHECKFRAMEBUFFERSTATUSPROC)load("glCheckFramebufferStatus");

glad\_glClear = (PFNGLCLEARPROC)load("glClear");

glad\_glClearColor = (PFNGLCLEARCOLORPROC)load("glClearColor");

glad\_glClearDepthf = (PFNGLCLEARDEPTHFPROC)load("glClearDepthf");

glad\_glClearStencil = (PFNGLCLEARSTENCILPROC)load("glClearStencil");

glad\_glColorMask = (PFNGLCOLORMASKPROC)load("glColorMask");

glad\_glCompileShader = (PFNGLCOMPILESHADERPROC)load("glCompileShader");

glad\_glCompressedTexImage2D = (PFNGLCOMPRESSEDTEXIMAGE2DPROC)load("glCompressedTexImage2D");

glad\_glCompressedTexSubImage2D = (PFNGLCOMPRESSEDTEXSUBIMAGE2DPROC)load("glCompressedTexSubImage2D");

glad\_glCopyTexImage2D = (PFNGLCOPYTEXIMAGE2DPROC)load("glCopyTexImage2D");

glad\_glCopyTexSubImage2D = (PFNGLCOPYTEXSUBIMAGE2DPROC)load("glCopyTexSubImage2D");

glad\_glCreateProgram = (PFNGLCREATEPROGRAMPROC)load("glCreateProgram");

glad\_glCreateShader = (PFNGLCREATESHADERPROC)load("glCreateShader");

glad\_glCullFace = (PFNGLCULLFACEPROC)load("glCullFace");

glad\_glDeleteBuffers = (PFNGLDELETEBUFFERSPROC)load("glDeleteBuffers");

glad\_glDeleteFramebuffers = (PFNGLDELETEFRAMEBUFFERSPROC)load("glDeleteFramebuffers");

glad\_glDeleteProgram = (PFNGLDELETEPROGRAMPROC)load("glDeleteProgram");

glad\_glDeleteRenderbuffers = (PFNGLDELETERENDERBUFFERSPROC)load("glDeleteRenderbuffers");

glad\_glDeleteShader = (PFNGLDELETESHADERPROC)load("glDeleteShader");

glad\_glDeleteTextures = (PFNGLDELETETEXTURESPROC)load("glDeleteTextures");

glad\_glDepthFunc = (PFNGLDEPTHFUNCPROC)load("glDepthFunc");

glad\_glDepthMask = (PFNGLDEPTHMASKPROC)load("glDepthMask");

glad\_glDepthRangef = (PFNGLDEPTHRANGEFPROC)load("glDepthRangef");

glad\_glDetachShader = (PFNGLDETACHSHADERPROC)load("glDetachShader");

glad\_glDisable = (PFNGLDISABLEPROC)load("glDisable");

glad\_glDisableVertexAttribArray = (PFNGLDISABLEVERTEXATTRIBARRAYPROC)load("glDisableVertexAttribArray");

glad\_glDrawArrays = (PFNGLDRAWARRAYSPROC)load("glDrawArrays");

glad\_glDrawElements = (PFNGLDRAWELEMENTSPROC)load("glDrawElements");

glad\_glEnable = (PFNGLENABLEPROC)load("glEnable");

glad\_glEnableVertexAttribArray = (PFNGLENABLEVERTEXATTRIBARRAYPROC)load("glEnableVertexAttribArray");

glad\_glFinish = (PFNGLFINISHPROC)load("glFinish");

glad\_glFlush = (PFNGLFLUSHPROC)load("glFlush");

glad\_glFramebufferRenderbuffer = (PFNGLFRAMEBUFFERRENDERBUFFERPROC)load("glFramebufferRenderbuffer");

glad\_glFramebufferTexture2D = (PFNGLFRAMEBUFFERTEXTURE2DPROC)load("glFramebufferTexture2D");

glad\_glFrontFace = (PFNGLFRONTFACEPROC)load("glFrontFace");

glad\_glGenBuffers = (PFNGLGENBUFFERSPROC)load("glGenBuffers");

glad\_glGenerateMipmap = (PFNGLGENERATEMIPMAPPROC)load("glGenerateMipmap");

glad\_glGenFramebuffers = (PFNGLGENFRAMEBUFFERSPROC)load("glGenFramebuffers");

glad\_glGenRenderbuffers = (PFNGLGENRENDERBUFFERSPROC)load("glGenRenderbuffers");

glad\_glGenTextures = (PFNGLGENTEXTURESPROC)load("glGenTextures");

glad\_glGetActiveAttrib = (PFNGLGETACTIVEATTRIBPROC)load("glGetActiveAttrib");

glad\_glGetActiveUniform = (PFNGLGETACTIVEUNIFORMPROC)load("glGetActiveUniform");

glad\_glGetAttachedShaders = (PFNGLGETATTACHEDSHADERSPROC)load("glGetAttachedShaders");

glad\_glGetAttribLocation = (PFNGLGETATTRIBLOCATIONPROC)load("glGetAttribLocation");

glad\_glGetBooleanv = (PFNGLGETBOOLEANVPROC)load("glGetBooleanv");

glad\_glGetBufferParameteriv = (PFNGLGETBUFFERPARAMETERIVPROC)load("glGetBufferParameteriv");

glad\_glGetError = (PFNGLGETERRORPROC)load("glGetError");

glad\_glGetFloatv = (PFNGLGETFLOATVPROC)load("glGetFloatv");

glad\_glGetFramebufferAttachmentParameteriv = (PFNGLGETFRAMEBUFFERATTACHMENTPARAMETERIVPROC)load("glGetFramebufferAttachmentParameteriv");

glad\_glGetIntegerv = (PFNGLGETINTEGERVPROC)load("glGetIntegerv");

glad\_glGetProgramiv = (PFNGLGETPROGRAMIVPROC)load("glGetProgramiv");

glad\_glGetProgramInfoLog = (PFNGLGETPROGRAMINFOLOGPROC)load("glGetProgramInfoLog");

glad\_glGetRenderbufferParameteriv = (PFNGLGETRENDERBUFFERPARAMETERIVPROC)load("glGetRenderbufferParameteriv");

glad\_glGetShaderiv = (PFNGLGETSHADERIVPROC)load("glGetShaderiv");

glad\_glGetShaderInfoLog = (PFNGLGETSHADERINFOLOGPROC)load("glGetShaderInfoLog");

glad\_glGetShaderPrecisionFormat = (PFNGLGETSHADERPRECISIONFORMATPROC)load("glGetShaderPrecisionFormat");

glad\_glGetShaderSource = (PFNGLGETSHADERSOURCEPROC)load("glGetShaderSource");

glad\_glGetString = (PFNGLGETSTRINGPROC)load("glGetString");

glad\_glGetTexParameterfv = (PFNGLGETTEXPARAMETERFVPROC)load("glGetTexParameterfv");

glad\_glGetTexParameteriv = (PFNGLGETTEXPARAMETERIVPROC)load("glGetTexParameteriv");

glad\_glGetUniformfv = (PFNGLGETUNIFORMFVPROC)load("glGetUniformfv");

glad\_glGetUniformiv = (PFNGLGETUNIFORMIVPROC)load("glGetUniformiv");

glad\_glGetUniformLocation = (PFNGLGETUNIFORMLOCATIONPROC)load("glGetUniformLocation");

glad\_glGetVertexAttribfv = (PFNGLGETVERTEXATTRIBFVPROC)load("glGetVertexAttribfv");

glad\_glGetVertexAttribiv = (PFNGLGETVERTEXATTRIBIVPROC)load("glGetVertexAttribiv");

glad\_glGetVertexAttribPointerv = (PFNGLGETVERTEXATTRIBPOINTERVPROC)load("glGetVertexAttribPointerv");

glad\_glHint = (PFNGLHINTPROC)load("glHint");

glad\_glIsBuffer = (PFNGLISBUFFERPROC)load("glIsBuffer");

glad\_glIsEnabled = (PFNGLISENABLEDPROC)load("glIsEnabled");

glad\_glIsFramebuffer = (PFNGLISFRAMEBUFFERPROC)load("glIsFramebuffer");

glad\_glIsProgram = (PFNGLISPROGRAMPROC)load("glIsProgram");

glad\_glIsRenderbuffer = (PFNGLISRENDERBUFFERPROC)load("glIsRenderbuffer");

glad\_glIsShader = (PFNGLISSHADERPROC)load("glIsShader");

glad\_glIsTexture = (PFNGLISTEXTUREPROC)load("glIsTexture");

glad\_glLineWidth = (PFNGLLINEWIDTHPROC)load("glLineWidth");

glad\_glLinkProgram = (PFNGLLINKPROGRAMPROC)load("glLinkProgram");

glad\_glPixelStorei = (PFNGLPIXELSTOREIPROC)load("glPixelStorei");

glad\_glPolygonOffset = (PFNGLPOLYGONOFFSETPROC)load("glPolygonOffset");

glad\_glReadPixels = (PFNGLREADPIXELSPROC)load("glReadPixels");

glad\_glReleaseShaderCompiler = (PFNGLRELEASESHADERCOMPILERPROC)load("glReleaseShaderCompiler");

glad\_glRenderbufferStorage = (PFNGLRENDERBUFFERSTORAGEPROC)load("glRenderbufferStorage");

glad\_glSampleCoverage = (PFNGLSAMPLECOVERAGEPROC)load("glSampleCoverage");

glad\_glScissor = (PFNGLSCISSORPROC)load("glScissor");

glad\_glShaderBinary = (PFNGLSHADERBINARYPROC)load("glShaderBinary");

glad\_glShaderSource = (PFNGLSHADERSOURCEPROC)load("glShaderSource");

glad\_glStencilFunc = (PFNGLSTENCILFUNCPROC)load("glStencilFunc");

glad\_glStencilFuncSeparate = (PFNGLSTENCILFUNCSEPARATEPROC)load("glStencilFuncSeparate");

glad\_glStencilMask = (PFNGLSTENCILMASKPROC)load("glStencilMask");

glad\_glStencilMaskSeparate = (PFNGLSTENCILMASKSEPARATEPROC)load("glStencilMaskSeparate");

glad\_glStencilOp = (PFNGLSTENCILOPPROC)load("glStencilOp");

glad\_glStencilOpSeparate = (PFNGLSTENCILOPSEPARATEPROC)load("glStencilOpSeparate");

glad\_glTexImage2D = (PFNGLTEXIMAGE2DPROC)load("glTexImage2D");

glad\_glTexParameterf = (PFNGLTEXPARAMETERFPROC)load("glTexParameterf");

glad\_glTexParameterfv = (PFNGLTEXPARAMETERFVPROC)load("glTexParameterfv");

glad\_glTexParameteri = (PFNGLTEXPARAMETERIPROC)load("glTexParameteri");

glad\_glTexParameteriv = (PFNGLTEXPARAMETERIVPROC)load("glTexParameteriv");

glad\_glTexSubImage2D = (PFNGLTEXSUBIMAGE2DPROC)load("glTexSubImage2D");

glad\_glUniform1f = (PFNGLUNIFORM1FPROC)load("glUniform1f");

glad\_glUniform1fv = (PFNGLUNIFORM1FVPROC)load("glUniform1fv");

glad\_glUniform1i = (PFNGLUNIFORM1IPROC)load("glUniform1i");

glad\_glUniform1iv = (PFNGLUNIFORM1IVPROC)load("glUniform1iv");

glad\_glUniform2f = (PFNGLUNIFORM2FPROC)load("glUniform2f");

glad\_glUniform2fv = (PFNGLUNIFORM2FVPROC)load("glUniform2fv");

glad\_glUniform2i = (PFNGLUNIFORM2IPROC)load("glUniform2i");

glad\_glUniform2iv = (PFNGLUNIFORM2IVPROC)load("glUniform2iv");

glad\_glUniform3f = (PFNGLUNIFORM3FPROC)load("glUniform3f");

glad\_glUniform3fv = (PFNGLUNIFORM3FVPROC)load("glUniform3fv");

glad\_glUniform3i = (PFNGLUNIFORM3IPROC)load("glUniform3i");

glad\_glUniform3iv = (PFNGLUNIFORM3IVPROC)load("glUniform3iv");

glad\_glUniform4f = (PFNGLUNIFORM4FPROC)load("glUniform4f");

glad\_glUniform4fv = (PFNGLUNIFORM4FVPROC)load("glUniform4fv");

glad\_glUniform4i = (PFNGLUNIFORM4IPROC)load("glUniform4i");

glad\_glUniform4iv = (PFNGLUNIFORM4IVPROC)load("glUniform4iv");

glad\_glUniformMatrix2fv = (PFNGLUNIFORMMATRIX2FVPROC)load("glUniformMatrix2fv");

glad\_glUniformMatrix3fv = (PFNGLUNIFORMMATRIX3FVPROC)load("glUniformMatrix3fv");

glad\_glUniformMatrix4fv = (PFNGLUNIFORMMATRIX4FVPROC)load("glUniformMatrix4fv");

glad\_glUseProgram = (PFNGLUSEPROGRAMPROC)load("glUseProgram");

glad\_glValidateProgram = (PFNGLVALIDATEPROGRAMPROC)load("glValidateProgram");

glad\_glVertexAttrib1f = (PFNGLVERTEXATTRIB1FPROC)load("glVertexAttrib1f");

glad\_glVertexAttrib1fv = (PFNGLVERTEXATTRIB1FVPROC)load("glVertexAttrib1fv");

glad\_glVertexAttrib2f = (PFNGLVERTEXATTRIB2FPROC)load("glVertexAttrib2f");

glad\_glVertexAttrib2fv = (PFNGLVERTEXATTRIB2FVPROC)load("glVertexAttrib2fv");

glad\_glVertexAttrib3f = (PFNGLVERTEXATTRIB3FPROC)load("glVertexAttrib3f");

glad\_glVertexAttrib3fv = (PFNGLVERTEXATTRIB3FVPROC)load("glVertexAttrib3fv");

glad\_glVertexAttrib4f = (PFNGLVERTEXATTRIB4FPROC)load("glVertexAttrib4f");

glad\_glVertexAttrib4fv = (PFNGLVERTEXATTRIB4FVPROC)load("glVertexAttrib4fv");

glad\_glVertexAttribPointer = (PFNGLVERTEXATTRIBPOINTERPROC)load("glVertexAttribPointer");

glad\_glViewport = (PFNGLVIEWPORTPROC)load("glViewport");

}

static int find\_extensionsGLES2(void) {

if (!get\_exts()) return 0;

(void)&has\_ext;

free\_exts();

return 1;

}

static void find\_coreGLES2(void) {

/\* Thank you @elmindreda

\* https://github.com/elmindreda/greg/blob/master/templates/greg.c.in#L176

\* https://github.com/glfw/glfw/blob/master/src/context.c#L36

\*/

int i, major, minor;

const char\* version;

const char\* prefixes[] = {

"OpenGL ES-CM ",

"OpenGL ES-CL ",

"OpenGL ES ",

NULL

};

version = (const char\*)glGetString(GL\_VERSION);

if (!version) return;

for (i = 0; prefixes[i]; i++) {

const size\_t length = strlen(prefixes[i]);

if (strncmp(version, prefixes[i], length) == 0) {

version += length;

break;

}

}

/\* PR #18 \*/

#ifdef \_MSC\_VER

sscanf\_s(version, "%d.%d", &major, &minor);

#else

sscanf(version, "%d.%d", &major, &minor);

#endif

GLVersion.major = major; GLVersion.minor = minor;

max\_loaded\_major = major; max\_loaded\_minor = minor;

GLAD\_GL\_ES\_VERSION\_2\_0 = (major == 2 && minor >= 0) || major > 2;

if (GLVersion.major > 2 || (GLVersion.major >= 2 && GLVersion.minor >= 0)) {

max\_loaded\_major = 2;

max\_loaded\_minor = 0;

}

}

int gladLoadGLES2Loader(GLADloadproc load) {

GLVersion.major = 0; GLVersion.minor = 0;

glGetString = (PFNGLGETSTRINGPROC)load("glGetString");

if (glGetString == NULL) return 0;

if (glGetString(GL\_VERSION) == NULL) return 0;

find\_coreGLES2();

load\_GL\_ES\_VERSION\_2\_0(load);

if (!find\_extensionsGLES2()) return 0;

return GLVersion.major != 0 || GLVersion.minor != 0;

}

static void load\_GL\_SC\_VERSION\_2\_0(GLADloadproc load) {

if (!GLAD\_GL\_SC\_VERSION\_2\_0) return;

glad\_glActiveTexture = (PFNGLACTIVETEXTUREPROC)load("glActiveTexture");

glad\_glBindBuffer = (PFNGLBINDBUFFERPROC)load("glBindBuffer");

glad\_glBindFramebuffer = (PFNGLBINDFRAMEBUFFERPROC)load("glBindFramebuffer");

glad\_glBindRenderbuffer = (PFNGLBINDRENDERBUFFERPROC)load("glBindRenderbuffer");

glad\_glBindTexture = (PFNGLBINDTEXTUREPROC)load("glBindTexture");

glad\_glBlendColor = (PFNGLBLENDCOLORPROC)load("glBlendColor");

glad\_glBlendEquation = (PFNGLBLENDEQUATIONPROC)load("glBlendEquation");

glad\_glBlendEquationSeparate = (PFNGLBLENDEQUATIONSEPARATEPROC)load("glBlendEquationSeparate");

glad\_glBlendFunc = (PFNGLBLENDFUNCPROC)load("glBlendFunc");

glad\_glBlendFuncSeparate = (PFNGLBLENDFUNCSEPARATEPROC)load("glBlendFuncSeparate");

glad\_glBufferData = (PFNGLBUFFERDATAPROC)load("glBufferData");

glad\_glBufferSubData = (PFNGLBUFFERSUBDATAPROC)load("glBufferSubData");

glad\_glCheckFramebufferStatus = (PFNGLCHECKFRAMEBUFFERSTATUSPROC)load("glCheckFramebufferStatus");

glad\_glClear = (PFNGLCLEARPROC)load("glClear");

glad\_glClearColor = (PFNGLCLEARCOLORPROC)load("glClearColor");

glad\_glClearDepthf = (PFNGLCLEARDEPTHFPROC)load("glClearDepthf");

glad\_glClearStencil = (PFNGLCLEARSTENCILPROC)load("glClearStencil");

glad\_glColorMask = (PFNGLCOLORMASKPROC)load("glColorMask");

glad\_glCompressedTexSubImage2D = (PFNGLCOMPRESSEDTEXSUBIMAGE2DPROC)load("glCompressedTexSubImage2D");

glad\_glCreateProgram = (PFNGLCREATEPROGRAMPROC)load("glCreateProgram");

glad\_glCullFace = (PFNGLCULLFACEPROC)load("glCullFace");

glad\_glDepthFunc = (PFNGLDEPTHFUNCPROC)load("glDepthFunc");

glad\_glDepthMask = (PFNGLDEPTHMASKPROC)load("glDepthMask");

glad\_glDepthRangef = (PFNGLDEPTHRANGEFPROC)load("glDepthRangef");

glad\_glDisable = (PFNGLDISABLEPROC)load("glDisable");

glad\_glDisableVertexAttribArray = (PFNGLDISABLEVERTEXATTRIBARRAYPROC)load("glDisableVertexAttribArray");

glad\_glDrawArrays = (PFNGLDRAWARRAYSPROC)load("glDrawArrays");

glad\_glDrawRangeElements = (PFNGLDRAWRANGEELEMENTSPROC)load("glDrawRangeElements");

glad\_glEnable = (PFNGLENABLEPROC)load("glEnable");

glad\_glEnableVertexAttribArray = (PFNGLENABLEVERTEXATTRIBARRAYPROC)load("glEnableVertexAttribArray");

glad\_glFinish = (PFNGLFINISHPROC)load("glFinish");

glad\_glFlush = (PFNGLFLUSHPROC)load("glFlush");

glad\_glFramebufferRenderbuffer = (PFNGLFRAMEBUFFERRENDERBUFFERPROC)load("glFramebufferRenderbuffer");

glad\_glFramebufferTexture2D = (PFNGLFRAMEBUFFERTEXTURE2DPROC)load("glFramebufferTexture2D");

glad\_glFrontFace = (PFNGLFRONTFACEPROC)load("glFrontFace");

glad\_glGenBuffers = (PFNGLGENBUFFERSPROC)load("glGenBuffers");

glad\_glGenerateMipmap = (PFNGLGENERATEMIPMAPPROC)load("glGenerateMipmap");

glad\_glGenFramebuffers = (PFNGLGENFRAMEBUFFERSPROC)load("glGenFramebuffers");

glad\_glGenRenderbuffers = (PFNGLGENRENDERBUFFERSPROC)load("glGenRenderbuffers");

glad\_glGenTextures = (PFNGLGENTEXTURESPROC)load("glGenTextures");

glad\_glGetAttribLocation = (PFNGLGETATTRIBLOCATIONPROC)load("glGetAttribLocation");

glad\_glGetBooleanv = (PFNGLGETBOOLEANVPROC)load("glGetBooleanv");

glad\_glGetBufferParameteriv = (PFNGLGETBUFFERPARAMETERIVPROC)load("glGetBufferParameteriv");

glad\_glGetError = (PFNGLGETERRORPROC)load("glGetError");

glad\_glGetFloatv = (PFNGLGETFLOATVPROC)load("glGetFloatv");

glad\_glGetFramebufferAttachmentParameteriv = (PFNGLGETFRAMEBUFFERATTACHMENTPARAMETERIVPROC)load("glGetFramebufferAttachmentParameteriv");

glad\_glGetGraphicsResetStatus = (PFNGLGETGRAPHICSRESETSTATUSPROC)load("glGetGraphicsResetStatus");

glad\_glGetIntegerv = (PFNGLGETINTEGERVPROC)load("glGetIntegerv");

glad\_glGetProgramiv = (PFNGLGETPROGRAMIVPROC)load("glGetProgramiv");

glad\_glGetRenderbufferParameteriv = (PFNGLGETRENDERBUFFERPARAMETERIVPROC)load("glGetRenderbufferParameteriv");

glad\_glGetString = (PFNGLGETSTRINGPROC)load("glGetString");

glad\_glGetTexParameterfv = (PFNGLGETTEXPARAMETERFVPROC)load("glGetTexParameterfv");

glad\_glGetTexParameteriv = (PFNGLGETTEXPARAMETERIVPROC)load("glGetTexParameteriv");

glad\_glGetnUniformfv = (PFNGLGETNUNIFORMFVPROC)load("glGetnUniformfv");

glad\_glGetnUniformiv = (PFNGLGETNUNIFORMIVPROC)load("glGetnUniformiv");

glad\_glGetUniformLocation = (PFNGLGETUNIFORMLOCATIONPROC)load("glGetUniformLocation");

glad\_glGetVertexAttribfv = (PFNGLGETVERTEXATTRIBFVPROC)load("glGetVertexAttribfv");

glad\_glGetVertexAttribiv = (PFNGLGETVERTEXATTRIBIVPROC)load("glGetVertexAttribiv");

glad\_glGetVertexAttribPointerv = (PFNGLGETVERTEXATTRIBPOINTERVPROC)load("glGetVertexAttribPointerv");

glad\_glHint = (PFNGLHINTPROC)load("glHint");

glad\_glIsEnabled = (PFNGLISENABLEDPROC)load("glIsEnabled");

glad\_glLineWidth = (PFNGLLINEWIDTHPROC)load("glLineWidth");

glad\_glPixelStorei = (PFNGLPIXELSTOREIPROC)load("glPixelStorei");

glad\_glPolygonOffset = (PFNGLPOLYGONOFFSETPROC)load("glPolygonOffset");

glad\_glProgramBinary = (PFNGLPROGRAMBINARYPROC)load("glProgramBinary");

glad\_glReadnPixels = (PFNGLREADNPIXELSPROC)load("glReadnPixels");

glad\_glRenderbufferStorage = (PFNGLRENDERBUFFERSTORAGEPROC)load("glRenderbufferStorage");

glad\_glSampleCoverage = (PFNGLSAMPLECOVERAGEPROC)load("glSampleCoverage");

glad\_glScissor = (PFNGLSCISSORPROC)load("glScissor");

glad\_glStencilFunc = (PFNGLSTENCILFUNCPROC)load("glStencilFunc");

glad\_glStencilFuncSeparate = (PFNGLSTENCILFUNCSEPARATEPROC)load("glStencilFuncSeparate");

glad\_glStencilMask = (PFNGLSTENCILMASKPROC)load("glStencilMask");

glad\_glStencilMaskSeparate = (PFNGLSTENCILMASKSEPARATEPROC)load("glStencilMaskSeparate");

glad\_glStencilOp = (PFNGLSTENCILOPPROC)load("glStencilOp");

glad\_glStencilOpSeparate = (PFNGLSTENCILOPSEPARATEPROC)load("glStencilOpSeparate");

glad\_glTexStorage2D = (PFNGLTEXSTORAGE2DPROC)load("glTexStorage2D");

glad\_glTexParameterf = (PFNGLTEXPARAMETERFPROC)load("glTexParameterf");

glad\_glTexParameterfv = (PFNGLTEXPARAMETERFVPROC)load("glTexParameterfv");

glad\_glTexParameteri = (PFNGLTEXPARAMETERIPROC)load("glTexParameteri");

glad\_glTexParameteriv = (PFNGLTEXPARAMETERIVPROC)load("glTexParameteriv");

glad\_glTexSubImage2D = (PFNGLTEXSUBIMAGE2DPROC)load("glTexSubImage2D");

glad\_glUniform1f = (PFNGLUNIFORM1FPROC)load("glUniform1f");

glad\_glUniform1fv = (PFNGLUNIFORM1FVPROC)load("glUniform1fv");

glad\_glUniform1i = (PFNGLUNIFORM1IPROC)load("glUniform1i");

glad\_glUniform1iv = (PFNGLUNIFORM1IVPROC)load("glUniform1iv");

glad\_glUniform2f = (PFNGLUNIFORM2FPROC)load("glUniform2f");

glad\_glUniform2fv = (PFNGLUNIFORM2FVPROC)load("glUniform2fv");

glad\_glUniform2i = (PFNGLUNIFORM2IPROC)load("glUniform2i");

glad\_glUniform2iv = (PFNGLUNIFORM2IVPROC)load("glUniform2iv");

glad\_glUniform3f = (PFNGLUNIFORM3FPROC)load("glUniform3f");

glad\_glUniform3fv = (PFNGLUNIFORM3FVPROC)load("glUniform3fv");

glad\_glUniform3i = (PFNGLUNIFORM3IPROC)load("glUniform3i");

glad\_glUniform3iv = (PFNGLUNIFORM3IVPROC)load("glUniform3iv");

glad\_glUniform4f = (PFNGLUNIFORM4FPROC)load("glUniform4f");

glad\_glUniform4fv = (PFNGLUNIFORM4FVPROC)load("glUniform4fv");

glad\_glUniform4i = (PFNGLUNIFORM4IPROC)load("glUniform4i");

glad\_glUniform4iv = (PFNGLUNIFORM4IVPROC)load("glUniform4iv");

glad\_glUniformMatrix2fv = (PFNGLUNIFORMMATRIX2FVPROC)load("glUniformMatrix2fv");

glad\_glUniformMatrix3fv = (PFNGLUNIFORMMATRIX3FVPROC)load("glUniformMatrix3fv");

glad\_glUniformMatrix4fv = (PFNGLUNIFORMMATRIX4FVPROC)load("glUniformMatrix4fv");

glad\_glUseProgram = (PFNGLUSEPROGRAMPROC)load("glUseProgram");

glad\_glVertexAttrib1f = (PFNGLVERTEXATTRIB1FPROC)load("glVertexAttrib1f");

glad\_glVertexAttrib1fv = (PFNGLVERTEXATTRIB1FVPROC)load("glVertexAttrib1fv");

glad\_glVertexAttrib2f = (PFNGLVERTEXATTRIB2FPROC)load("glVertexAttrib2f");

glad\_glVertexAttrib2fv = (PFNGLVERTEXATTRIB2FVPROC)load("glVertexAttrib2fv");

glad\_glVertexAttrib3f = (PFNGLVERTEXATTRIB3FPROC)load("glVertexAttrib3f");

glad\_glVertexAttrib3fv = (PFNGLVERTEXATTRIB3FVPROC)load("glVertexAttrib3fv");

glad\_glVertexAttrib4f = (PFNGLVERTEXATTRIB4FPROC)load("glVertexAttrib4f");

glad\_glVertexAttrib4fv = (PFNGLVERTEXATTRIB4FVPROC)load("glVertexAttrib4fv");

glad\_glVertexAttribPointer = (PFNGLVERTEXATTRIBPOINTERPROC)load("glVertexAttribPointer");

glad\_glViewport = (PFNGLVIEWPORTPROC)load("glViewport");

}

static int find\_extensionsGLSC2(void) {

if (!get\_exts()) return 0;

(void)&has\_ext;

free\_exts();

return 1;

}

static void find\_coreGLSC2(void) {

/\* Thank you @elmindreda

\* https://github.com/elmindreda/greg/blob/master/templates/greg.c.in#L176

\* https://github.com/glfw/glfw/blob/master/src/context.c#L36

\*/

int i, major, minor;

const char\* version;

const char\* prefixes[] = {

"OpenGL ES-CM ",

"OpenGL ES-CL ",

"OpenGL ES ",

NULL

};

version = (const char\*)glGetString(GL\_VERSION);

if (!version) return;

for (i = 0; prefixes[i]; i++) {

const size\_t length = strlen(prefixes[i]);

if (strncmp(version, prefixes[i], length) == 0) {

version += length;

break;

}

}

/\* PR #18 \*/

#ifdef \_MSC\_VER

sscanf\_s(version, "%d.%d", &major, &minor);

#else

sscanf(version, "%d.%d", &major, &minor);

#endif

GLVersion.major = major; GLVersion.minor = minor;

max\_loaded\_major = major; max\_loaded\_minor = minor;

GLAD\_GL\_SC\_VERSION\_2\_0 = (major == 2 && minor >= 0) || major > 2;

if (GLVersion.major > 2 || (GLVersion.major >= 2 && GLVersion.minor >= 0)) {

max\_loaded\_major = 2;

max\_loaded\_minor = 0;

}

}

int gladLoadGLSC2Loader(GLADloadproc load) {

GLVersion.major = 0; GLVersion.minor = 0;

glGetString = (PFNGLGETSTRINGPROC)load("glGetString");

if (glGetString == NULL) return 0;

if (glGetString(GL\_VERSION) == NULL) return 0;

find\_coreGLSC2();

load\_GL\_SC\_VERSION\_2\_0(load);

if (!find\_extensionsGLSC2()) return 0;

return GLVersion.major != 0 || GLVersion.minor != 0;

}