Computer Graphics Task 1

Chapter 1

Computer Graphics Task 1

1.1 Introduction

This is the introduction.

1.2 Installation

1.2.1 Step 1: Opening the box

etc...

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Chapter 3

File Index

3.1 File List

Here is a list of all files with brief descriptions:

Chapter 4

Class Documentation

4.1 Image Struct Reference

`#include <Image.h>`

Collaboration diagram for Image:

Public Member Functions

- Image (const std::string &a_path)
- Image (int a_width, int a_height, int a_channels)
- int Save (const std::string &a_path)
- int Width () const
- int Height () const
- int Channels () const
- size_t Size () const
- Pixel ∗ Data ()
- Pixel GetPixel (int x, int y)
- void PutPixel (int x, int y, const Pixel &pix)
- ∼Image ()

4.1.1 Constructor & Destructor Documentation

4.1.1.1 Image() [1/2]

```
Image::Image (
            const std::string & a_path )  [explicit]
```

Here is the call graph for this function:

4.1.1.2 Image() **[2/2]**

```
Image::Image (
            int a_width,
            int a_height,
            int a_channels )
```

4.1.1.3 ∼Image()

```
Image::∼Image ( )
```

Here is the call graph for this function:

4.1.2 Member Function Documentation

4.1.2.1 Channels()

```
int Image::Channels ( ) const  [inline]
```

4.1.2.2 Data()

```
Pixel* Image::Data ( )  [inline]
```

Here is the caller graph for this function:

4.1.2.3 GetPixel()

```
Pixel Image::GetPixel (
            int x,
            int y )  [inline]
```

4.1.2.4 Height()

```
int Image::Height ( ) const  [inline]
```

4.1.2.5 PutPixel()

```
void Image::PutPixel (
            int x,
            int y,
            const Pixel & pix )  [inline]
```

Here is the caller graph for this function:

4.1.2.6 Save()

```
int Image::Save (
            const std::string & a_path )
```

Here is the call graph for this function:

4.1.2.7 Size()

```
size_t Image::Size ( ) const  [inline]
```

4.1.2.8 Width()

```
int Image::Width ( ) const  [inline]
```

The documentation for this struct was generated from the following files:

- inc/Image.h
- src/Image.cpp

4.2 InputState Struct Reference

Collaboration diagram for InputState:

Public Attributes

- bool keys [1024] {}
- GLfloat lastX = 400
- GLfloat lastY = 300
- bool firstMouse = true
- bool captureMouse = true
- bool capturedMouseJustNow = false

4.2.1 Member Data Documentation

4.2.1.1 capturedMouseJustNow

```
bool InputState::capturedMouseJustNow = false
```

4.2.1.2 captureMouse

```
bool InputState::captureMouse = true
```

4.2.1.3 firstMouse

```
bool InputState::firstMouse = true
```

4.2.1.4 keys

```
bool InputState::keys[1024] {}
```

4.2.1.5 lastX

```
GLfloat InputState::lastX = 400
```

4.2.1.6 lastY

```
GLfloat InputState::lastY = 300
```

The documentation for this struct was generated from the following file:

- src/main.cpp

4.3 Pixel Struct Reference

```
#include <Image.h>
```

Collaboration diagram for Pixel:

Public Attributes

- uint8_t r
- uint8_t g
- uint8_t b
- uint8_t a

4.3.1 Member Data Documentation

4.3.1.1 a

```
uint8_t Pixel::a
```

4.3.1.2 b

```
uint8_t Pixel::b
```

4.3.1.3 g

```
uint8_t Pixel::g
```

4.3.1.4 r

```
uint8_t Pixel::r
```

The documentation for this struct was generated from the following file:

- inc/Image.h

4.4 Player Struct Reference

```
#include <Player.h>
```

Collaboration diagram for Player:

Public Member Functions

- Player (Point pos={.x=10,.y=10})
- bool Moved () const
- void ProcessInput (MovementDir dir)
- void Draw (Image &screen)

4.4.1 Constructor & Destructor Documentation

4.4.1.1 Player()

```
Player::Player (
          Point pos = {.x = 10, .y = 10} )  [inline], [explicit]
```

4.4.2 Member Function Documentation

4.4.2.1 Draw()

```
void Player::Draw (
            Image & screen )
```

Here is the call graph for this function:

4.4.2.2 Moved()

```
bool Player::Moved ( ) const
```

Here is the caller graph for this function:

4.4.2.3 ProcessInput()

```
void Player::ProcessInput (
            MovementDir dir )
```

Here is the caller graph for this function:

The documentation for this struct was generated from the following files:

- inc/Player.h
- src/Player.cpp

4.5 Point Struct Reference

```
#include <Player.h>
```

Collaboration diagram for Point:

Public Attributes

- int x
- int y

4.5.1 Member Data Documentation

4.5.1.1 x

```
int Point::x
```

4.5.1.2 y

```
int Point::y
```

The documentation for this struct was generated from the following file:

- inc/Player.h

4.6 stbi_io_callbacks Struct Reference

```
#include <stb_image.h>
```

Collaboration diagram for stbi_io_callbacks:

Public Attributes

- int(∗ read)(void ∗user, char ∗data, int size)
- void(∗ skip)(void ∗user, int n)
- int(∗ eof)(void ∗user)

4.6.1 Member Data Documentation

4.6.1.1 eof

```
int(* stbi_io_callbacks::eof) (void *user)
```

4.6.1.2 read

```
int(* stbi_io_callbacks::read) (void *user, char *data, int size)
```

4.6.1.3 skip

```
void(* stbi_io_callbacks::skip) (void *user, int n)
```

The documentation for this struct was generated from the following file:

- inc/stb_image.h

Chapter 5

File Documentation

5.1 inc/common.h File Reference

C-errors handling with exceptions.

```
#include <iostream>
#include <fstream>
#include <string>
#include <glad/glad.h>
```
Include dependency graph for common.h:

This graph shows which files directly or indirectly include this file:

Macros

- #define GL_CHECK_ERRORS ThrowExceptionOnGLError(__LINE__,__FILE__);

Functions

- static void ThrowExceptionOnGLError (int line, const char ∗file)

  Throws error if glerror occured.

5.1.1 Detailed Description

C-errors handling with exceptions.

Here is a bridge function which handles C errors from glad and transforms it into exception.

5.1.2 Macro Definition Documentation

5.1.2.1 GL_CHECK_ERRORS

```
#define GL_CHECK_ERRORS ThrowExceptionOnGLError(__LINE__,__FILE__);
```

5.1.3 Function Documentation

5.1.3.1 ThrowExceptionOnGLError()

```
static void ThrowExceptionOnGLError (
            int line,
            const char * file )  [static]
```

Throws error if glerror occured.

Parameters

line	line number where there the error occured
file	file name where the error occured

5.2 inc/Image.h File Reference

```
#include <string>
```
Include dependency graph for Image.h:

This graph shows which files directly or indirectly include this file:

Classes

- struct Pixel
- struct Image

Variables

- constexpr int tileSize = 16
- constexpr Pixel backgroundColor {0, 0, 0, 0}

5.2.1 Variable Documentation

5.2.1.1 backgroundColor

```
constexpr Pixel backgroundColor {0, 0, 0, 0}  [constexpr]
```

5.2.1.2 tileSize

```
constexpr int tileSize = 16  [constexpr]
```

5.3 inc/Player.h File Reference

```
#include "Image.h"
```
Include dependency graph for Player.h:

This graph shows which files directly or indirectly include this file:

Classes

- struct Point
- struct Player

Enumerations

- enum MovementDir { MovementDir::UP, MovementDir::DOWN, MovementDir::LEFT, MovementDir::RIGHT }

5.3.1 Enumeration Type Documentation

5.3.1.1 MovementDir

```
enum MovementDir  [strong]
```

Enumerator

UP	
DOWN	
LEFT	
RIGHT	

5.4 inc/stb_image.h File Reference

```
#include <stdio.h>
#include <stdlib.h>
```
Include dependency graph for stb_image.h:

This graph shows which files directly or indirectly include this file:

Classes

- struct stbi_io_callbacks

Macros

- #define STBI_VERSION 1
- #define STBIDEF extern

Typedefs

- typedef unsigned char stbi_uc
- typedef unsigned short stbi_us

Enumerations

- enum {
  STBI_default = 0, STBI_grey = 1, STBI_grey_alpha = 2, STBI_rgb = 3,
  STBI_rgb_alpha = 4 }

Functions

- STBIDEF stbi_uc ∗ stbi_load_from_memory (stbi_uc const ∗buffer, int len, int ∗x, int ∗y, int ∗channels_in_file, int desired_channels)
- STBIDEF stbi_uc ∗ stbi_load_from_callbacks (stbi_io_callbacks const ∗clbk, void ∗user, int ∗x, int ∗y, int ∗channels_in_file, int desired_channels)
- STBIDEF stbi_uc ∗ stbi_load (char const ∗filename, int ∗x, int ∗y, int ∗channels_in_file, int desired_channels)
- STBIDEF stbi_uc ∗ stbi_load_from_file (FILE ∗f, int ∗x, int ∗y, int ∗channels_in_file, int desired_channels)
- STBIDEF stbi_uc ∗ stbi_load_gif_from_memory (stbi_uc const ∗buffer, int len, int ∗∗delays, int ∗x, int ∗y, int ∗z, int ∗comp, int req_comp)
- STBIDEF stbi_us ∗ stbi_load_16_from_memory (stbi_uc const ∗buffer, int len, int ∗x, int ∗y, int ∗channels←- _in_file, int desired_channels)
- STBIDEF stbi_us ∗ stbi_load_16_from_callbacks (stbi_io_callbacks const ∗clbk, void ∗user, int ∗x, int ∗y, int ∗channels_in_file, int desired_channels)
- STBIDEF stbi_us ∗ stbi_load_16 (char const ∗filename, int ∗x, int ∗y, int ∗channels_in_file, int desired_←- channels)
- STBIDEF stbi_us ∗ stbi_load_from_file_16 (FILE ∗f, int ∗x, int ∗y, int ∗channels_in_file, int desired_channels)
- STBIDEF float ∗ stbi_loadf_from_memory (stbi_uc const ∗buffer, int len, int ∗x, int ∗y, int ∗channels_in_file, int desired_channels)
- STBIDEF float ∗ stbi_loadf_from_callbacks (stbi_io_callbacks const ∗clbk, void ∗user, int ∗x, int ∗y, int ∗channels_in_file, int desired_channels)
- STBIDEF float ∗ stbi_loadf (char const ∗filename, int ∗x, int ∗y, int ∗channels_in_file, int desired_channels)
- STBIDEF float ∗ stbi_loadf_from_file (FILE ∗f, int ∗x, int ∗y, int ∗channels_in_file, int desired_channels)
- STBIDEF void stbi_hdr_to_ldr_gamma (float gamma)
- STBIDEF void stbi_hdr_to_ldr_scale (float scale)
- STBIDEF void stbi_ldr_to_hdr_gamma (float gamma)
- STBIDEF void stbi_ldr_to_hdr_scale (float scale)
- STBIDEF int stbi_is_hdr_from_callbacks (stbi_io_callbacks const ∗clbk, void ∗user)
- STBIDEF int stbi_is_hdr_from_memory (stbi_uc const ∗buffer, int len)
- STBIDEF int stbi_is_hdr (char const ∗filename)
- STBIDEF int stbi_is_hdr_from_file (FILE ∗f)
- const STBIDEF char ∗ stbi_failure_reason (void)
- STBIDEF void stbi_image_free (void ∗retval_from_stbi_load)
- STBIDEF int stbi_info_from_memory (stbi_uc const ∗buffer, int len, int ∗x, int ∗y, int ∗comp)
- STBIDEF int stbi_info_from_callbacks (stbi_io_callbacks const ∗clbk, void ∗user, int ∗x, int ∗y, int ∗comp)
- STBIDEF int stbi_is_16_bit_from_memory (stbi_uc const ∗buffer, int len)
- STBIDEF int stbi_is_16_bit_from_callbacks (stbi_io_callbacks const ∗clbk, void ∗user)
- STBIDEF int stbi_info (char const ∗filename, int ∗x, int ∗y, int ∗comp)
- STBIDEF int stbi_info_from_file (FILE ∗f, int ∗x, int ∗y, int ∗comp)
- STBIDEF int stbi_is_16_bit (char const ∗filename)
- STBIDEF int stbi_is_16_bit_from_file (FILE ∗f)
- STBIDEF void stbi_set_unpremultiply_on_load (int flag_true_if_should_unpremultiply)
- STBIDEF void stbi_convert_iphone_png_to_rgb (int flag_true_if_should_convert)
- STBIDEF void stbi_set_flip_vertically_on_load (int flag_true_if_should_flip)
- STBIDEF void stbi_set_flip_vertically_on_load_thread (int flag_true_if_should_flip)
- STBIDEF char ∗ stbi_zlib_decode_malloc_guesssize (const char ∗buffer, int len, int initial_size, int ∗outlen)
- STBIDEF char ∗ stbi_zlib_decode_malloc_guesssize_headerflag (const char ∗buffer, int len, int initial_size, int ∗outlen, int parse_header)
- STBIDEF char ∗ stbi_zlib_decode_malloc (const char ∗buffer, int len, int ∗outlen)
- STBIDEF int stbi_zlib_decode_buffer (char ∗obuffer, int olen, const char ∗ibuffer, int ilen)
- STBIDEF char ∗ stbi_zlib_decode_noheader_malloc (const char ∗buffer, int len, int ∗outlen)
- STBIDEF int stbi_zlib_decode_noheader_buffer (char ∗obuffer, int olen, const char ∗ibuffer, int ilen)

5.4.1 Macro Definition Documentation

5.4.1.1 STBI_VERSION

```
#define STBI_VERSION 1
```

5.4.1.2 STBIDEF

```
#define STBIDEF extern
```

5.4.2 Typedef Documentation

5.4.2.1 stbi_uc

```
typedef unsigned char stbi_uc
```

5.4.2.2 stbi_us

```
typedef unsigned short stbi_us
```

5.4.3 Enumeration Type Documentation

5.4.3.1 anonymous enum

```
anonymous enum
```

Enumerator

STBI_default	
STBI_grey	
STBI_grey_alpha	
STBI_rgb	
STBI_rgb_alpha	

5.4.4 Function Documentation

5.4.4.1 stbi_convert_iphone_png_to_rgb()

```
STBIDEF void stbi_convert_iphone_png_to_rgb (
            int flag_true_if_should_convert )
```

5.4.4.2 stbi_failure_reason()

```
const STBIDEF char* stbi_failure_reason (
            void  )
```

5.4.4.3 stbi_hdr_to_ldr_gamma()

```
STBIDEF void stbi_hdr_to_ldr_gamma (
            float gamma )
```

5.4.4.4 stbi_hdr_to_ldr_scale()

```
STBIDEF void stbi_hdr_to_ldr_scale (
            float scale )
```

5.4.4.5 stbi_image_free()

```
STBIDEF void stbi_image_free (
            void * retval_from_stbi_load )
```

Here is the caller graph for this function:

5.4.4.6 stbi_info()

```
STBIDEF int stbi_info (
            char const * filename,
            int * x,
            int * y,
            int * comp )
```

5.4.4.7 stbi_info_from_callbacks()

```
STBIDEF int stbi_info_from_callbacks (
            stbi_io_callbacks const * clbk,
            void * user,
            int * x,
            int * y,
            int * comp )
```

5.4.4.8 stbi_info_from_file()

```
STBIDEF int stbi_info_from_file (
            FILE * f,
            int * x,
            int * y,
            int * comp )
```

5.4.4.9 stbi_info_from_memory()

```
STBIDEF int stbi_info_from_memory (
            stbi_uc const * buffer,
            int len,
            int * x,
            int * y,
            int * comp )
```

5.4.4.10 stbi_is_16_bit()

```
STBIDEF int stbi_is_16_bit (
            char const * filename )
```

5.4.4.11 stbi_is_16_bit_from_callbacks()

```
STBIDEF int stbi_is_16_bit_from_callbacks (
            stbi_io_callbacks const * clbk,
            void * user )
```

5.4.4.12 stbi_is_16_bit_from_file()

```
STBIDEF int stbi_is_16_bit_from_file (
            FILE * f )
```

5.4.4.13 stbi_is_16_bit_from_memory()

```
STBIDEF int stbi_is_16_bit_from_memory (
            stbi_uc const * buffer,
            int len )
```

5.4.4.14 stbi_is_hdr()

```
STBIDEF int stbi_is_hdr (
            char const * filename )
```

5.4.4.15 stbi_is_hdr_from_callbacks()

```
STBIDEF int stbi_is_hdr_from_callbacks (
            stbi_io_callbacks const * clbk,
            void * user )
```

5.4.4.16 stbi_is_hdr_from_file()

```
STBIDEF int stbi_is_hdr_from_file (
            FILE * f )
```

5.4.4.17 stbi_is_hdr_from_memory()

STBIDEF int stbi_is_hdr_from_memory (
            stbi_uc const * *buffer,*
            int *len*)

5.4.4.18 stbi_ldr_to_hdr_gamma()

STBIDEF void stbi_ldr_to_hdr_gamma (
            float *gamma*)

5.4.4.19 stbi_ldr_to_hdr_scale()

STBIDEF void stbi_ldr_to_hdr_scale (
            float *scale*)

5.4.4.20 stbi_load()

STBIDEF stbi_uc* stbi_load (
            char const * *filename,*
            int * *x,*
            int * *y,*
            int * *channels_in_file,*
            int *desired_channels*)

Here is the caller graph for this function:

5.4.4.21 stbi_load_16()

STBIDEF stbi_us* stbi_load_16 (
            char const * *filename,*
            int * *x,*
            int * *y,*
            int * *channels_in_file,*
            int *desired_channels*)

5.4.4.22 stbi_load_16_from_callbacks()

STBIDEF stbi_us* stbi_load_16_from_callbacks (
            stbi_io_callbacks const * *clbk,*
            void * *user,*
            int * *x,*
            int * *y,*
            int * *channels_in_file,*
            int *desired_channels*)

5.4.4.23 stbi_load_16_from_memory()

STBIDEF stbi_us* stbi_load_16_from_memory (
            stbi_uc const * *buffer,*
            int *len,*
            int * *x,*
            int * *y,*
            int * *channels_in_file,*
            int *desired_channels*)

5.4.4.24 stbi_load_from_callbacks()

STBIDEF stbi_uc* stbi_load_from_callbacks (
            stbi_io_callbacks const * *clbk,*
            void * *user,*
            int * *x,*
            int * *y,*
            int * *channels_in_file,*
            int *desired_channels*)

5.4.4.25 stbi_load_from_file()

STBIDEF stbi_uc* stbi_load_from_file (
            FILE * *f,*
            int * *x,*
            int * *y,*
            int * *channels_in_file,*
            int *desired_channels*)

5.4.4.26 stbi_load_from_file_16()

```
STBIDEF stbi_us* stbi_load_from_file_16 (
            FILE * f,
            int * x,
            int * y,
            int * channels_in_file,
            int desired_channels )
```

5.4.4.27 stbi_load_from_memory()

```
STBIDEF stbi_uc* stbi_load_from_memory (
            stbi_uc const * buffer,
            int len,
            int * x,
            int * y,
            int * channels_in_file,
            int desired_channels )
```

5.4.4.28 stbi_load_gif_from_memory()

```
STBIDEF stbi_uc* stbi_load_gif_from_memory (
            stbi_uc const * buffer,
            int len,
            int ** delays,
            int * x,
            int * y,
            int * z,
            int * comp,
            int req_comp )
```

5.4.4.29 stbi_loadf()

```
STBIDEF float* stbi_loadf (
            char const * filename,
            int * x,
            int * y,
            int * channels_in_file,
            int desired_channels )
```

5.4.4.30 stbi_loadf_from_callbacks()

STBIDEF float* stbi_loadf_from_callbacks (
   stbi_io_callbacks const * *clbk,*
   void * *user,*
   int * *x,*
   int * *y,*
   int * *channels_in_file,*
   int *desired_channels*)

5.4.4.31 stbi_loadf_from_file()

STBIDEF float* stbi_loadf_from_file (
   FILE * *f,*
   int * *x,*
   int * *y,*
   int * *channels_in_file,*
   int *desired_channels*)

5.4.4.32 stbi_loadf_from_memory()

STBIDEF float* stbi_loadf_from_memory (
   stbi_uc const * *buffer,*
   int *len,*
   int * *x,*
   int * *y,*
   int * *channels_in_file,*
   int *desired_channels*)

5.4.4.33 stbi_set_flip_vertically_on_load()

STBIDEF void stbi_set_flip_vertically_on_load (
   int *flag_true_if_should_flip*)

5.4.4.34 stbi_set_flip_vertically_on_load_thread()

STBIDEF void stbi_set_flip_vertically_on_load_thread (
   int *flag_true_if_should_flip*)

5.4.4.35 stbi_set_unpremultiply_on_load()

```
STBIDEF void stbi_set_unpremultiply_on_load (
            int flag_true_if_should_unpremultiply )
```

5.4.4.36 stbi_zlib_decode_buffer()

```
STBIDEF int stbi_zlib_decode_buffer (
            char * obuffer,
            int olen,
            const char * ibuffer,
            int ilen )
```

5.4.4.37 stbi_zlib_decode_malloc()

```
STBIDEF char* stbi_zlib_decode_malloc (
            const char * buffer,
            int len,
            int * outlen )
```

5.4.4.38 stbi_zlib_decode_malloc_guesssize()

```
STBIDEF char* stbi_zlib_decode_malloc_guesssize (
            const char * buffer,
            int len,
            int initial_size,
            int * outlen )
```

5.4.4.39 stbi_zlib_decode_malloc_guesssize_headerflag()

```
STBIDEF char* stbi_zlib_decode_malloc_guesssize_headerflag (
            const char * buffer,
            int len,
            int initial_size,
            int * outlen,
            int parse_header )
```

5.4.4.40 stbi_zlib_decode_noheader_buffer()

```
STBIDEF int stbi_zlib_decode_noheader_buffer (
        char * obuffer,
        int olen,
        const char * ibuffer,
        int ilen )
```

5.4.4.41 stbi_zlib_decode_noheader_malloc()

```
STBIDEF char* stbi_zlib_decode_noheader_malloc (
        const char * buffer,
        int len,
        int * outlen )
```

5.5 inc/stb_image_write.h File Reference

```
#include <stdlib.h>
```
Include dependency graph for stb_image_write.h:

This graph shows which files directly or indirectly include this file:

Macros

- #define STBIWDEF extern

Typedefs

- typedef void stbi_write_func(void ∗context, void ∗data, int size)

Functions

- STBIWDEF int stbi_write_png (char const ∗filename, int w, int h, int comp, const void ∗data, int stride_in_↩ bytes)
- STBIWDEF int stbi_write_bmp (char const ∗filename, int w, int h, int comp, const void ∗data)
- STBIWDEF int stbi_write_tga (char const ∗filename, int w, int h, int comp, const void ∗data)
- STBIWDEF int stbi_write_hdr (char const ∗filename, int w, int h, int comp, const float ∗data)
- STBIWDEF int stbi_write_jpg (char const ∗filename, int x, int y, int comp, const void ∗data, int quality)
- STBIWDEF int stbi_write_png_to_func (stbi_write_func ∗func, void ∗context, int w, int h, int comp, const void ∗data, int stride_in_bytes)
- STBIWDEF int stbi_write_bmp_to_func (stbi_write_func ∗func, void ∗context, int w, int h, int comp, const void ∗data)
- STBIWDEF int stbi_write_tga_to_func (stbi_write_func ∗func, void ∗context, int w, int h, int comp, const void ∗data)
- STBIWDEF int stbi_write_hdr_to_func (stbi_write_func ∗func, void ∗context, int w, int h, int comp, const float ∗data)
- STBIWDEF int stbi_write_jpg_to_func (stbi_write_func ∗func, void ∗context, int x, int y, int comp, const void ∗data, int quality)
- STBIWDEF void stbi_flip_vertically_on_write (int flip_boolean)

Variables

- int stbi_write_tga_with_rle
- int stbi_write_png_compression_level
- int stbi_write_force_png_filter

5.5.1 Macro Definition Documentation

5.5.1.1 STBIWDEF

```
#define STBIWDEF extern
```

5.5.2 Typedef Documentation

5.5.2.1 stbi_write_func

```
typedef void stbi_write_func(void *context, void *data, int size)
```

5.5.3 Function Documentation

5.5.3.1 stbi_flip_vertically_on_write()

```
STBIWDEF void stbi_flip_vertically_on_write (
            int flip_boolean )
```

5.5.3.2 stbi_write_bmp()

```
STBIWDEF int stbi_write_bmp (
            char const * filename,
            int w,
            int h,
            int comp,
            const void * data )
```

5.5.3.3 stbi_write_bmp_to_func()

```
STBIWDEF int stbi_write_bmp_to_func (
            stbi_write_func * func,
            void * context,
            int w,
            int h,
            int comp,
            const void * data )
```

5.5.3.4 stbi_write_hdr()

```
STBIWDEF int stbi_write_hdr (
            char const * filename,
            int w,
            int h,
            int comp,
            const float * data )
```

5.5.3.5 stbi_write_hdr_to_func()

```
STBIWDEF int stbi_write_hdr_to_func (
            stbi_write_func * func,
            void * context,
            int w,
            int h,
            int comp,
            const float * data )
```

5.5.3.6 stbi_write_jpg()

```
STBIWDEF int stbi_write_jpg (
            char const * filename,
            int x,
            int y,
            int comp,
            const void * data,
            int quality )
```

Here is the caller graph for this function:

5.5.3.7 stbi_write_jpg_to_func()

```
STBIWDEF int stbi_write_jpg_to_func (
            stbi_write_func * func,
            void * context,
            int x,
            int y,
            int comp,
            const void * data,
            int quality )
```

5.5.3.8 stbi_write_png()

```
STBIWDEF int stbi_write_png (
            char const * filename,
            int w,
            int h,
            int comp,
            const void * data,
            int stride_in_bytes )
```

Here is the caller graph for this function:

5.5.3.9 stbi_write_png_to_func()

```
STBIWDEF int stbi_write_png_to_func (
            stbi_write_func * func,
            void * context,
            int w,
            int h,
            int comp,
            const void * data,
            int stride_in_bytes )
```

5.5.3.10 stbi_write_tga()

```
STBIWDEF int stbi_write_tga (
            char const * filename,
            int w,
            int h,
            int comp,
            const void * data )
```

5.5.3.11 stbi_write_tga_to_func()

```
STBIWDEF int stbi_write_tga_to_func (
            stbi_write_func * func,
            void * context,
            int w,
            int h,
            int comp,
            const void * data )
```

5.5.4 Variable Documentation

5.5.4.1 stbi_write_force_png_filter

```
int stbi_write_force_png_filter
```

5.5.4.2 stbi_write_png_compression_level

```
int stbi_write_png_compression_level
```

5.5.4.3 stbi_write_tga_with_rle

```
int stbi_write_tga_with_rle
```

5.6 src/glad.c File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <glad/glad.h>
#include <dlfcn.h>
```
Include dependency graph for glad.c:

Typedefs

- typedef void *APIENTRYP PFNGLXGETPROCADDRESSPROC_PRIVATE(const char *)

Functions

- static void ∗ get_proc (const char ∗namez)
- static int open_gl (void)
- static void close_gl ()
- int gladLoadGL (void)
- static int get_exts (void)
- static void free_exts (void)
- static int has_ext (const char ∗ext)
- static void load_GL_VERSION_1_0 (GLADloadproc load)
- static void load_GL_VERSION_1_1 (GLADloadproc load)
- static void load_GL_VERSION_1_2 (GLADloadproc load)
- static void load_GL_VERSION_1_3 (GLADloadproc load)
- static void load_GL_VERSION_1_4 (GLADloadproc load)
- static void load_GL_VERSION_1_5 (GLADloadproc load)
- static void load_GL_VERSION_2_0 (GLADloadproc load)
- static void load_GL_VERSION_2_1 (GLADloadproc load)
- static void load_GL_VERSION_3_0 (GLADloadproc load)
- static void load_GL_VERSION_3_1 (GLADloadproc load)
- static void load_GL_VERSION_3_2 (GLADloadproc load)
- static void load_GL_VERSION_3_3 (GLADloadproc load)
- static void load_GL_VERSION_4_0 (GLADloadproc load)
- static void load_GL_VERSION_4_1 (GLADloadproc load)
- static void load_GL_VERSION_4_2 (GLADloadproc load)
- static void load_GL_VERSION_4_3 (GLADloadproc load)
- static void load_GL_VERSION_4_4 (GLADloadproc load)
- static void load_GL_VERSION_4_5 (GLADloadproc load)
- static void load_GL_VERSION_4_6 (GLADloadproc load)
- static int find_extensionsGL (void)
- static void find_coreGL (void)
- int gladLoadGLLoader (GLADloadproc load)

Variables

- static void ∗ libGL
- static PFNGLXGETPROCADDRESSPROC_PRIVATE gladGetProcAddressPtr
- struct gladGLversionStruct GLVersion
- static int max_loaded_major
- static int max_loaded_minor
- static const char ∗ exts = NULL
- static int num_exts_i = 0
- static const char ∗∗ exts_i = NULL
- int GLAD_GL_VERSION_1_0
- int GLAD_GL_VERSION_1_1
- int GLAD_GL_VERSION_1_2
- int GLAD_GL_VERSION_1_3
- int GLAD_GL_VERSION_1_4
- int GLAD_GL_VERSION_1_5
- int GLAD_GL_VERSION_2_0
- int GLAD_GL_VERSION_2_1
- int GLAD_GL_VERSION_3_0
- int GLAD_GL_VERSION_3_1
- int GLAD_GL_VERSION_3_2
- int GLAD_GL_VERSION_3_3

- int GLAD_GL_VERSION_4_0
- int GLAD_GL_VERSION_4_1
- int GLAD_GL_VERSION_4_2
- int GLAD_GL_VERSION_4_3
- int GLAD_GL_VERSION_4_4
- int GLAD_GL_VERSION_4_5
- int GLAD_GL_VERSION_4_6
- PFNGLCOPYTEXIMAGE1DPROC glad_glCopyTexImage1D
- PFNGLTEXTUREPARAMETERFPROC glad_glTextureParameterf
- PFNGLVERTEXATTRIBI3UIPROC glad_glVertexAttribI3ui
- PFNGLVERTEXARRAYELEMENTBUFFERPROC glad_glVertexArrayElementBuffer
- PFNGLWINDOWPOS2SPROC glad_glWindowPos2s
- PFNGLTEXTURESTORAGE3DMULTISAMPLEPROC glad_glTextureStorage3DMultisample
- PFNGLTEXTUREPARAMETERFVPROC glad_glTextureParameterfv
- PFNGLWINDOWPOS2IPROC glad_glWindowPos2i
- PFNGLWINDOWPOS2FPROC glad_glWindowPos2f
- PFNGLWINDOWPOS2DPROC glad_glWindowPos2d
- PFNGLVERTEX2FVPROC glad_glVertex2fv
- PFNGLINDEXIPROC glad_glIndexi
- PFNGLFRAMEBUFFERRENDERBUFFERPROC glad_glFramebufferRenderbuffer
- PFNGLUNIFORMSUBROUTINESUIVPROC glad_glUniformSubroutinesuiv
- PFNGLRECTDVPROC glad_glRectdv
- PFNGLCOMPRESSEDTEXSUBIMAGE3DPROC glad_glCompressedTexSubImage3D
- PFNGLEVALCOORD2DPROC glad_glEvalCoord2d
- PFNGLEVALCOORD2FPROC glad_glEvalCoord2f
- PFNGLGETDOUBLEI_VPROC glad_glGetDoublei_v
- PFNGLINDEXDPROC glad_glIndexd
- PFNGLVERTEXATTRIB1SVPROC glad_glVertexAttrib1sv
- PFNGLINDEXFPROC glad_glIndexf
- PFNGLBINDSAMPLERPROC glad_glBindSampler
- PFNGLLINEWIDTHPROC glad_glLineWidth
- PFNGLCOLORP3UIVPROC glad_glColorP3uiv
- PFNGLGETINTEGERI_VPROC glad_glGetIntegeri_v
- PFNGLGETMAPFVPROC glad_glGetMapfv
- PFNGLINDEXSPROC glad_glIndexs
- PFNGLCOMPILESHADERPROC glad_glCompileShader
- PFNGLGETTRANSFORMFEEDBACKVARYINGPROC glad_glGetTransformFeedbackVarying
- PFNGLWINDOWPOS2IVPROC glad_glWindowPos2iv
- PFNGLDRAWTRANSFORMFEEDBACKSTREAMINSTANCEDPROC glad_glDrawTransformFeedbackStreamInstanced
- PFNGLINDEXFVPROC glad_glIndexfv
- PFNGLGETCOMPRESSEDTEXTUREIMAGEPROC glad_glGetCompressedTextureImage
- PFNGLGETNMAPFVPROC glad_glGetnMapfv
- PFNGLFOGIVPROC glad_glFogiv
- PFNGLSTENCILMASKSEPARATEPROC glad_glStencilMaskSeparate
- PFNGLRASTERPOS2FVPROC glad_glRasterPos2fv
- PFNGLLIGHTMODELIVPROC glad_glLightModeliv
- PFNGLDEPTHRANGEFPROC glad_glDepthRangef
- PFNGLMULTIDRAWELEMENTSINDIRECTCOUNTPROC glad_glMultiDrawElementsIndirectCount
- PFNGLCOLOR4UIPROC glad_glColor4ui
- PFNGLSECONDARYCOLOR3FVPROC glad_glSecondaryColor3fv
- PFNGLMULTITEXCOORDP3UIPROC glad_glMultiTexCoordP3ui
- PFNGLMEMORYBARRIERBYREGIONPROC glad_glMemoryBarrierByRegion
- PFNGLGETNAMEDBUFFERPARAMETERIVPROC glad_glGetNamedBufferParameteriv
- PFNGLFOGFVPROC glad_glFogfv
- PFNGLVERTEXP4UIPROC glad_glVertexP4ui

- PFNGLDRAWELEMENTSINSTANCEDBASEINSTANCEPROC glad_glDrawElementsInstancedBaseInstance
- PFNGLENABLEIPROC glad_glEnablei
- PFNGLPROGRAMUNIFORM3DVPROC glad_glProgramUniform3dv
- PFNGLVERTEX4IVPROC glad_glVertex4iv
- PFNGLEVALCOORD1FVPROC glad_glEvalCoord1fv
- PFNGLWINDOWPOS2SVPROC glad_glWindowPos2sv
- PFNGLVERTEXATTRIBP4UIPROC glad_glVertexAttribP4ui
- PFNGLCREATESHADERPROC glad_glCreateShader
- PFNGLISBUFFERPROC glad_glIsBuffer
- PFNGLGETMULTISAMPLEFVPROC glad_glGetMultisamplefv
- PFNGLPROGRAMUNIFORMMATRIX2DVPROC glad_glProgramUniformMatrix2dv
- PFNGLGENRENDERBUFFERSPROC glad_glGenRenderbuffers
- PFNGLCOPYTEXSUBIMAGE2DPROC glad_glCopyTexSubImage2D
- PFNGLCOMPRESSEDTEXIMAGE2DPROC glad_glCompressedTexImage2D
- PFNGLVERTEXATTRIB1FPROC glad_glVertexAttrib1f
- PFNGLBLENDFUNCSEPARATEPROC glad_glBlendFuncSeparate
- PFNGLVERTEX4FVPROC glad_glVertex4fv
- PFNGLMINSAMPLESHADINGPROC glad_glMinSampleShading
- PFNGLCLEARNAMEDFRAMEBUFFERFIPROC glad_glClearNamedFramebufferfi
- PFNGLGETQUERYBUFFEROBJECTUIVPROC glad_glGetQueryBufferObjectuiv
- PFNGLBINDTEXTUREPROC glad_glBindTexture
- PFNGLVERTEXATTRIB1SPROC glad_glVertexAttrib1s
- PFNGLTEXCOORD2FVPROC glad_glTexCoord2fv
- PFNGLSAMPLEMASKIPROC glad_glSampleMaski
- PFNGLVERTEXP2UIPROC glad_glVertexP2ui
- PFNGLDRAWRANGEELEMENTSBASEVERTEXPROC glad_glDrawRangeElementsBaseVertex
- PFNGLTEXCOORD4FVPROC glad_glTexCoord4fv
- PFNGLUNIFORMMATRIX3X2FVPROC glad_glUniformMatrix3x2fv
- PFNGLDEBUGMESSAGECONTROLPROC glad_glDebugMessageControl
- PFNGLPOINTSIZEPROC glad_glPointSize
- PFNGLBINDTEXTUREUNITPROC glad_glBindTextureUnit
- PFNGLVERTEXATTRIB2DVPROC glad_glVertexAttrib2dv
- PFNGLDELETEPROGRAMPROC glad_glDeleteProgram
- PFNGLCOLOR4BVPROC glad_glColor4bv
- PFNGLRASTERPOS2FPROC glad_glRasterPos2f
- PFNGLRASTERPOS2DPROC glad_glRasterPos2d
- PFNGLLOADIDENTITYPROC glad_glLoadIdentity
- PFNGLRASTERPOS2IPROC glad_glRasterPos2i
- PFNGLMULTIDRAWARRAYSINDIRECTPROC glad_glMultiDrawArraysIndirect
- PFNGLRENDERBUFFERSTORAGEPROC glad_glRenderbufferStorage
- PFNGLUNIFORMMATRIX4X3FVPROC glad_glUniformMatrix4x3fv
- PFNGLCOLOR3BPROC glad_glColor3b
- PFNGLCLEARBUFFERFVPROC glad_glClearBufferfv
- PFNGLEDGEFLAGPROC glad_glEdgeFlag
- PFNGLDELETESAMPLERSPROC glad_glDeleteSamplers
- PFNGLVERTEX3DPROC glad_glVertex3d
- PFNGLVERTEX3FPROC glad_glVertex3f
- PFNGLGETNMAPIVPROC glad_glGetnMapiv
- PFNGLVERTEX3IPROC glad_glVertex3i
- PFNGLCOLOR3IPROC glad_glColor3i
- PFNGLUNIFORM3DPROC glad_glUniform3d
- PFNGLUNIFORM3FPROC glad_glUniform3f
- PFNGLVERTEXATTRIB4UBVPROC glad_glVertexAttrib4ubv
- PFNGLCOLOR3SPROC glad_glColor3s
- PFNGLVERTEX3SPROC glad_glVertex3s

- PFNGLTEXCOORDP2UIPROC glad_glTexCoordP2ui
- PFNGLCOLORMASKIPROC glad_glColorMaski
- PFNGLCLEARBUFFERFIPROC glad_glClearBufferfi
- PFNGLDRAWARRAYSINDIRECTPROC glad_glDrawArraysIndirect
- PFNGLTEXCOORD1IVPROC glad_glTexCoord1iv
- PFNGLBLITFRAMEBUFFERPROC glad_glBlitFramebuffer
- PFNGLPAUSETRANSFORMFEEDBACKPROC glad_glPauseTransformFeedback
- PFNGLMULTITEXCOORDP2UIPROC glad_glMultiTexCoordP2ui
- PFNGLPROGRAMUNIFORMMATRIX3X2DVPROC glad_glProgramUniformMatrix3x2dv
- PFNGLCOPYNAMEDBUFFERSUBDATAPROC glad_glCopyNamedBufferSubData
- PFNGLNAMEDFRAMEBUFFERTEXTUREPROC glad_glNamedFramebufferTexture
- PFNGLPROGRAMUNIFORMMATRIX3X2FVPROC glad_glProgramUniformMatrix3x2fv
- PFNGLGETSAMPLERPARAMETERIIVPROC glad_glGetSamplerParameterIiv
- PFNGLGETFRAGDATAINDEXPROC glad_glGetFragDataIndex
- PFNGLVERTEXATTRIBL4DPROC glad_glVertexAttribL4d
- PFNGLBINDIMAGETEXTUREPROC glad_glBindImageTexture
- PFNGLVERTEXATTRIB3FPROC glad_glVertexAttrib3f
- PFNGLPROGRAMUNIFORMMATRIX4FVPROC glad_glProgramUniformMatrix4fv
- PFNGLVERTEX2IVPROC glad_glVertex2iv
- PFNGLGETQUERYBUFFEROBJECTI64VPROC glad_glGetQueryBufferObjecti64v
- PFNGLCOLOR3SVPROC glad_glColor3sv
- PFNGLGETVERTEXATTRIBDVPROC glad_glGetVertexAttribdv
- PFNGLACTIVESHADERPROGRAMPROC glad_glActiveShaderProgram
- PFNGLUNIFORMMATRIX3X4FVPROC glad_glUniformMatrix3x4fv
- PFNGLUNIFORMMATRIX3DVPROC glad_glUniformMatrix3dv
- PFNGLNORMALPOINTERPROC glad_glNormalPointer
- PFNGLTEXCOORDP3UIVPROC glad_glTexCoordP3uiv
- PFNGLVERTEX4SVPROC glad_glVertex4sv
- PFNGLVERTEXARRAYATTRIBLFORMATPROC glad_glVertexArrayAttribLFormat
- PFNGLINVALIDATEBUFFERSUBDATAPROC glad_glInvalidateBufferSubData
- PFNGLPASSTHROUGHPROC glad_glPassThrough
- PFNGLMULTITEXCOORDP4UIPROC glad_glMultiTexCoordP4ui
- PFNGLFOGIPROC glad_glFogi
- PFNGLBEGINPROC glad_glBegin
- PFNGLEVALCOORD2DVPROC glad_glEvalCoord2dv
- PFNGLCOLOR3UBVPROC glad_glColor3ubv
- PFNGLVERTEXPOINTERPROC glad_glVertexPointer
- PFNGLSECONDARYCOLOR3UIVPROC glad_glSecondaryColor3uiv
- PFNGLDELETEFRAMEBUFFERSPROC glad_glDeleteFramebuffers
- PFNGLDRAWARRAYSPROC glad_glDrawArrays
- PFNGLUNIFORM1UIPROC glad_glUniform1ui
- PFNGLGETTRANSFORMFEEDBACKIVPROC glad_glGetTransformFeedbackiv
- PFNGLMULTITEXCOORD1DPROC glad_glMultiTexCoord1d
- PFNGLMULTITEXCOORD1FPROC glad_glMultiTexCoord1f
- PFNGLPROGRAMPARAMETERIPROC glad_glProgramParameteri
- PFNGLLIGHTFVPROC glad_glLightfv
- PFNGLTEXCOORDP3UIPROC glad_glTexCoordP3ui
- PFNGLVERTEXATTRIB3DPROC glad_glVertexAttrib3d
- PFNGLCLEARPROC glad_glClear
- PFNGLMULTITEXCOORD1IPROC glad_glMultiTexCoord1i
- PFNGLGETACTIVEUNIFORMNAMEPROC glad_glGetActiveUniformName
- PFNGLMEMORYBARRIERPROC glad_glMemoryBarrier
- PFNGLGETGRAPHICSRESETSTATUSPROC glad_glGetGraphicsResetStatus
- PFNGLMULTITEXCOORD1SPROC glad_glMultiTexCoord1s
- PFNGLISENABLEDPROC glad_glIsEnabled

- PFNGLSTENCILOPPROC glad_glStencilOp
- PFNGLGETQUERYOBJECTUIVPROC glad_glGetQueryObjectuiv
- PFNGLFRAMEBUFFERTEXTURE2DPROC glad_glFramebufferTexture2D
- PFNGLGETFRAMEBUFFERATTACHMENTPARAMETERIVPROC glad_glGetFramebufferAttachmentParameteriv
- PFNGLTRANSLATEFPROC glad_glTranslatef
- PFNGLVERTEXATTRIB4NUBPROC glad_glVertexAttrib4Nub
- PFNGLTRANSLATEDPROC glad_glTranslated
- PFNGLTEXCOORD3SVPROC glad_glTexCoord3sv
- PFNGLGETFRAGDATALOCATIONPROC glad_glGetFragDataLocation
- PFNGLGETTEXTUREPARAMETERIIVPROC glad_glGetTextureParameterIiv
- PFNGLTEXIMAGE1DPROC glad_glTexImage1D
- PFNGLCOPYTEXTURESUBIMAGE3DPROC glad_glCopyTextureSubImage3D
- PFNGLVERTEXP3UIVPROC glad_glVertexP3uiv
- PFNGLTEXPARAMETERIVPROC glad_glTexParameteriv
- PFNGLVERTEXARRAYATTRIBIFORMATPROC glad_glVertexArrayAttribIFormat
- PFNGLSECONDARYCOLOR3BVPROC glad_glSecondaryColor3bv
- PFNGLGETMATERIALFVPROC glad_glGetMaterialfv
- PFNGLGETTEXIMAGEPROC glad_glGetTexImage
- PFNGLFOGCOORDFVPROC glad_glFogCoordfv
- PFNGLPIXELMAPUIVPROC glad_glPixelMapuiv
- PFNGLGETSHADERINFOLOGPROC glad_glGetShaderInfoLog
- PFNGLGETQUERYOBJECTI64VPROC glad_glGetQueryObjecti64v
- PFNGLGENFRAMEBUFFERSPROC glad_glGenFramebuffers
- PFNGLCREATETEXTURESPROC glad_glCreateTextures
- PFNGLTRANSFORMFEEDBACKBUFFERBASEPROC glad_glTransformFeedbackBufferBase
- PFNGLINDEXSVPROC glad_glIndexsv
- PFNGLCLEARTEXSUBIMAGEPROC glad_glClearTexSubImage
- PFNGLPROGRAMUNIFORMMATRIX3X4DVPROC glad_glProgramUniformMatrix3x4dv
- PFNGLGETATTACHEDSHADERSPROC glad_glGetAttachedShaders
- PFNGLISRENDERBUFFERPROC glad_glIsRenderbuffer
- PFNGLVERTEX3IVPROC glad_glVertex3iv
- PFNGLBITMAPPROC glad_glBitmap
- PFNGLGETDEBUGMESSAGELOGPROC glad_glGetDebugMessageLog
- PFNGLPROGRAMUNIFORM1UIVPROC glad_glProgramUniform1uiv
- PFNGLMATERIALIPROC glad_glMateriali
- PFNGLISVERTEXARRAYPROC glad_glIsVertexArray
- PFNGLDISABLEVERTEXATTRIBARRAYPROC glad_glDisableVertexAttribArray
- PFNGLPROGRAMUNIFORM2IVPROC glad_glProgramUniform2iv
- PFNGLGETQUERYIVPROC glad_glGetQueryiv
- PFNGLTEXCOORD4FPROC glad_glTexCoord4f
- PFNGLBLITNAMEDFRAMEBUFFERPROC glad_glBlitNamedFramebuffer
- PFNGLTEXCOORD4DPROC glad_glTexCoord4d
- PFNGLCREATEQUERIESPROC glad_glCreateQueries
- PFNGLGETSAMPLERPARAMETERFVPROC glad_glGetSamplerParameterfv
- PFNGLTEXCOORD4IPROC glad_glTexCoord4i
- PFNGLSHADERSTORAGEBLOCKBINDINGPROC glad_glShaderStorageBlockBinding
- PFNGLMATERIALFPROC glad_glMaterialf
- PFNGLTEXCOORD4SPROC glad_glTexCoord4s
- PFNGLPROGRAMUNIFORMMATRIX4X2DVPROC glad_glProgramUniformMatrix4x2dv
- PFNGLGETUNIFORMINDICESPROC glad_glGetUniformIndices
- PFNGLISSHADERPROC glad_glIsShader
- PFNGLMULTITEXCOORD2SPROC glad_glMultiTexCoord2s
- PFNGLVERTEXATTRIBI4UBVPROC glad_glVertexAttribI4ubv
- PFNGLVERTEX3DVPROC glad_glVertex3dv
- PFNGLGETINTEGER64VPROC glad_glGetInteger64v

- PFNGLPOINTPARAMETERIVPROC glad_glPointParameteriv
- PFNGLGETNMINMAXPROC glad_glGetnMinmax
- PFNGLENABLEPROC glad_glEnable
- PFNGLGETACTIVEUNIFORMSIVPROC glad_glGetActiveUniformsiv
- PFNGLCOLOR4FVPROC glad_glColor4fv
- PFNGLTEXCOORD1FVPROC glad_glTexCoord1fv
- PFNGLVERTEXARRAYATTRIBBINDINGPROC glad_glVertexArrayAttribBinding
- PFNGLTEXTURESTORAGE1DPROC glad_glTextureStorage1D
- PFNGLPOPDEBUGGROUPPROC glad_glPopDebugGroup
- PFNGLBLENDEQUATIONIPROC glad_glBlendEquationi
- PFNGLTEXCOORD2SVPROC glad_glTexCoord2sv
- PFNGLVERTEXATTRIB4DVPROC glad_glVertexAttrib4dv
- PFNGLMULTITEXCOORD1DVPROC glad_glMultiTexCoord1dv
- PFNGLGETPROGRAMINTERFACEIVPROC glad_glGetProgramInterfaceiv
- PFNGLMULTITEXCOORD2IPROC glad_glMultiTexCoord2i
- PFNGLTEXCOORD3FVPROC glad_glTexCoord3fv
- PFNGLSECONDARYCOLOR3USVPROC glad_glSecondaryColor3usv
- PFNGLTEXGENFPROC glad_glTexGenf
- PFNGLMAPNAMEDBUFFERPROC glad_glMapNamedBuffer
- PFNGLMULTITEXCOORDP3UIVPROC glad_glMultiTexCoordP3uiv
- PFNGLVERTEXATTRIBP3UIPROC glad_glVertexAttribP3ui
- PFNGLVERTEXATTRIBL1DVPROC glad_glVertexAttribL1dv
- PFNGLTEXTUREBUFFERRANGEPROC glad_glTextureBufferRange
- PFNGLGETNUNIFORMDVPROC glad_glGetnUniformdv
- PFNGLMULTITEXCOORDP1UIPROC glad_glMultiTexCoordP1ui
- PFNGLPROGRAMUNIFORM3UIPROC glad_glProgramUniform3ui
- PFNGLTRANSFORMFEEDBACKBUFFERRANGEPROC glad_glTransformFeedbackBufferRange
- PFNGLGETPOINTERVPROC glad_glGetPointerv
- PFNGLVERTEXBINDINGDIVISORPROC glad_glVertexBindingDivisor
- PFNGLPOLYGONOFFSETPROC glad_glPolygonOffset
- PFNGLGETUNIFORMUIVPROC glad_glGetUniformuiv
- PFNGLNORMAL3FVPROC glad_glNormal3fv
- PFNGLSECONDARYCOLOR3SPROC glad_glSecondaryColor3s
- PFNGLNAMEDFRAMEBUFFERDRAWBUFFERSPROC glad_glNamedFramebufferDrawBuffers
- PFNGLDEPTHRANGEPROC glad_glDepthRange
- PFNGLFRUSTUMPROC glad_glFrustum
- PFNGLMULTITEXCOORD4SVPROC glad_glMultiTexCoord4sv
- PFNGLVERTEXARRAYBINDINGDIVISORPROC glad_glVertexArrayBindingDivisor
- PFNGLDRAWBUFFERPROC glad_glDrawBuffer
- PFNGLPUSHMATRIXPROC glad_glPushMatrix
- PFNGLGETNPIXELMAPUSVPROC glad_glGetnPixelMapusv
- PFNGLRASTERPOS3FVPROC glad_glRasterPos3fv
- PFNGLORTHOPROC glad_glOrtho
- PFNGLDRAWELEMENTSINSTANCEDPROC glad_glDrawElementsInstanced
- PFNGLWINDOWPOS3SVPROC glad_glWindowPos3sv
- PFNGLVERTEXATTRIBL4DVPROC glad_glVertexAttribL4dv
- PFNGLPROGRAMUNIFORM1IPROC glad_glProgramUniform1i
- PFNGLUNIFORM2DVPROC glad_glUniform2dv
- PFNGLPROGRAMUNIFORM1DPROC glad_glProgramUniform1d
- PFNGLPROGRAMUNIFORM1FPROC glad_glProgramUniform1f
- PFNGLCLEARINDEXPROC glad_glClearIndex
- PFNGLMAP1DPROC glad_glMap1d
- PFNGLMAP1FPROC glad_glMap1f
- PFNGLFLUSHPROC glad_glFlush
- PFNGLGETRENDERBUFFERPARAMETERIVPROC glad_glGetRenderbufferParameteriv

- PFNGLBEGINQUERYINDEXEDPROC glad_glBeginQueryIndexed
- PFNGLPROGRAMUNIFORM3IVPROC glad_glProgramUniform3iv
- PFNGLINDEXIVPROC glad_glIndexiv
- PFNGLNAMEDRENDERBUFFERSTORAGEPROC glad_glNamedRenderbufferStorage
- PFNGLRASTERPOS3SVPROC glad_glRasterPos3sv
- PFNGLGETVERTEXATTRIBPOINTERVPROC glad_glGetVertexAttribPointerv
- PFNGLPIXELZOOMPROC glad_glPixelZoom
- PFNGLPOLYGONOFFSETCLAMPPROC glad_glPolygonOffsetClamp
- PFNGLFENCESYNCPROC glad_glFenceSync
- PFNGLDELETEVERTEXARRAYSPROC glad_glDeleteVertexArrays
- PFNGLCOLORP3UIPROC glad_glColorP3ui
- PFNGLDRAWELEMENTSINSTANCEDBASEVERTEXBASEINSTANCEPROC glad_glDrawElementsInstancedBaseVertexBas
- PFNGLTEXTURESTORAGE2DMULTISAMPLEPROC glad_glTextureStorage2DMultisample
- PFNGLVERTEXATTRIB3SVPROC glad_glVertexAttrib3sv
- PFNGLBEGINCONDITIONALRENDERPROC glad_glBeginConditionalRender
- PFNGLPUSHDEBUGGROUPPROC glad_glPushDebugGroup
- PFNGLGETSHADERPRECISIONFORMATPROC glad_glGetShaderPrecisionFormat
- PFNGLVALIDATEPROGRAMPIPELINEPROC glad_glValidateProgramPipeline
- PFNGLDRAWELEMENTSBASEVERTEXPROC glad_glDrawElementsBaseVertex
- PFNGLGETTEXLEVELPARAMETERIVPROC glad_glGetTexLevelParameteriv
- PFNGLLIGHTIPROC glad_glLighti
- PFNGLMULTITEXCOORDP4UIVPROC glad_glMultiTexCoordP4uiv
- PFNGLVERTEXARRAYVERTEXBUFFERPROC glad_glVertexArrayVertexBuffer
- PFNGLLIGHTFPROC glad_glLightf
- PFNGLBINDVERTEXBUFFERSPROC glad_glBindVertexBuffers
- PFNGLGETATTRIBLOCATIONPROC glad_glGetAttribLocation
- PFNGLTEXSTORAGE3DMULTISAMPLEPROC glad_glTexStorage3DMultisample
- PFNGLSTENCILFUNCSEPARATEPROC glad_glStencilFuncSeparate
- PFNGLDISABLEVERTEXARRAYATTRIBPROC glad_glDisableVertexArrayAttrib
- PFNGLGENSAMPLERSPROC glad_glGenSamplers
- PFNGLCLAMPCOLORPROC glad_glClampColor
- PFNGLUNIFORM4IVPROC glad_glUniform4iv
- PFNGLCLEARSTENCILPROC glad_glClearStencil
- PFNGLTEXCOORDP1UIVPROC glad_glTexCoordP1uiv
- PFNGLGETNAMEDRENDERBUFFERPARAMETERIVPROC glad_glGetNamedRenderbufferParameteriv
- PFNGLDRAWTRANSFORMFEEDBACKINSTANCEDPROC glad_glDrawTransformFeedbackInstanced
- PFNGLSPECIALIZESHADERPROC glad_glSpecializeShader
- PFNGLMULTITEXCOORD3FVPROC glad_glMultiTexCoord3fv
- PFNGLGETPIXELMAPUIVPROC glad_glGetPixelMapuiv
- PFNGLGENTEXTURESPROC glad_glGenTextures
- PFNGLTEXCOORD4IVPROC glad_glTexCoord4iv
- PFNGLDRAWTRANSFORMFEEDBACKPROC glad_glDrawTransformFeedback
- PFNGLUNIFORM1DVPROC glad_glUniform1dv
- PFNGLGETTEXPARAMETERIUIVPROC glad_glGetTexParameterIuiv
- PFNGLGETTRANSFORMFEEDBACKI_VPROC glad_glGetTransformFeedbacki_v
- PFNGLINDEXPOINTERPROC glad_glIndexPointer
- PFNGLGETNPOLYGONSTIPPLEPROC glad_glGetnPolygonStipple
- PFNGLVERTEXATTRIB4NBVPROC glad_glVertexAttrib4Nbv
- PFNGLCLEARNAMEDFRAMEBUFFERUIVPROC glad_glClearNamedFramebufferuiv
- PFNGLGETVERTEXARRAYINDEXEDIVPROC glad_glGetVertexArrayIndexediv
- PFNGLISSYNCPROC glad_glIsSync
- PFNGLVERTEX2FPROC glad_glVertex2f
- PFNGLVERTEX2DPROC glad_glVertex2d
- PFNGLDELETERENDERBUFFERSPROC glad_glDeleteRenderbuffers
- PFNGLUNIFORM2IPROC glad_glUniform2i

- PFNGLMAPGRID2DPROC glad_glMapGrid2d
- PFNGLMAPGRID2FPROC glad_glMapGrid2f
- PFNGLTEXCOORDP4UIPROC glad_glTexCoordP4ui
- PFNGLVERTEX2IPROC glad_glVertex2i
- PFNGLVERTEXATTRIBPOINTERPROC glad_glVertexAttribPointer
- PFNGLPROGRAMUNIFORM1UIPROC glad_glProgramUniform1ui
- PFNGLFRAMEBUFFERTEXTURELAYERPROC glad_glFramebufferTextureLayer
- PFNGLVERTEX2SPROC glad_glVertex2s
- PFNGLGETOBJECTPTRLABELPROC glad_glGetObjectPtrLabel
- PFNGLTEXTUREPARAMETERIPROC glad_glTextureParameteri
- PFNGLNORMAL3BVPROC glad_glNormal3bv
- PFNGLVERTEXATTRIB4NUIVPROC glad_glVertexAttrib4Nuiv
- PFNGLFLUSHMAPPEDBUFFERRANGEPROC glad_glFlushMappedBufferRange
- PFNGLPROGRAMUNIFORM2FVPROC glad_glProgramUniform2fv
- PFNGLUNIFORMMATRIX2X3DVPROC glad_glUniformMatrix2x3dv
- PFNGLPROGRAMUNIFORMMATRIX4DVPROC glad_glProgramUniformMatrix4dv
- PFNGLSECONDARYCOLOR3SVPROC glad_glSecondaryColor3sv
- PFNGLPROGRAMUNIFORMMATRIX2X4DVPROC glad_glProgramUniformMatrix2x4dv
- PFNGLDISPATCHCOMPUTEPROC glad_glDispatchCompute
- PFNGLVERTEX3SVPROC glad_glVertex3sv
- PFNGLGENQUERIESPROC glad_glGenQueries
- PFNGLGETPIXELMAPFVPROC glad_glGetPixelMapfv
- PFNGLTEXENVFPROC glad_glTexEnvf
- PFNGLVERTEXATTRIBP1UIPROC glad_glVertexAttribP1ui
- PFNGLTEXSUBIMAGE3DPROC glad_glTexSubImage3D
- PFNGLGETINTEGER64I_VPROC glad_glGetInteger64i_v
- PFNGLFOGCOORDDPROC glad_glFogCoordd
- PFNGLFOGCOORDFPROC glad_glFogCoordf
- PFNGLCOPYTEXIMAGE2DPROC glad_glCopyTexImage2D
- PFNGLTEXENVIPROC glad_glTexEnvi
- PFNGLMULTITEXCOORD1IVPROC glad_glMultiTexCoord1iv
- PFNGLISENABLEDIPROC glad_glIsEnabledi
- PFNGLBINDBUFFERSRANGEPROC glad_glBindBuffersRange
- PFNGLSECONDARYCOLORP3UIPROC glad_glSecondaryColorP3ui
- PFNGLVERTEXATTRIBI2IPROC glad_glVertexAttribI2i
- PFNGLBINDFRAGDATALOCATIONINDEXEDPROC glad_glBindFragDataLocationIndexed
- PFNGLCOPYIMAGESUBDATAPROC glad_glCopyImageSubData
- PFNGLMULTITEXCOORD2DVPROC glad_glMultiTexCoord2dv
- PFNGLUNIFORM2IVPROC glad_glUniform2iv
- PFNGLVERTEXATTRIB1FVPROC glad_glVertexAttrib1fv
- PFNGLGETINTERNALFORMATIVPROC glad_glGetInternalformativ
- PFNGLUNIFORM4UIVPROC glad_glUniform4uiv
- PFNGLMATRIXMODEPROC glad_glMatrixMode
- PFNGLGETTEXTUREIMAGEPROC glad_glGetTextureImage
- PFNGLFEEDBACKBUFFERPROC glad_glFeedbackBuffer
- PFNGLPROGRAMUNIFORM2DVPROC glad_glProgramUniform2dv
- PFNGLENDQUERYINDEXEDPROC glad_glEndQueryIndexed
- PFNGLGETMAPIVPROC glad_glGetMapiv
- PFNGLTEXTURESUBIMAGE3DPROC glad_glTextureSubImage3D
- PFNGLFRAMEBUFFERTEXTURE1DPROC glad_glFramebufferTexture1D
- PFNGLUNIFORM4DPROC glad_glUniform4d
- PFNGLGETSHADERIVPROC glad_glGetShaderiv
- PFNGLMULTITEXCOORD2DPROC glad_glMultiTexCoord2d
- PFNGLMULTITEXCOORD2FPROC glad_glMultiTexCoord2f
- PFNGLPROGRAMUNIFORMMATRIX3FVPROC glad_glProgramUniformMatrix3fv

- PFNGLOBJECTPTRLABELPROC glad_glObjectPtrLabel
- PFNGLINVALIDATEFRAMEBUFFERPROC glad_glInvalidateFramebuffer
- PFNGLBINDTEXTURESPROC glad_glBindTextures
- PFNGLBINDFRAGDATALOCATIONPROC glad_glBindFragDataLocation
- PFNGLNAMEDBUFFERSTORAGEPROC glad_glNamedBufferStorage
- PFNGLSCISSORARRAYVPROC glad_glScissorArrayv
- PFNGLPRIORITIZETEXTURESPROC glad_glPrioritizeTextures
- PFNGLCALLLISTPROC glad_glCallList
- PFNGLPATCHPARAMETERFVPROC glad_glPatchParameterfv
- PFNGLSECONDARYCOLOR3UBVPROC glad_glSecondaryColor3ubv
- PFNGLGETDOUBLEVPROC glad_glGetDoublev
- PFNGLMULTITEXCOORD3IVPROC glad_glMultiTexCoord3iv
- PFNGLVERTEXATTRIB1DPROC glad_glVertexAttrib1d
- PFNGLUNIFORM4DVPROC glad_glUniform4dv
- PFNGLLIGHTMODELFPROC glad_glLightModelf
- PFNGLGETUNIFORMIVPROC glad_glGetUniformiv
- PFNGLINVALIDATEBUFFERDATAPROC glad_glInvalidateBufferData
- PFNGLVERTEX2SVPROC glad_glVertex2sv
- PFNGLVERTEXARRAYVERTEXBUFFERSPROC glad_glVertexArrayVertexBuffers
- PFNGLCOMPRESSEDTEXTURESUBIMAGE1DPROC glad_glCompressedTextureSubImage1D
- PFNGLLIGHTMODELIPROC glad_glLightModeli
- PFNGLWINDOWPOS3IVPROC glad_glWindowPos3iv
- PFNGLMULTITEXCOORDP1UIVPROC glad_glMultiTexCoordP1uiv
- PFNGLUNIFORM3FVPROC glad_glUniform3fv
- PFNGLPIXELSTOREIPROC glad_glPixelStorei
- PFNGLGETPROGRAMPIPELINEINFOLOGPROC glad_glGetProgramPipelineInfoLog
- PFNGLCALLLISTSPROC glad_glCallLists
- PFNGLPROGRAMUNIFORMMATRIX3X4FVPROC glad_glProgramUniformMatrix3x4fv
- PFNGLINVALIDATESUBFRAMEBUFFERPROC glad_glInvalidateSubFramebuffer
- PFNGLMAPBUFFERPROC glad_glMapBuffer
- PFNGLSECONDARYCOLOR3DPROC glad_glSecondaryColor3d
- PFNGLTEXCOORD3IPROC glad_glTexCoord3i
- PFNGLMULTITEXCOORD4FVPROC glad_glMultiTexCoord4fv
- PFNGLRASTERPOS3IPROC glad_glRasterPos3i
- PFNGLSECONDARYCOLOR3BPROC glad_glSecondaryColor3b
- PFNGLRASTERPOS3DPROC glad_glRasterPos3d
- PFNGLRASTERPOS3FPROC glad_glRasterPos3f
- PFNGLCOMPRESSEDTEXIMAGE3DPROC glad_glCompressedTexImage3D
- PFNGLTEXCOORD3FPROC glad_glTexCoord3f
- PFNGLDELETESYNCPROC glad_glDeleteSync
- PFNGLTEXCOORD3DPROC glad_glTexCoord3d
- PFNGLGETTRANSFORMFEEDBACKI64_VPROC glad_glGetTransformFeedbacki64_v
- PFNGLUNIFORMMATRIX4DVPROC glad_glUniformMatrix4dv
- PFNGLTEXIMAGE2DMULTISAMPLEPROC glad_glTexImage2DMultisample
- PFNGLGETVERTEXATTRIBIVPROC glad_glGetVertexAttribiv
- PFNGLUNIFORMMATRIX4X2DVPROC glad_glUniformMatrix4x2dv
- PFNGLMULTIDRAWELEMENTSPROC glad_glMultiDrawElements
- PFNGLVERTEXATTRIB3FVPROC glad_glVertexAttrib3fv
- PFNGLTEXCOORD3SPROC glad_glTexCoord3s
- PFNGLUNIFORM3IVPROC glad_glUniform3iv
- PFNGLRASTERPOS3SPROC glad_glRasterPos3s
- PFNGLPOLYGONMODEPROC glad_glPolygonMode
- PFNGLDRAWBUFFERSPROC glad_glDrawBuffers
- PFNGLGETNHISTOGRAMPROC glad_glGetnHistogram
- PFNGLGETACTIVEUNIFORMBLOCKIVPROC glad_glGetActiveUniformBlockiv

- PFNGLARETEXTURESRESIDENTPROC glad_glAreTexturesResident
- PFNGLPROGRAMUNIFORM2DPROC glad_glProgramUniform2d
- PFNGLPROGRAMUNIFORMMATRIX4X3DVPROC glad_glProgramUniformMatrix4x3dv
- PFNGLISLISTPROC glad_glIsList
- PFNGLPROGRAMUNIFORM4IVPROC glad_glProgramUniform4iv
- PFNGLRASTERPOS2SVPROC glad_glRasterPos2sv
- PFNGLRASTERPOS4SVPROC glad_glRasterPos4sv
- PFNGLCOLOR4SPROC glad_glColor4s
- PFNGLGETPROGRAMBINARYPROC glad_glGetProgramBinary
- PFNGLUSEPROGRAMPROC glad_glUseProgram
- PFNGLLINESTIPPLEPROC glad_glLineStipple
- PFNGLMULTITEXCOORD1SVPROC glad_glMultiTexCoord1sv
- PFNGLGETPROGRAMINFOLOGPROC glad_glGetProgramInfoLog
- PFNGLCLEARTEXIMAGEPROC glad_glClearTexImage
- PFNGLGETBUFFERPARAMETERIVPROC glad_glGetBufferParameteriv
- PFNGLMULTITEXCOORD2IVPROC glad_glMultiTexCoord2iv
- PFNGLUNIFORMMATRIX2X4FVPROC glad_glUniformMatrix2x4fv
- PFNGLBINDVERTEXARRAYPROC glad_glBindVertexArray
- PFNGLCOLOR4BPROC glad_glColor4b
- PFNGLSECONDARYCOLOR3FPROC glad_glSecondaryColor3f
- PFNGLCOLOR4FPROC glad_glColor4f
- PFNGLCOLOR4DPROC glad_glColor4d
- PFNGLCOLOR4IPROC glad_glColor4i
- PFNGLSAMPLERPARAMETERIIVPROC glad_glSamplerParameterIiv
- PFNGLMULTIDRAWELEMENTSBASEVERTEXPROC glad_glMultiDrawElementsBaseVertex
- PFNGLVERTEXATTRIBLFORMATPROC glad_glVertexAttribLFormat
- PFNGLRASTERPOS3IVPROC glad_glRasterPos3iv
- PFNGLTEXTURESTORAGE2DPROC glad_glTextureStorage2D
- PFNGLGENERATETEXTUREMIPMAPPROC glad_glGenerateTextureMipmap
- PFNGLVERTEX2DVPROC glad_glVertex2dv
- PFNGLTEXCOORD4SVPROC glad_glTexCoord4sv
- PFNGLUNIFORM2UIVPROC glad_glUniform2uiv
- PFNGLCOMPRESSEDTEXSUBIMAGE1DPROC glad_glCompressedTexSubImage1D
- PFNGLFINISHPROC glad_glFinish
- PFNGLDEPTHRANGEINDEXEDPROC glad_glDepthRangeIndexed
- PFNGLGETBOOLEANVPROC glad_glGetBooleanv
- PFNGLDELETESHADERPROC glad_glDeleteShader
- PFNGLDRAWELEMENTSPROC glad_glDrawElements
- PFNGLGETINTERNALFORMATI64VPROC glad_glGetInternalformati64v
- PFNGLRASTERPOS2SPROC glad_glRasterPos2s
- PFNGLCOPYTEXTURESUBIMAGE1DPROC glad_glCopyTextureSubImage1D
- PFNGLGETMAPDVPROC glad_glGetMapdv
- PFNGLVERTEXATTRIB4NSVPROC glad_glVertexAttrib4Nsv
- PFNGLMATERIALFVPROC glad_glMaterialfv
- PFNGLTEXTUREPARAMETERIUIVPROC glad_glTextureParameterIuiv
- PFNGLVIEWPORTPROC glad_glViewport
- PFNGLUNIFORM1UIVPROC glad_glUniform1uiv
- PFNGLTRANSFORMFEEDBACKVARYINGSPROC glad_glTransformFeedbackVaryings
- PFNGLINDEXDVPROC glad_glIndexdv
- PFNGLCOPYTEXSUBIMAGE3DPROC glad_glCopyTexSubImage3D
- PFNGLTEXCOORD3IVPROC glad_glTexCoord3iv
- PFNGLDEBUGMESSAGECALLBACKPROC glad_glDebugMessageCallback
- PFNGLVERTEXATTRIBI3IPROC glad_glVertexAttribI3i
- PFNGLINVALIDATETEXIMAGEPROC glad_glInvalidateTexImage
- PFNGLVERTEXATTRIBFORMATPROC glad_glVertexAttribFormat

- PFNGLCLEARDEPTHPROC glad_glClearDepth
- PFNGLVERTEXATTRIBI4USVPROC glad_glVertexAttribI4usv
- PFNGLTEXPARAMETERFPROC glad_glTexParameterf
- PFNGLVERTEXATTRIBBINDINGPROC glad_glVertexAttribBinding
- PFNGLTEXPARAMETERIPROC glad_glTexParameteri
- PFNGLGETACTIVESUBROUTINEUNIFORMIVPROC glad_glGetActiveSubroutineUniformiv
- PFNGLGETSHADERSOURCEPROC glad_glGetShaderSource
- PFNGLCREATETRANSFORMFEEDBACKSPROC glad_glCreateTransformFeedbacks
- PFNGLGETNTEXIMAGEPROC glad_glGetnTexImage
- PFNGLTEXBUFFERPROC glad_glTexBuffer
- PFNGLPOPNAMEPROC glad_glPopName
- PFNGLVALIDATEPROGRAMPROC glad_glValidateProgram
- PFNGLPIXELSTOREFPROC glad_glPixelStoref
- PFNGLUNIFORM3UIVPROC glad_glUniform3uiv
- PFNGLVIEWPORTINDEXEDFPROC glad_glViewportIndexedf
- PFNGLRASTERPOS4FVPROC glad_glRasterPos4fv
- PFNGLEVALCOORD1DVPROC glad_glEvalCoord1dv
- PFNGLMULTITEXCOORDP2UIVPROC glad_glMultiTexCoordP2uiv
- PFNGLGENPROGRAMPIPELINESPROC glad_glGenProgramPipelines
- PFNGLRECTIPROC glad_glRecti
- PFNGLCOLOR4UBPROC glad_glColor4ub
- PFNGLMULTTRANSPOSEMATRIXFPROC glad_glMultTransposeMatrixf
- PFNGLRECTFPROC glad_glRectf
- PFNGLRECTDPROC glad_glRectd
- PFNGLNORMAL3SVPROC glad_glNormal3sv
- PFNGLNEWLISTPROC glad_glNewList
- PFNGLPROGRAMUNIFORMMATRIX2X3DVPROC glad_glProgramUniformMatrix2x3dv
- PFNGLCOLOR4USPROC glad_glColor4us
- PFNGLVERTEXATTRIBP1UIVPROC glad_glVertexAttribP1uiv
- PFNGLLINKPROGRAMPROC glad_glLinkProgram
- PFNGLHINTPROC glad_glHint
- PFNGLRECTSPROC glad_glRects
- PFNGLTEXCOORD2DVPROC glad_glTexCoord2dv
- PFNGLRASTERPOS4IVPROC glad_glRasterPos4iv
- PFNGLGETOBJECTLABELPROC glad_glGetObjectLabel
- PFNGLPROGRAMUNIFORM2FPROC glad_glProgramUniform2f
- PFNGLGETSTRINGPROC glad_glGetString
- PFNGLVERTEXATTRIBP2UIVPROC glad_glVertexAttribP2uiv
- PFNGLEDGEFLAGVPROC glad_glEdgeFlagv
- PFNGLDETACHSHADERPROC glad_glDetachShader
- PFNGLPROGRAMUNIFORM3IPROC glad_glProgramUniform3i
- PFNGLSCALEFPROC glad_glScalef
- PFNGLENDQUERYPROC glad_glEndQuery
- PFNGLSCALEDPROC glad_glScaled
- PFNGLEDGEFLAGPOINTERPROC glad_glEdgeFlagPointer
- PFNGLFRAMEBUFFERPARAMETERIPROC glad_glFramebufferParameteri
- PFNGLGETPROGRAMRESOURCENAMEPROC glad_glGetProgramResourceName
- PFNGLUNIFORMMATRIX4X3DVPROC glad_glUniformMatrix4x3dv
- PFNGLDEPTHRANGEARRAYVPROC glad_glDepthRangeArrayv
- PFNGLCOPYPIXELSPROC glad_glCopyPixels
- PFNGLVERTEXATTRIBI2UIPROC glad_glVertexAttribI2ui
- PFNGLGETPROGRAMRESOURCELOCATIONPROC glad_glGetProgramResourceLocation
- PFNGLPOPATTRIBPROC glad_glPopAttrib
- PFNGLDELETETEXTURESPROC glad_glDeleteTextures
- PFNGLGETACTIVEATOMICCOUNTERBUFFERIVPROC glad_glGetActiveAtomicCounterBufferiv

- PFNGLSTENCILOPSEPARATEPROC glad_glStencilOpSeparate
- PFNGLGETTEXTUREPARAMETERIVPROC glad_glGetTextureParameteriv
- PFNGLDELETEQUERIESPROC glad_glDeleteQueries
- PFNGLNORMALP3UIVPROC glad_glNormalP3uiv
- PFNGLVERTEXATTRIB4FPROC glad_glVertexAttrib4f
- PFNGLVERTEXATTRIB4DPROC glad_glVertexAttrib4d
- PFNGLVIEWPORTINDEXEDFVPROC glad_glViewportIndexedfv
- PFNGLINITNAMESPROC glad_glInitNames
- PFNGLGETBUFFERPARAMETERI64VPROC glad_glGetBufferParameteri64v
- PFNGLCOLOR3DVPROC glad_glColor3dv
- PFNGLVERTEXATTRIBI1IPROC glad_glVertexAttribI1i
- PFNGLGETTEXPARAMETERIVPROC glad_glGetTexParameteriv
- PFNGLWAITSYNCPROC glad_glWaitSync
- PFNGLCREATEVERTEXARRAYSPROC glad_glCreateVertexArrays
- PFNGLPROGRAMUNIFORM1DVPROC glad_glProgramUniform1dv
- PFNGLVERTEXATTRIB4SPROC glad_glVertexAttrib4s
- PFNGLCOLORMATERIALPROC glad_glColorMaterial
- PFNGLSAMPLECOVERAGEPROC glad_glSampleCoverage
- PFNGLSAMPLERPARAMETERIPROC glad_glSamplerParameteri
- PFNGLCLEARBUFFERSUBDATAPROC glad_glClearBufferSubData
- PFNGLSAMPLERPARAMETERFPROC glad_glSamplerParameterf
- PFNGLTEXSTORAGE1DPROC glad_glTexStorage1D
- PFNGLUNIFORM1FPROC glad_glUniform1f
- PFNGLGETVERTEXATTRIBFVPROC glad_glGetVertexAttribfv
- PFNGLUNIFORM1DPROC glad_glUniform1d
- PFNGLRENDERMODEPROC glad_glRenderMode
- PFNGLGETCOMPRESSEDTEXIMAGEPROC glad_glGetCompressedTexImage
- PFNGLGETNCOMPRESSEDTEXIMAGEPROC glad_glGetnCompressedTexImage
- PFNGLWINDOWPOS2DVPROC glad_glWindowPos2dv
- PFNGLUNIFORM1IPROC glad_glUniform1i
- PFNGLGETACTIVEATTRIBPROC glad_glGetActiveAttrib
- PFNGLUNIFORM3IPROC glad_glUniform3i
- PFNGLPIXELTRANSFERIPROC glad_glPixelTransferi
- PFNGLTEXSUBIMAGE2DPROC glad_glTexSubImage2D
- PFNGLDISABLEPROC glad_glDisable
- PFNGLLOGICOPPROC glad_glLogicOp
- PFNGLEVALPOINT2PROC glad_glEvalPoint2
- PFNGLPIXELTRANSFERFPROC glad_glPixelTransferf
- PFNGLMULTIDRAWARRAYSINDIRECTCOUNTPROC glad_glMultiDrawArraysIndirectCount
- PFNGLSECONDARYCOLOR3IPROC glad_glSecondaryColor3i
- PFNGLPROGRAMUNIFORM4UIVPROC glad_glProgramUniform4uiv
- PFNGLUNIFORM4UIPROC glad_glUniform4ui
- PFNGLCOLOR3FPROC glad_glColor3f
- PFNGLNAMEDFRAMEBUFFERREADBUFFERPROC glad_glNamedFramebufferReadBuffer
- PFNGLBINDFRAMEBUFFERPROC glad_glBindFramebuffer
- PFNGLGETTEXENVFVPROC glad_glGetTexEnvfv
- PFNGLRECTFVPROC glad_glRectfv
- PFNGLCULLFACEPROC glad_glCullFace
- PFNGLGETLIGHTFVPROC glad_glGetLightfv
- PFNGLGETNUNIFORMIVPROC glad_glGetnUniformiv
- PFNGLCOLOR3DPROC glad_glColor3d
- PFNGLPROGRAMUNIFORM4IPROC glad_glProgramUniform4i
- PFNGLTEXGENDPROC glad_glTexGend
- PFNGLPROGRAMUNIFORM4FPROC glad_glProgramUniform4f
- PFNGLTEXGENIPROC glad_glTexGeni

- PFNGLPROGRAMUNIFORM4DPROC glad_glProgramUniform4d
- PFNGLTEXTUREPARAMETERIIVPROC glad_glTextureParameterIiv
- PFNGLMULTITEXCOORD3SPROC glad_glMultiTexCoord3s
- PFNGLGETSTRINGIPROC glad_glGetStringi
- PFNGLGETTEXTUREPARAMETERFVPROC glad_glGetTextureParameterfv
- PFNGLTEXTURESUBIMAGE2DPROC glad_glTextureSubImage2D
- PFNGLMULTITEXCOORD3IPROC glad_glMultiTexCoord3i
- PFNGLMULTITEXCOORD3FPROC glad_glMultiTexCoord3f
- PFNGLDRAWTRANSFORMFEEDBACKSTREAMPROC glad_glDrawTransformFeedbackStream
- PFNGLMULTITEXCOORD3DPROC glad_glMultiTexCoord3d
- PFNGLATTACHSHADERPROC glad_glAttachShader
- PFNGLFOGCOORDDVPROC glad_glFogCoorddv
- PFNGLUNIFORMMATRIX2X3FVPROC glad_glUniformMatrix2x3fv
- PFNGLGETTEXGENFVPROC glad_glGetTexGenfv
- PFNGLQUERYCOUNTERPROC glad_glQueryCounter
- PFNGLFOGCOORDPOINTERPROC glad_glFogCoordPointer
- PFNGLPROGRAMUNIFORMMATRIX3DVPROC glad_glProgramUniformMatrix3dv
- PFNGLPROVOKINGVERTEXPROC glad_glProvokingVertex
- PFNGLSHADERBINARYPROC glad_glShaderBinary
- PFNGLUNMAPNAMEDBUFFERPROC glad_glUnmapNamedBuffer
- PFNGLGETNCOLORTABLEPROC glad_glGetnColorTable
- PFNGLFRAMEBUFFERTEXTURE3DPROC glad_glFramebufferTexture3D
- PFNGLTEXGENIVPROC glad_glTexGeniv
- PFNGLRASTERPOS2DVPROC glad_glRasterPos2dv
- PFNGLSECONDARYCOLOR3DVPROC glad_glSecondaryColor3dv
- PFNGLCLIENTACTIVETEXTUREPROC glad_glClientActiveTexture
- PFNGLNAMEDRENDERBUFFERSTORAGEMULTISAMPLEPROC glad_glNamedRenderbufferStorageMultisample
- PFNGLVERTEXATTRIBI4SVPROC glad_glVertexAttribI4sv
- PFNGLCLEARNAMEDBUFFERDATAPROC glad_glClearNamedBufferData
- PFNGLSECONDARYCOLOR3USPROC glad_glSecondaryColor3us
- PFNGLNORMALP3UIPROC glad_glNormalP3ui
- PFNGLTEXENVFVPROC glad_glTexEnvfv
- PFNGLREADBUFFERPROC glad_glReadBuffer
- PFNGLVIEWPORTARRAYVPROC glad_glViewportArrayv
- PFNGLTEXPARAMETERIUIVPROC glad_glTexParameterIuiv
- PFNGLDRAWARRAYSINSTANCEDPROC glad_glDrawArraysInstanced
- PFNGLGENERATEMIPMAPPROC glad_glGenerateMipmap
- PFNGLCOMPRESSEDTEXTURESUBIMAGE2DPROC glad_glCompressedTextureSubImage2D
- PFNGLPROGRAMUNIFORMMATRIX2FVPROC glad_glProgramUniformMatrix2fv
- PFNGLWINDOWPOS3FVPROC glad_glWindowPos3fv
- PFNGLUNIFORMMATRIX3X4DVPROC glad_glUniformMatrix3x4dv
- PFNGLLIGHTMODELFVPROC glad_glLightModelfv
- PFNGLSAMPLERPARAMETERIVPROC glad_glSamplerParameteriv
- PFNGLDELETELISTSPROC glad_glDeleteLists
- PFNGLGETCLIPPLANEPROC glad_glGetClipPlane
- PFNGLVERTEX4DVPROC glad_glVertex4dv
- PFNGLTEXCOORD2DPROC glad_glTexCoord2d
- PFNGLPOPMATRIXPROC glad_glPopMatrix
- PFNGLTEXCOORD2FPROC glad_glTexCoord2f
- PFNGLCOLOR4IVPROC glad_glColor4iv
- PFNGLINDEXUBVPROC glad_glIndexubv
- PFNGLCHECKNAMEDFRAMEBUFFERSTATUSPROC glad_glCheckNamedFramebufferStatus
- PFNGLUNMAPBUFFERPROC glad_glUnmapBuffer
- PFNGLTEXCOORD2IPROC glad_glTexCoord2i
- PFNGLRASTERPOS4DPROC glad_glRasterPos4d

- PFNGLRASTERPOS4FPROC glad_glRasterPos4f
- PFNGLPROGRAMUNIFORM1IVPROC glad_glProgramUniform1iv
- PFNGLGETVERTEXARRAYIVPROC glad_glGetVertexArrayiv
- PFNGLCOPYTEXTURESUBIMAGE2DPROC glad_glCopyTextureSubImage2D
- PFNGLVERTEXATTRIB3SPROC glad_glVertexAttrib3s
- PFNGLTEXCOORD2SPROC glad_glTexCoord2s
- PFNGLBINDRENDERBUFFERPROC glad_glBindRenderbuffer
- PFNGLVERTEX3FVPROC glad_glVertex3fv
- PFNGLTEXCOORD4DVPROC glad_glTexCoord4dv
- PFNGLMATERIALIVPROC glad_glMaterialiv
- PFNGLVERTEXATTRIBP4UIVPROC glad_glVertexAttribP4uiv
- PFNGLGETPROGRAMSTAGEIVPROC glad_glGetProgramStageiv
- PFNGLISPROGRAMPROC glad_glIsProgram
- PFNGLVERTEXATTRIB4BVPROC glad_glVertexAttrib4bv
- PFNGLVERTEX4SPROC glad_glVertex4s
- PFNGLUNIFORMMATRIX3X2DVPROC glad_glUniformMatrix3x2dv
- PFNGLVERTEXATTRIB4FVPROC glad_glVertexAttrib4fv
- PFNGLNORMAL3DVPROC glad_glNormal3dv
- PFNGLISTRANSFORMFEEDBACKPROC glad_glIsTransformFeedback
- PFNGLUNIFORM4IPROC glad_glUniform4i
- PFNGLACTIVETEXTUREPROC glad_glActiveTexture
- PFNGLENABLEVERTEXATTRIBARRAYPROC glad_glEnableVertexAttribArray
- PFNGLROTATEDPROC glad_glRotated
- PFNGLISPROGRAMPIPELINEPROC glad_glIsProgramPipeline
- PFNGLROTATEFPROC glad_glRotatef
- PFNGLVERTEX4IPROC glad_glVertex4i
- PFNGLREADPIXELSPROC glad_glReadPixels
- PFNGLVERTEXATTRIBI3IVPROC glad_glVertexAttribI3iv
- PFNGLLOADNAMEPROC glad_glLoadName
- PFNGLUNIFORM4FPROC glad_glUniform4f
- PFNGLRENDERBUFFERSTORAGEMULTISAMPLEPROC glad_glRenderbufferStorageMultisample
- PFNGLCREATEPROGRAMPIPELINESPROC glad_glCreateProgramPipelines
- PFNGLGENVERTEXARRAYSPROC glad_glGenVertexArrays
- PFNGLSHADEMODELPROC glad_glShadeModel
- PFNGLMAPGRID1DPROC glad_glMapGrid1d
- PFNGLGETUNIFORMFVPROC glad_glGetUniformfv
- PFNGLMAPGRID1FPROC glad_glMapGrid1f
- PFNGLSAMPLERPARAMETERFVPROC glad_glSamplerParameterfv
- PFNGLVERTEXATTRIBLPOINTERPROC glad_glVertexAttribLPointer
- PFNGLDISABLECLIENTSTATEPROC glad_glDisableClientState
- PFNGLMULTITEXCOORD3SVPROC glad_glMultiTexCoord3sv
- PFNGLGETNUNIFORMFVPROC glad_glGetnUniformfv
- PFNGLDRAWELEMENTSINSTANCEDBASEVERTEXPROC glad_glDrawElementsInstancedBaseVertex
- PFNGLVERTEXATTRIBL2DVPROC glad_glVertexAttribL2dv
- PFNGLMULTIDRAWELEMENTSINDIRECTPROC glad_glMultiDrawElementsIndirect
- PFNGLENABLEVERTEXARRAYATTRIBPROC glad_glEnableVertexArrayAttrib
- PFNGLSECONDARYCOLORPOINTERPROC glad_glSecondaryColorPointer
- PFNGLALPHAFUNCPROC glad_glAlphaFunc
- PFNGLUNIFORM1IVPROC glad_glUniform1iv
- PFNGLCREATESHADERPROGRAMVPROC glad_glCreateShaderProgramv
- PFNGLGETACTIVESUBROUTINENAMEPROC glad_glGetActiveSubroutineName
- PFNGLMULTITEXCOORD4IVPROC glad_glMultiTexCoord4iv
- PFNGLVERTEXATTRIBL2DPROC glad_glVertexAttribL2d
- PFNGLGETQUERYOBJECTIVPROC glad_glGetQueryObjectiv
- PFNGLSTENCILFUNCPROC glad_glStencilFunc

- PFNGLINVALIDATENAMEDFRAMEBUFFERDATAPROC glad_glInvalidateNamedFramebufferData
- PFNGLMULTITEXCOORD1FVPROC glad_glMultiTexCoord1fv
- PFNGLUNIFORMBLOCKBINDINGPROC glad_glUniformBlockBinding
- PFNGLCOLOR4UIVPROC glad_glColor4uiv
- PFNGLRECTIVPROC glad_glRectiv
- PFNGLCOLORP4UIPROC glad_glColorP4ui
- PFNGLUSEPROGRAMSTAGESPROC glad_glUseProgramStages
- PFNGLRASTERPOS3DVPROC glad_glRasterPos3dv
- PFNGLEVALMESH2PROC glad_glEvalMesh2
- PFNGLEVALMESH1PROC glad_glEvalMesh1
- PFNGLTEXCOORDPOINTERPROC glad_glTexCoordPointer
- PFNGLPROGRAMUNIFORM3FPROC glad_glProgramUniform3f
- PFNGLPROGRAMUNIFORM3DPROC glad_glProgramUniform3d
- PFNGLVERTEXATTRIB4NUBVPROC glad_glVertexAttrib4Nubv
- PFNGLVERTEXATTRIBI4IVPROC glad_glVertexAttribI4iv
- PFNGLGETPROGRAMPIPELINEIVPROC glad_glGetProgramPipelineiv
- PFNGLTEXSTORAGE3DPROC glad_glTexStorage3D
- PFNGLEVALCOORD2FVPROC glad_glEvalCoord2fv
- PFNGLNAMEDFRAMEBUFFERDRAWBUFFERPROC glad_glNamedFramebufferDrawBuffer
- PFNGLGETQUERYINDEXEDIVPROC glad_glGetQueryIndexediv
- PFNGLCOLOR4UBVPROC glad_glColor4ubv
- PFNGLLOADTRANSPOSEMATRIXDPROC glad_glLoadTransposeMatrixd
- PFNGLLOADTRANSPOSEMATRIXFPROC glad_glLoadTransposeMatrixf
- PFNGLTEXTUREPARAMETERIVPROC glad_glTextureParameteriv
- PFNGLOBJECTLABELPROC glad_glObjectLabel
- PFNGLVERTEXATTRIBI4IPROC glad_glVertexAttribI4i
- PFNGLRASTERPOS2IVPROC glad_glRasterPos2iv
- PFNGLGETBUFFERSUBDATAPROC glad_glGetBufferSubData
- PFNGLGETVERTEXATTRIBLDVPROC glad_glGetVertexAttribLdv
- PFNGLGETNUNIFORMUIVPROC glad_glGetnUniformuiv
- PFNGLGETQUERYBUFFEROBJECTIVPROC glad_glGetQueryBufferObjectiv
- PFNGLTEXENVIVPROC glad_glTexEnviv
- PFNGLBLENDEQUATIONSEPARATEPROC glad_glBlendEquationSeparate
- PFNGLVERTEXATTRIBI1UIPROC glad_glVertexAttribI1ui
- PFNGLGENBUFFERSPROC glad_glGenBuffers
- PFNGLSELECTBUFFERPROC glad_glSelectBuffer
- PFNGLGETSUBROUTINEINDEXPROC glad_glGetSubroutineIndex
- PFNGLVERTEXATTRIB2SVPROC glad_glVertexAttrib2sv
- PFNGLSCISSORINDEXEDVPROC glad_glScissorIndexedv
- PFNGLPUSHATTRIBPROC glad_glPushAttrib
- PFNGLVERTEXATTRIBIPOINTERPROC glad_glVertexAttribIPointer
- PFNGLBLENDFUNCPROC glad_glBlendFunc
- PFNGLCREATEPROGRAMPROC glad_glCreateProgram
- PFNGLNAMEDBUFFERSUBDATAPROC glad_glNamedBufferSubData
- PFNGLTEXIMAGE3DPROC glad_glTexImage3D
- PFNGLISFRAMEBUFFERPROC glad_glIsFramebuffer
- PFNGLCLEARNAMEDFRAMEBUFFERFVPROC glad_glClearNamedFramebufferfv
- PFNGLLIGHTIVPROC glad_glLightiv
- PFNGLGETNAMEDBUFFERSUBDATAPROC glad_glGetNamedBufferSubData
- PFNGLCOMPRESSEDTEXTURESUBIMAGE3DPROC glad_glCompressedTextureSubImage3D
- PFNGLPRIMITIVERESTARTINDEXPROC glad_glPrimitiveRestartIndex
- PFNGLFLUSHMAPPEDNAMEDBUFFERRANGEPROC glad_glFlushMappedNamedBufferRange
- PFNGLINVALIDATETEXSUBIMAGEPROC glad_glInvalidateTexSubImage
- PFNGLTEXGENFVPROC glad_glTexGenfv
- PFNGLGETTEXTUREPARAMETERIUIVPROC glad_glGetTextureParameterIuiv

- PFNGLGETNCONVOLUTIONFILTERPROC glad_glGetnConvolutionFilter
- PFNGLBINDIMAGETEXTURESPROC glad_glBindImageTextures
- PFNGLENDPROC glad_glEnd
- PFNGLDELETEBUFFERSPROC glad_glDeleteBuffers
- PFNGLBINDPROGRAMPIPELINEPROC glad_glBindProgramPipeline
- PFNGLSCISSORPROC glad_glScissor
- PFNGLTEXCOORDP4UIVPROC glad_glTexCoordP4uiv
- PFNGLCLIPPLANEPROC glad_glClipPlane
- PFNGLPUSHNAMEPROC glad_glPushName
- PFNGLTEXGENDVPROC glad_glTexGendv
- PFNGLINDEXUBPROC glad_glIndexub
- PFNGLGETNAMEDFRAMEBUFFERATTACHMENTPARAMETERIVPROC glad_glGetNamedFramebufferAttachmentParameter
- PFNGLNAMEDFRAMEBUFFERRENDERBUFFERPROC glad_glNamedFramebufferRenderbuffer
- PFNGLVERTEXP2UIVPROC glad_glVertexP2uiv
- PFNGLSECONDARYCOLOR3IVPROC glad_glSecondaryColor3iv
- PFNGLRASTERPOS4IPROC glad_glRasterPos4i
- PFNGLMULTTRANSPOSEMATRIXDPROC glad_glMultTransposeMatrixd
- PFNGLCLEARCOLORPROC glad_glClearColor
- PFNGLVERTEXATTRIB4UIVPROC glad_glVertexAttrib4uiv
- PFNGLNORMAL3SPROC glad_glNormal3s
- PFNGLVERTEXATTRIB4NIVPROC glad_glVertexAttrib4Niv
- PFNGLPROGRAMUNIFORMMATRIX2X3FVPROC glad_glProgramUniformMatrix2x3fv
- PFNGLCLEARBUFFERIVPROC glad_glClearBufferiv
- PFNGLPOINTPARAMETERIPROC glad_glPointParameteri
- PFNGLPROGRAMUNIFORM4DVPROC glad_glProgramUniform4dv
- PFNGLCOLORP4UIVPROC glad_glColorP4uiv
- PFNGLBLENDCOLORPROC glad_glBlendColor
- PFNGLGETNPIXELMAPUIVPROC glad_glGetnPixelMapuiv
- PFNGLGETTEXTURELEVELPARAMETERIVPROC glad_glGetTextureLevelParameteriv
- PFNGLWINDOWPOS3DPROC glad_glWindowPos3d
- PFNGLPROGRAMUNIFORM3FVPROC glad_glProgramUniform3fv
- PFNGLVERTEXATTRIBI2UIVPROC glad_glVertexAttribI2uiv
- PFNGLGETNAMEDFRAMEBUFFERPARAMETERIVPROC glad_glGetNamedFramebufferParameteriv
- PFNGLSAMPLERPARAMETERIUIVPROC glad_glSamplerParameterIuiv
- PFNGLUNIFORM3UIPROC glad_glUniform3ui
- PFNGLPROGRAMUNIFORM3UIVPROC glad_glProgramUniform3uiv
- PFNGLCOLOR4DVPROC glad_glColor4dv
- PFNGLVERTEXATTRIBI4UIVPROC glad_glVertexAttribI4uiv
- PFNGLPOINTPARAMETERFVPROC glad_glPointParameterfv
- PFNGLRESUMETRANSFORMFEEDBACKPROC glad_glResumeTransformFeedback
- PFNGLUNIFORM2FVPROC glad_glUniform2fv
- PFNGLGETACTIVESUBROUTINEUNIFORMNAMEPROC glad_glGetActiveSubroutineUniformName
- PFNGLGETPROGRAMRESOURCEINDEXPROC glad_glGetProgramResourceIndex
- PFNGLSECONDARYCOLOR3UBPROC glad_glSecondaryColor3ub
- PFNGLDRAWELEMENTSINDIRECTPROC glad_glDrawElementsIndirect
- PFNGLGETTEXTURELEVELPARAMETERFVPROC glad_glGetTextureLevelParameterfv
- PFNGLSECONDARYCOLOR3UIPROC glad_glSecondaryColor3ui
- PFNGLTEXCOORD3DVPROC glad_glTexCoord3dv
- PFNGLGETNAMEDBUFFERPOINTERVPROC glad_glGetNamedBufferPointerv
- PFNGLDISPATCHCOMPUTEINDIRECTPROC glad_glDispatchComputeIndirect
- PFNGLINVALIDATENAMEDFRAMEBUFFERSUBDATAPROC glad_glInvalidateNamedFramebufferSubData
- PFNGLGETSAMPLERPARAMETERIUIVPROC glad_glGetSamplerParameterIuiv
- PFNGLBINDBUFFERRANGEPROC glad_glBindBufferRange
- PFNGLNORMAL3IVPROC glad_glNormal3iv
- PFNGLTEXTURESUBIMAGE1DPROC glad_glTextureSubImage1D

- PFNGLVERTEXATTRIBL3DVPROC glad_glVertexAttribL3dv
- PFNGLGETUNIFORMDVPROC glad_glGetUniformdv
- PFNGLWINDOWPOS3SPROC glad_glWindowPos3s
- PFNGLPOINTPARAMETERFPROC glad_glPointParameterf
- PFNGLCLEARDEPTHFPROC glad_glClearDepthf
- PFNGLGETVERTEXATTRIBIUIVPROC glad_glGetVertexAttribIuiv
- PFNGLWINDOWPOS3IPROC glad_glWindowPos3i
- PFNGLMULTITEXCOORD4SPROC glad_glMultiTexCoord4s
- PFNGLGETTEXTURESUBIMAGEPROC glad_glGetTextureSubImage
- PFNGLWINDOWPOS3FPROC glad_glWindowPos3f
- PFNGLGENTRANSFORMFEEDBACKSPROC glad_glGenTransformFeedbacks
- PFNGLCOLOR3USPROC glad_glColor3us
- PFNGLCOLOR3UIVPROC glad_glColor3uiv
- PFNGLVERTEXATTRIB4NUSVPROC glad_glVertexAttrib4Nusv
- PFNGLGETLIGHTIVPROC glad_glGetLightiv
- PFNGLDEPTHFUNCPROC glad_glDepthFunc
- PFNGLCOMPRESSEDTEXSUBIMAGE2DPROC glad_glCompressedTexSubImage2D
- PFNGLLISTBASEPROC glad_glListBase
- PFNGLMULTITEXCOORD4FPROC glad_glMultiTexCoord4f
- PFNGLCOLOR3UBPROC glad_glColor3ub
- PFNGLMULTITEXCOORD4DPROC glad_glMultiTexCoord4d
- PFNGLVERTEXATTRIBI4BVPROC glad_glVertexAttribI4bv
- PFNGLBLENDEQUATIONSEPARATEIPROC glad_glBlendEquationSeparatei
- PFNGLGETTEXPARAMETERFVPROC glad_glGetTexParameterfv
- PFNGLCOLOR3UIPROC glad_glColor3ui
- PFNGLGETPROGRAMRESOURCELOCATIONINDEXPROC glad_glGetProgramResourceLocationIndex
- PFNGLMULTITEXCOORD4IPROC glad_glMultiTexCoord4i
- PFNGLBUFFERSTORAGEPROC glad_glBufferStorage
- PFNGLGETPOLYGONSTIPPLEPROC glad_glGetPolygonStipple
- PFNGLCLIENTWAITSYNCPROC glad_glClientWaitSync
- PFNGLVERTEXATTRIBI4UIPROC glad_glVertexAttribI4ui
- PFNGLGETFLOATI_VPROC glad_glGetFloati_v
- PFNGLMULTITEXCOORD4DVPROC glad_glMultiTexCoord4dv
- PFNGLCOLORMASKPROC glad_glColorMask
- PFNGLTEXTUREBUFFERPROC glad_glTextureBuffer
- PFNGLTEXPARAMETERIIVPROC glad_glTexParameterIiv
- PFNGLBLENDEQUATIONPROC glad_glBlendEquation
- PFNGLGETUNIFORMLOCATIONPROC glad_glGetUniformLocation
- PFNGLGETSAMPLERPARAMETERIVPROC glad_glGetSamplerParameteriv
- PFNGLVERTEXARRAYATTRIBFORMATPROC glad_glVertexArrayAttribFormat
- PFNGLREADNPIXELSPROC glad_glReadnPixels
- PFNGLRASTERPOS4SPROC glad_glRasterPos4s
- PFNGLENDTRANSFORMFEEDBACKPROC glad_glEndTransformFeedback
- PFNGLVERTEXATTRIB4USVPROC glad_glVertexAttrib4usv
- PFNGLGETUNIFORMSUBROUTINEUIVPROC glad_glGetUniformSubroutineuiv
- PFNGLMULTITEXCOORD3DVPROC glad_glMultiTexCoord3dv
- PFNGLBINDVERTEXBUFFERPROC glad_glBindVertexBuffer
- PFNGLCOLOR4SVPROC glad_glColor4sv
- PFNGLDEBUGMESSAGEINSERTPROC glad_glDebugMessageInsert
- PFNGLCREATESAMPLERSPROC glad_glCreateSamplers
- PFNGLPOPCLIENTATTRIBPROC glad_glPopClientAttrib
- PFNGLCLEARBUFFERDATAPROC glad_glClearBufferData
- PFNGLBEGINTRANSFORMFEEDBACKPROC glad_glBeginTransformFeedback
- PFNGLFOGFPROC glad_glFogf
- PFNGLVERTEXATTRIBI1IVPROC glad_glVertexAttribI1iv

- PFNGLPROGRAMBINARYPROC glad_glProgramBinary
- PFNGLISSAMPLERPROC glad_glIsSampler
- PFNGLVERTEXP3UIPROC glad_glVertexP3ui
- PFNGLVERTEXATTRIBDIVISORPROC glad_glVertexAttribDivisor
- PFNGLBINDSAMPLERSPROC glad_glBindSamplers
- PFNGLCOLOR3IVPROC glad_glColor3iv
- PFNGLCOMPRESSEDTEXIMAGE1DPROC glad_glCompressedTexImage1D
- PFNGLDELETETRANSFORMFEEDBACKSPROC glad_glDeleteTransformFeedbacks
- PFNGLCOPYTEXSUBIMAGE1DPROC glad_glCopyTexSubImage1D
- PFNGLTEXCOORD1IPROC glad_glTexCoord1i
- PFNGLCHECKFRAMEBUFFERSTATUSPROC glad_glCheckFramebufferStatus
- PFNGLTEXCOORD1DPROC glad_glTexCoord1d
- PFNGLTEXCOORD1FPROC glad_glTexCoord1f
- PFNGLTEXTURESTORAGE3DPROC glad_glTextureStorage3D
- PFNGLENDCONDITIONALRENDERPROC glad_glEndConditionalRender
- PFNGLENABLECLIENTSTATEPROC glad_glEnableClientState
- PFNGLBINDATTRIBLOCATIONPROC glad_glBindAttribLocation
- PFNGLUNIFORMMATRIX4X2FVPROC glad_glUniformMatrix4x2fv
- PFNGLUNIFORMMATRIX2DVPROC glad_glUniformMatrix2dv
- PFNGLBLENDFUNCIPROC glad_glBlendFunci
- PFNGLMULTITEXCOORD2SVPROC glad_glMultiTexCoord2sv
- PFNGLVERTEXATTRIB1DVPROC glad_glVertexAttrib1dv
- PFNGLDRAWRANGEELEMENTSPROC glad_glDrawRangeElements
- PFNGLTEXCOORD1SPROC glad_glTexCoord1s
- PFNGLBINDBUFFERBASEPROC glad_glBindBufferBase
- PFNGLBUFFERSUBDATAPROC glad_glBufferSubData
- PFNGLVERTEXATTRIB4IVPROC glad_glVertexAttrib4iv
- PFNGLGENLISTSPROC glad_glGenLists
- PFNGLCOLOR3BVPROC glad_glColor3bv
- PFNGLMAPBUFFERRANGEPROC glad_glMapBufferRange
- PFNGLFRAMEBUFFERTEXTUREPROC glad_glFramebufferTexture
- PFNGLBLENDFUNCSEPARATEIPROC glad_glBlendFuncSeparatei
- PFNGLPROGRAMUNIFORMMATRIX4X2FVPROC glad_glProgramUniformMatrix4x2fv
- PFNGLVERTEXATTRIBL1DPROC glad_glVertexAttribL1d
- PFNGLGETTEXGENDVPROC glad_glGetTexGendv
- PFNGLCLEARNAMEDFRAMEBUFFERIVPROC glad_glClearNamedFramebufferiv
- PFNGLMULTIDRAWARRAYSPROC glad_glMultiDrawArrays
- PFNGLENDLISTPROC glad_glEndList
- PFNGLSCISSORINDEXEDPROC glad_glScissorIndexed
- PFNGLVERTEXP4UIVPROC glad_glVertexP4uiv
- PFNGLUNIFORM2UIPROC glad_glUniform2ui
- PFNGLVERTEXATTRIBI2IVPROC glad_glVertexAttribI2iv
- PFNGLGETNMAPDVPROC glad_glGetnMapdv
- PFNGLCOLOR3USVPROC glad_glColor3usv
- PFNGLWINDOWPOS2FVPROC glad_glWindowPos2fv
- PFNGLTEXTUREVIEWPROC glad_glTextureView
- PFNGLDISABLEIPROC glad_glDisablei
- PFNGLPROGRAMUNIFORMMATRIX2X4FVPROC glad_glProgramUniformMatrix2x4fv
- PFNGLCREATERENDERBUFFERSPROC glad_glCreateRenderbuffers
- PFNGLINDEXMASKPROC glad_glIndexMask
- PFNGLPUSHCLIENTATTRIBPROC glad_glPushClientAttrib
- PFNGLSHADERSOURCEPROC glad_glShaderSource
- PFNGLGETNSEPARABLEFILTERPROC glad_glGetnSeparableFilter
- PFNGLGETACTIVEUNIFORMBLOCKNAMEPROC glad_glGetActiveUniformBlockName
- PFNGLVERTEXATTRIBI3UIVPROC glad_glVertexAttribI3uiv

- PFNGLRELEASESHADERCOMPILERPROC glad_glReleaseShaderCompiler
- PFNGLVERTEXATTRIBIFORMATPROC glad_glVertexAttribIFormat
- PFNGLCREATEFRAMEBUFFERSPROC glad_glCreateFramebuffers
- PFNGLCLEARACCUMPROC glad_glClearAccum
- PFNGLGETSYNCIVPROC glad_glGetSynciv
- PFNGLPROGRAMUNIFORM2UIVPROC glad_glProgramUniform2uiv
- PFNGLGETNPIXELMAPFVPROC glad_glGetnPixelMapfv
- PFNGLTEXCOORDP2UIVPROC glad_glTexCoordP2uiv
- PFNGLPATCHPARAMETERIPROC glad_glPatchParameteri
- PFNGLPROGRAMUNIFORM2IPROC glad_glProgramUniform2i
- PFNGLUNIFORM2FPROC glad_glUniform2f
- PFNGLGETNAMEDBUFFERPARAMETERI64VPROC glad_glGetNamedBufferParameteri64v
- PFNGLBEGINQUERYPROC glad_glBeginQuery
- PFNGLGETUNIFORMBLOCKINDEXPROC glad_glGetUniformBlockIndex
- PFNGLBINDBUFFERPROC glad_glBindBuffer
- PFNGLMAP2DPROC glad_glMap2d
- PFNGLMAP2FPROC glad_glMap2f
- PFNGLTEXSTORAGE2DMULTISAMPLEPROC glad_glTexStorage2DMultisample
- PFNGLUNIFORM2DPROC glad_glUniform2d
- PFNGLVERTEX4DPROC glad_glVertex4d
- PFNGLUNIFORMMATRIX2FVPROC glad_glUniformMatrix2fv
- PFNGLTEXCOORD1SVPROC glad_glTexCoord1sv
- PFNGLBUFFERDATAPROC glad_glBufferData
- PFNGLEVALPOINT1PROC glad_glEvalPoint1
- PFNGLGETTEXPARAMETERIIVPROC glad_glGetTexParameterIiv
- PFNGLGETQUERYBUFFEROBJECTUI64VPROC glad_glGetQueryBufferObjectui64v
- PFNGLTEXCOORD1DVPROC glad_glTexCoord1dv
- PFNGLTEXCOORDP1UIPROC glad_glTexCoordP1ui
- PFNGLGETERRORPROC glad_glGetError
- PFNGLGETTEXENVIVPROC glad_glGetTexEnviv
- PFNGLGETPROGRAMIVPROC glad_glGetProgramiv
- PFNGLVERTEXATTRIBP2UIPROC glad_glVertexAttribP2ui
- PFNGLGETFLOATVPROC glad_glGetFloatv
- PFNGLTEXSUBIMAGE1DPROC glad_glTexSubImage1D
- PFNGLMULTITEXCOORD2FVPROC glad_glMultiTexCoord2fv
- PFNGLUNIFORMMATRIX2X4DVPROC glad_glUniformMatrix2x4dv
- PFNGLVERTEXATTRIB2FVPROC glad_glVertexAttrib2fv
- PFNGLEVALCOORD1DPROC glad_glEvalCoord1d
- PFNGLGETTEXLEVELPARAMETERFVPROC glad_glGetTexLevelParameterfv
- PFNGLEVALCOORD1FPROC glad_glEvalCoord1f
- PFNGLPIXELMAPFVPROC glad_glPixelMapfv
- PFNGLVERTEXATTRIBP3UIVPROC glad_glVertexAttribP3uiv
- PFNGLGETPIXELMAPUSVPROC glad_glGetPixelMapusv
- PFNGLSECONDARYCOLORP3UIVPROC glad_glSecondaryColorP3uiv
- PFNGLGETINTEGERVPROC glad_glGetIntegerv
- PFNGLACCUMPROC glad_glAccum
- PFNGLGETVERTEXARRAYINDEXED64IVPROC glad_glGetVertexArrayIndexed64iv
- PFNGLGETBUFFERPOINTERVPROC glad_glGetBufferPointerv
- PFNGLGETVERTEXATTRIBIIVPROC glad_glGetVertexAttribIiv
- PFNGLRASTERPOS4DVPROC glad_glRasterPos4dv
- PFNGLPROGRAMUNIFORM4FVPROC glad_glProgramUniform4fv
- PFNGLTEXCOORD2IVPROC glad_glTexCoord2iv
- PFNGLTEXTUREBARRIERPROC glad_glTextureBarrier
- PFNGLISQUERYPROC glad_glIsQuery
- PFNGLPROGRAMUNIFORM2UIPROC glad_glProgramUniform2ui

- PFNGLPROGRAMUNIFORM4UIPROC glad_glProgramUniform4ui
- PFNGLVERTEXATTRIB4SVPROC glad_glVertexAttrib4sv
- PFNGLWINDOWPOS3DVPROC glad_glWindowPos3dv
- PFNGLTEXIMAGE2DPROC glad_glTexImage2D
- PFNGLSTENCILMASKPROC glad_glStencilMask
- PFNGLDRAWPIXELSPROC glad_glDrawPixels
- PFNGLMULTMATRIXDPROC glad_glMultMatrixd
- PFNGLMULTMATRIXFPROC glad_glMultMatrixf
- PFNGLISTEXTUREPROC glad_glIsTexture
- PFNGLGETMATERIALIVPROC glad_glGetMaterialiv
- PFNGLNAMEDBUFFERDATAPROC glad_glNamedBufferData
- PFNGLUNIFORM1FVPROC glad_glUniform1fv
- PFNGLLOADMATRIXFPROC glad_glLoadMatrixf
- PFNGLTEXSTORAGE2DPROC glad_glTexStorage2D
- PFNGLLOADMATRIXDPROC glad_glLoadMatrixd
- PFNGLCLEARNAMEDBUFFERSUBDATAPROC glad_glClearNamedBufferSubData
- PFNGLMAPNAMEDBUFFERRANGEPROC glad_glMapNamedBufferRange
- PFNGLNAMEDFRAMEBUFFERTEXTURELAYERPROC glad_glNamedFramebufferTextureLayer
- PFNGLTEXPARAMETERFVPROC glad_glTexParameterfv
- PFNGLUNIFORMMATRIX3FVPROC glad_glUniformMatrix3fv
- PFNGLVERTEX4FPROC glad_glVertex4f
- PFNGLRECTSVPROC glad_glRectsv
- PFNGLCOLOR4USVPROC glad_glColor4usv
- PFNGLUNIFORM3DVPROC glad_glUniform3dv
- PFNGLPROGRAMUNIFORMMATRIX4X3FVPROC glad_glProgramUniformMatrix4x3fv
- PFNGLPOLYGONSTIPPLEPROC glad_glPolygonStipple
- PFNGLBINDBUFFERSBASEPROC glad_glBindBuffersBase
- PFNGLINTERLEAVEDARRAYSPROC glad_glInterleavedArrays
- PFNGLGETSUBROUTINEUNIFORMLOCATIONPROC glad_glGetSubroutineUniformLocation
- PFNGLNORMAL3IPROC glad_glNormal3i
- PFNGLNORMAL3FPROC glad_glNormal3f
- PFNGLNORMAL3DPROC glad_glNormal3d
- PFNGLNORMAL3BPROC glad_glNormal3b
- PFNGLGETFRAMEBUFFERPARAMETERIVPROC glad_glGetFramebufferParameteriv
- PFNGLPIXELMAPUSVPROC glad_glPixelMapusv
- PFNGLGETTEXGENIVPROC glad_glGetTexGeniv
- PFNGLARRAYELEMENTPROC glad_glArrayElement
- PFNGLGETCOMPRESSEDTEXTURESUBIMAGEPROC glad_glGetCompressedTextureSubImage
- PFNGLCOPYBUFFERSUBDATAPROC glad_glCopyBufferSubData
- PFNGLVERTEXATTRIBI1UIVPROC glad_glVertexAttribI1uiv
- PFNGLVERTEXATTRIB2DPROC glad_glVertexAttrib2d
- PFNGLBINDTRANSFORMFEEDBACKPROC glad_glBindTransformFeedback
- PFNGLVERTEXATTRIB2FPROC glad_glVertexAttrib2f
- PFNGLVERTEXATTRIB3DVPROC glad_glVertexAttrib3dv
- PFNGLGETQUERYOBJECTUI64VPROC glad_glGetQueryObjectui64v
- PFNGLDEPTHMASKPROC glad_glDepthMask
- PFNGLVERTEXATTRIB2SPROC glad_glVertexAttrib2s
- PFNGLCOLOR3FVPROC glad_glColor3fv
- PFNGLTEXIMAGE3DMULTISAMPLEPROC glad_glTexImage3DMultisample
- PFNGLPROGRAMUNIFORM1FVPROC glad_glProgramUniform1fv
- PFNGLUNIFORMMATRIX4FVPROC glad_glUniformMatrix4fv
- PFNGLUNIFORM4FVPROC glad_glUniform4fv
- PFNGLGETACTIVEUNIFORMPROC glad_glGetActiveUniform
- PFNGLCOLORPOINTERPROC glad_glColorPointer
- PFNGLFRONTFACEPROC glad_glFrontFace

- PFNGLTEXBUFFERRANGEPROC glad_glTexBufferRange
- PFNGLCREATEBUFFERSPROC glad_glCreateBuffers
- PFNGLNAMEDFRAMEBUFFERPARAMETERIPROC glad_glNamedFramebufferParameteri
- PFNGLDRAWARRAYSINSTANCEDBASEINSTANCEPROC glad_glDrawArraysInstancedBaseInstance
- PFNGLGETBOOLEANI_VPROC glad_glGetBooleani_v
- PFNGLVERTEXATTRIBL3DPROC glad_glVertexAttribL3d
- PFNGLDELETEPROGRAMPIPELINESPROC glad_glDeleteProgramPipelines
- PFNGLCLEARBUFFERUIVPROC glad_glClearBufferuiv
- PFNGLCLIPCONTROLPROC glad_glClipControl
- PFNGLGETPROGRAMRESOURCEIVPROC glad_glGetProgramResourceiv

5.6.1 Typedef Documentation

5.6.1.1 PFNGLXGETPROCADDRESSPROC_PRIVATE

```
typedef void* APIENTRYP PFNGLXGETPROCADDRESSPROC_PRIVATE(const char *)
```

5.6.2 Function Documentation

5.6.2.1 close_gl()

```
static void close_gl ( ) [static]
```

Here is the caller graph for this function:

5.6.2.2 find_coreGL()

```
static void find_coreGL (
            void ) [static]
```

Here is the caller graph for this function:

5.6.2.3 find_extensionsGL()

```
static int find_extensionsGL (
            void ) [static]
```

Here is the call graph for this function:

Here is the caller graph for this function:

5.6.2.4 free_exts()

```
static void free_exts (
            void ) [static]
```

Here is the caller graph for this function:

5.6.2.5 get_exts()

```
static int get_exts (
            void ) [static]
```

Here is the caller graph for this function:

5.6.2.6 get_proc()

```
static void * get_proc (
            const char * namez ) [static]
```

Here is the caller graph for this function:

5.6.2.7 gladLoadGL()

```
int gladLoadGL (
            void  )
```

Here is the call graph for this function:

5.6.2.8 gladLoadGLLoader()

```
int gladLoadGLLoader (
            GLADloadproc load )
```

Here is the call graph for this function:

Here is the caller graph for this function:

5.6.2.9 has_ext()

```
static int has_ext (
            const char * ext )  [static]
```

Here is the caller graph for this function:

5.6.2.10 load_GL_VERSION_1_0()

```
static void load_GL_VERSION_1_0 (
            GLADloadproc load )  [static]
```

Here is the caller graph for this function:

5.6.2.11 load_GL_VERSION_1_1()

```
static void load_GL_VERSION_1_1 (
            GLADloadproc load ) [static]
```

Here is the caller graph for this function:

5.6.2.12 load_GL_VERSION_1_2()

```
static void load_GL_VERSION_1_2 (
            GLADloadproc load ) [static]
```

Here is the caller graph for this function:

5.6.2.13 load_GL_VERSION_1_3()

```
static void load_GL_VERSION_1_3 (
            GLADloadproc load ) [static]
```

Here is the caller graph for this function:

5.6.2.14 load_GL_VERSION_1_4()

```
static void load_GL_VERSION_1_4 (
            GLADloadproc load ) [static]
```

Here is the caller graph for this function:

5.6.2.15 load_GL_VERSION_1_5()

```
static void load_GL_VERSION_1_5 (
            GLADloadproc load )  [static]
```

Here is the caller graph for this function:

5.6.2.16 load_GL_VERSION_2_0()

```
static void load_GL_VERSION_2_0 (
            GLADloadproc load )  [static]
```

Here is the caller graph for this function:

5.6.2.17 load_GL_VERSION_2_1()

```
static void load_GL_VERSION_2_1 (
            GLADloadproc load )  [static]
```

Here is the caller graph for this function:

5.6.2.18 load_GL_VERSION_3_0()

```
static void load_GL_VERSION_3_0 (
            GLADloadproc load )  [static]
```

Here is the caller graph for this function:

5.6.2.19 load_GL_VERSION_3_1()

```
static void load_GL_VERSION_3_1 (
            GLADloadproc load )  [static]
```

Here is the caller graph for this function:

5.6.2.20 load_GL_VERSION_3_2()

```
static void load_GL_VERSION_3_2 (
            GLADloadproc load )  [static]
```

Here is the caller graph for this function:

5.6.2.21 load_GL_VERSION_3_3()

```
static void load_GL_VERSION_3_3 (
            GLADloadproc load )  [static]
```

Here is the caller graph for this function:

5.6.2.22 load_GL_VERSION_4_0()

```
static void load_GL_VERSION_4_0 (
            GLADloadproc load )  [static]
```

Here is the caller graph for this function:

5.6.2.23 load_GL_VERSION_4_1()

```
static void load_GL_VERSION_4_1 (
            GLADloadproc load )  [static]
```

Here is the caller graph for this function:

5.6.2.24 load_GL_VERSION_4_2()

```
static void load_GL_VERSION_4_2 (
            GLADloadproc load )  [static]
```

Here is the caller graph for this function:

5.6.2.25 load_GL_VERSION_4_3()

```
static void load_GL_VERSION_4_3 (
            GLADloadproc load )  [static]
```

Here is the caller graph for this function:

5.6.2.26 load_GL_VERSION_4_4()

```
static void load_GL_VERSION_4_4 (
            GLADloadproc load )  [static]
```

Here is the caller graph for this function:

5.6.2.27 load_GL_VERSION_4_5()

```
static void load_GL_VERSION_4_5 (
            GLADloadproc load ) [static]
```

Here is the caller graph for this function:

5.6.2.28 load_GL_VERSION_4_6()

```
static void load_GL_VERSION_4_6 (
            GLADloadproc load ) [static]
```

Here is the caller graph for this function:

5.6.2.29 open_gl()

```
static int open_gl (
            void ) [static]
```

Here is the caller graph for this function:

5.6.3 Variable Documentation

5.6.3.1 exts

```
const char* exts = NULL [static]
```

5.6.3.2 exts_i

```
const char** exts_i = NULL [static]
```

5.6.3.3 GLAD_GL_VERSION_1_0

```
int GLAD_GL_VERSION_1_0
```

5.6.3.4 GLAD_GL_VERSION_1_1

```
int GLAD_GL_VERSION_1_1
```

5.6.3.5 GLAD_GL_VERSION_1_2

```
int GLAD_GL_VERSION_1_2
```

5.6.3.6 GLAD_GL_VERSION_1_3

```
int GLAD_GL_VERSION_1_3
```

5.6.3.7 GLAD_GL_VERSION_1_4

```
int GLAD_GL_VERSION_1_4
```

5.6.3.8 GLAD_GL_VERSION_1_5

```
int GLAD_GL_VERSION_1_5
```

5.6.3.9 GLAD_GL_VERSION_2_0

```
int GLAD_GL_VERSION_2_0
```

5.6.3.10 GLAD_GL_VERSION_2_1

```
int GLAD_GL_VERSION_2_1
```

5.6.3.11 GLAD_GL_VERSION_3_0

int GLAD_GL_VERSION_3_0

5.6.3.12 GLAD_GL_VERSION_3_1

int GLAD_GL_VERSION_3_1

5.6.3.13 GLAD_GL_VERSION_3_2

int GLAD_GL_VERSION_3_2

5.6.3.14 GLAD_GL_VERSION_3_3

int GLAD_GL_VERSION_3_3

5.6.3.15 GLAD_GL_VERSION_4_0

int GLAD_GL_VERSION_4_0

5.6.3.16 GLAD_GL_VERSION_4_1

int GLAD_GL_VERSION_4_1

5.6.3.17 GLAD_GL_VERSION_4_2

int GLAD_GL_VERSION_4_2

5.6.3.18 GLAD_GL_VERSION_4_3

int GLAD_GL_VERSION_4_3

5.6.3.19 GLAD_GL_VERSION_4_4

`int GLAD_GL_VERSION_4_4`

5.6.3.20 GLAD_GL_VERSION_4_5

`int GLAD_GL_VERSION_4_5`

5.6.3.21 GLAD_GL_VERSION_4_6

`int GLAD_GL_VERSION_4_6`

5.6.3.22 glad_glAccum

`PFNGLACCUMPROC glad_glAccum`

5.6.3.23 glad_glActiveShaderProgram

`PFNGLACTIVESHADERPROGRAMPROC glad_glActiveShaderProgram`

5.6.3.24 glad_glActiveTexture

`PFNGLACTIVETEXTUREPROC glad_glActiveTexture`

5.6.3.25 glad_glAlphaFunc

`PFNGLALPHAFUNCPROC glad_glAlphaFunc`

5.6.3.26 glad_glAreTexturesResident

`PFNGLARETEXTURESRESIDENTPROC glad_glAreTexturesResident`

5.6.3.27 glad_glArrayElement

PFNGLARRAYELEMENTPROC glad_glArrayElement

5.6.3.28 glad_glAttachShader

PFNGLATTACHSHADERPROC glad_glAttachShader

5.6.3.29 glad_glBegin

PFNGLBEGINPROC glad_glBegin

5.6.3.30 glad_glBeginConditionalRender

PFNGLBEGINCONDITIONALRENDERPROC glad_glBeginConditionalRender

5.6.3.31 glad_glBeginQuery

PFNGLBEGINQUERYPROC glad_glBeginQuery

5.6.3.32 glad_glBeginQueryIndexed

PFNGLBEGINQUERYINDEXEDPROC glad_glBeginQueryIndexed

5.6.3.33 glad_glBeginTransformFeedback

PFNGLBEGINTRANSFORMFEEDBACKPROC glad_glBeginTransformFeedback

5.6.3.34 glad_glBindAttribLocation

PFNGLBINDATTRIBLOCATIONPROC glad_glBindAttribLocation

5.6.3.35 glad_glBindBuffer

```
PFNGLBINDBUFFERPROC glad_glBindBuffer
```

5.6.3.36 glad_glBindBufferBase

```
PFNGLBINDBUFFERBASEPROC glad_glBindBufferBase
```

5.6.3.37 glad_glBindBufferRange

```
PFNGLBINDBUFFERRANGEPROC glad_glBindBufferRange
```

5.6.3.38 glad_glBindBuffersBase

```
PFNGLBINDBUFFERSBASEPROC glad_glBindBuffersBase
```

5.6.3.39 glad_glBindBuffersRange

```
PFNGLBINDBUFFERSRANGEPROC glad_glBindBuffersRange
```

5.6.3.40 glad_glBindFragDataLocation

```
PFNGLBINDFRAGDATALOCATIONPROC glad_glBindFragDataLocation
```

5.6.3.41 glad_glBindFragDataLocationIndexed

```
PFNGLBINDFRAGDATALOCATIONINDEXEDPROC glad_glBindFragDataLocationIndexed
```

5.6.3.42 glad_glBindFramebuffer

```
PFNGLBINDFRAMEBUFFERPROC glad_glBindFramebuffer
```

5.6.3.43 glad_glBindImageTexture

PFNGLBINDIMAGETEXTUREPROC glad_glBindImageTexture

5.6.3.44 glad_glBindImageTextures

PFNGLBINDIMAGETEXTURESPROC glad_glBindImageTextures

5.6.3.45 glad_glBindProgramPipeline

PFNGLBINDPROGRAMPIPELINEPROC glad_glBindProgramPipeline

5.6.3.46 glad_glBindRenderbuffer

PFNGLBINDRENDERBUFFERPROC glad_glBindRenderbuffer

5.6.3.47 glad_glBindSampler

PFNGLBINDSAMPLERPROC glad_glBindSampler

5.6.3.48 glad_glBindSamplers

PFNGLBINDSAMPLERSPROC glad_glBindSamplers

5.6.3.49 glad_glBindTexture

PFNGLBINDTEXTUREPROC glad_glBindTexture

5.6.3.50 glad_glBindTextures

PFNGLBINDTEXTURESPROC glad_glBindTextures

5.6.3.51 glad_glBindTextureUnit

PFNGLBINDTEXTUREUNITPROC glad_glBindTextureUnit

5.6.3.52 glad_glBindTransformFeedback

PFNGLBINDTRANSFORMFEEDBACKPROC glad_glBindTransformFeedback

5.6.3.53 glad_glBindVertexArray

PFNGLBINDVERTEXARRAYPROC glad_glBindVertexArray

5.6.3.54 glad_glBindVertexBuffer

PFNGLBINDVERTEXBUFFERPROC glad_glBindVertexBuffer

5.6.3.55 glad_glBindVertexBuffers

PFNGLBINDVERTEXBUFFERSPROC glad_glBindVertexBuffers

5.6.3.56 glad_glBitmap

PFNGLBITMAPPROC glad_glBitmap

5.6.3.57 glad_glBlendColor

PFNGLBLENDCOLORPROC glad_glBlendColor

5.6.3.58 glad_glBlendEquation

PFNGLBLENDEQUATIONPROC glad_glBlendEquation

5.6.3.59 glad_glBlendEquationi

PFNGLBLENDEQUATIONIPROC glad_glBlendEquationi

5.6.3.60 glad_glBlendEquationSeparate

PFNGLBLENDEQUATIONSEPARATEPROC glad_glBlendEquationSeparate

5.6.3.61 glad_glBlendEquationSeparatei

PFNGLBLENDEQUATIONSEPARATEIPROC glad_glBlendEquationSeparatei

5.6.3.62 glad_glBlendFunc

PFNGLBLENDFUNCPROC glad_glBlendFunc

5.6.3.63 glad_glBlendFunci

PFNGLBLENDFUNCIPROC glad_glBlendFunci

5.6.3.64 glad_glBlendFuncSeparate

PFNGLBLENDFUNCSEPARATEPROC glad_glBlendFuncSeparate

5.6.3.65 glad_glBlendFuncSeparatei

PFNGLBLENDFUNCSEPARATEIPROC glad_glBlendFuncSeparatei

5.6.3.66 glad_glBlitFramebuffer

PFNGLBLITFRAMEBUFFERPROC glad_glBlitFramebuffer

5.6.3.67 glad_glBlitNamedFramebuffer

PFNGLBLITNAMEDFRAMEBUFFERPROC glad_glBlitNamedFramebuffer

5.6.3.68 glad_glBufferData

PFNGLBUFFERDATAPROC glad_glBufferData

5.6.3.69 glad_glBufferStorage

PFNGLBUFFERSTORAGEPROC glad_glBufferStorage

5.6.3.70 glad_glBufferSubData

PFNGLBUFFERSUBDATAPROC glad_glBufferSubData

5.6.3.71 glad_glCallList

PFNGLCALLLISTPROC glad_glCallList

5.6.3.72 glad_glCallLists

PFNGLCALLLISTSPROC glad_glCallLists

5.6.3.73 glad_glCheckFramebufferStatus

PFNGLCHECKFRAMEBUFFERSTATUSPROC glad_glCheckFramebufferStatus

5.6.3.74 glad_glCheckNamedFramebufferStatus

PFNGLCHECKNAMEDFRAMEBUFFERSTATUSPROC glad_glCheckNamedFramebufferStatus

5.6.3.75 glad_glClampColor

PFNGLCLAMPCOLORPROC glad_glClampColor

5.6.3.76 glad_glClear

PFNGLCLEARPROC glad_glClear

5.6.3.77 glad_glClearAccum

PFNGLCLEARACCUMPROC glad_glClearAccum

5.6.3.78 glad_glClearBufferData

PFNGLCLEARBUFFERDATAPROC glad_glClearBufferData

5.6.3.79 glad_glClearBufferfi

PFNGLCLEARBUFFERFIPROC glad_glClearBufferfi

5.6.3.80 glad_glClearBufferfv

PFNGLCLEARBUFFERFVPROC glad_glClearBufferfv

5.6.3.81 glad_glClearBufferiv

PFNGLCLEARBUFFERIVPROC glad_glClearBufferiv

5.6.3.82 glad_glClearBufferSubData

PFNGLCLEARBUFFERSUBDATAPROC glad_glClearBufferSubData

5.6.3.83 glad_glClearBufferuiv

PFNGLCLEARBUFFERUIVPROC glad_glClearBufferuiv

5.6.3.84 glad_glClearColor

PFNGLCLEARCOLORPROC glad_glClearColor

5.6.3.85 glad_glClearDepth

PFNGLCLEARDEPTHPROC glad_glClearDepth

5.6.3.86 glad_glClearDepthf

PFNGLCLEARDEPTHFPROC glad_glClearDepthf

5.6.3.87 glad_glClearIndex

PFNGLCLEARINDEXPROC glad_glClearIndex

5.6.3.88 glad_glClearNamedBufferData

PFNGLCLEARNAMEDBUFFERDATAPROC glad_glClearNamedBufferData

5.6.3.89 glad_glClearNamedBufferSubData

PFNGLCLEARNAMEDBUFFERSUBDATAPROC glad_glClearNamedBufferSubData

5.6.3.90 glad_glClearNamedFramebufferfi

PFNGLCLEARNAMEDFRAMEBUFFERFIPROC glad_glClearNamedFramebufferfi

5.6.3.91 glad_glClearNamedFramebufferfv

PFNGLCLEARNAMEDFRAMEBUFFERFVPROC glad_glClearNamedFramebufferfv

5.6.3.92 glad_glClearNamedFramebufferiv

PFNGLCLEARNAMEDFRAMEBUFFERIVPROC glad_glClearNamedFramebufferiv

5.6.3.93 glad_glClearNamedFramebufferuiv

PFNGLCLEARNAMEDFRAMEBUFFERUIVPROC glad_glClearNamedFramebufferuiv

5.6.3.94 glad_glClearStencil

PFNGLCLEARSTENCILPROC glad_glClearStencil

5.6.3.95 glad_glClearTexImage

PFNGLCLEARTEXIMAGEPROC glad_glClearTexImage

5.6.3.96 glad_glClearTexSubImage

PFNGLCLEARTEXSUBIMAGEPROC glad_glClearTexSubImage

5.6.3.97 glad_glClientActiveTexture

PFNGLCLIENTACTIVETEXTUREPROC glad_glClientActiveTexture

5.6.3.98 glad_glClientWaitSync

PFNGLCLIENTWAITSYNCPROC glad_glClientWaitSync

5.6.3.99 glad_glClipControl

PFNGLCLIPCONTROLPROC glad_glClipControl

5.6.3.100 glad_glClipPlane

PFNGLCLIPPLANEPROC glad_glClipPlane

5.6.3.101 glad_glColor3b

PFNGLCOLOR3BPROC glad_glColor3b

5.6.3.102 glad_glColor3bv

PFNGLCOLOR3BVPROC glad_glColor3bv

5.6.3.103 glad_glColor3d

PFNGLCOLOR3DPROC glad_glColor3d

5.6.3.104 glad_glColor3dv

PFNGLCOLOR3DVPROC glad_glColor3dv

5.6.3.105 glad_glColor3f

PFNGLCOLOR3FPROC glad_glColor3f

5.6.3.106 glad_glColor3fv

PFNGLCOLOR3FVPROC glad_glColor3fv

5.6.3.107 glad_glColor3i

PFNGLCOLOR3IPROC glad_glColor3i

5.6.3.108 glad_glColor3iv

PFNGLCOLOR3IVPROC glad_glColor3iv

5.6.3.109 glad_glColor3s

PFNGLCOLOR3SPROC glad_glColor3s

5.6.3.110 glad_glColor3sv

PFNGLCOLOR3SVPROC glad_glColor3sv

5.6.3.111 glad_glColor3ub

PFNGLCOLOR3UBPROC glad_glColor3ub

5.6.3.112 glad_glColor3ubv

PFNGLCOLOR3UBVPROC glad_glColor3ubv

5.6.3.113 glad_glColor3ui

PFNGLCOLOR3UIPROC glad_glColor3ui

5.6.3.114 glad_glColor3uiv

PFNGLCOLOR3UIVPROC glad_glColor3uiv

5.6.3.115 glad_glColor3us

PFNGLCOLOR3USPROC glad_glColor3us

5.6.3.116 glad_glColor3usv

PFNGLCOLOR3USVPROC glad_glColor3usv

5.6.3.117 glad_glColor4b

PFNGLCOLOR4BPROC glad_glColor4b

5.6.3.118 glad_glColor4bv

PFNGLCOLOR4BVPROC glad_glColor4bv

5.6.3.119 glad_glColor4d

PFNGLCOLOR4DPROC glad_glColor4d

5.6.3.120 glad_glColor4dv

PFNGLCOLOR4DVPROC glad_glColor4dv

5.6.3.121 glad_glColor4f

PFNGLCOLOR4FPROC glad_glColor4f

5.6.3.122 glad_glColor4fv

PFNGLCOLOR4FVPROC glad_glColor4fv

5.6.3.123 glad_glColor4i

PFNGLCOLOR4IPROC glad_glColor4i

5.6.3.124 glad_glColor4iv

PFNGLCOLOR4IVPROC glad_glColor4iv

5.6.3.125 glad_glColor4s

PFNGLCOLOR4SPROC glad_glColor4s

5.6.3.126 glad_glColor4sv

PFNGLCOLOR4SVPROC glad_glColor4sv

5.6.3.127 glad_glColor4ub

PFNGLCOLOR4UBPROC glad_glColor4ub

5.6.3.128 glad_glColor4ubv

PFNGLCOLOR4UBVPROC glad_glColor4ubv

5.6.3.129 glad_glColor4ui

PFNGLCOLOR4UIPROC glad_glColor4ui

5.6.3.130 glad_glColor4uiv

PFNGLCOLOR4UIVPROC glad_glColor4uiv

5.6.3.131 glad_glColor4us

```
PFNGLCOLOR4USPROC glad_glColor4us
```

5.6.3.132 glad_glColor4usv

```
PFNGLCOLOR4USVPROC glad_glColor4usv
```

5.6.3.133 glad_glColorMask

```
PFNGLCOLORMASKPROC glad_glColorMask
```

5.6.3.134 glad_glColorMaski

```
PFNGLCOLORMASKIPROC glad_glColorMaski
```

5.6.3.135 glad_glColorMaterial

```
PFNGLCOLORMATERIALPROC glad_glColorMaterial
```

5.6.3.136 glad_glColorP3ui

```
PFNGLCOLORP3UIPROC glad_glColorP3ui
```

5.6.3.137 glad_glColorP3uiv

```
PFNGLCOLORP3UIVPROC glad_glColorP3uiv
```

5.6.3.138 glad_glColorP4ui

```
PFNGLCOLORP4UIPROC glad_glColorP4ui
```

5.6.3.139 glad_glColorP4uiv

PFNGLCOLORP4UIVPROC glad_glColorP4uiv

5.6.3.140 glad_glColorPointer

PFNGLCOLORPOINTERPROC glad_glColorPointer

5.6.3.141 glad_glCompileShader

PFNGLCOMPILESHADERPROC glad_glCompileShader

5.6.3.142 glad_glCompressedTexImage1D

PFNGLCOMPRESSEDTEXIMAGE1DPROC glad_glCompressedTexImage1D

5.6.3.143 glad_glCompressedTexImage2D

PFNGLCOMPRESSEDTEXIMAGE2DPROC glad_glCompressedTexImage2D

5.6.3.144 glad_glCompressedTexImage3D

PFNGLCOMPRESSEDTEXIMAGE3DPROC glad_glCompressedTexImage3D

5.6.3.145 glad_glCompressedTexSubImage1D

PFNGLCOMPRESSEDTEXSUBIMAGE1DPROC glad_glCompressedTexSubImage1D

5.6.3.146 glad_glCompressedTexSubImage2D

PFNGLCOMPRESSEDTEXSUBIMAGE2DPROC glad_glCompressedTexSubImage2D

5.6.3.147 glad_glCompressedTexSubImage3D

PFNGLCOMPRESSEDTEXSUBIMAGE3DPROC glad_glCompressedTexSubImage3D

5.6.3.148 glad_glCompressedTextureSubImage1D

PFNGLCOMPRESSEDTEXTURESUBIMAGE1DPROC glad_glCompressedTextureSubImage1D

5.6.3.149 glad_glCompressedTextureSubImage2D

PFNGLCOMPRESSEDTEXTURESUBIMAGE2DPROC glad_glCompressedTextureSubImage2D

5.6.3.150 glad_glCompressedTextureSubImage3D

PFNGLCOMPRESSEDTEXTURESUBIMAGE3DPROC glad_glCompressedTextureSubImage3D

5.6.3.151 glad_glCopyBufferSubData

PFNGLCOPYBUFFERSUBDATAPROC glad_glCopyBufferSubData

5.6.3.152 glad_glCopyImageSubData

PFNGLCOPYIMAGESUBDATAPROC glad_glCopyImageSubData

5.6.3.153 glad_glCopyNamedBufferSubData

PFNGLCOPYNAMEDBUFFERSUBDATAPROC glad_glCopyNamedBufferSubData

5.6.3.154 glad_glCopyPixels

PFNGLCOPYPIXELSPROC glad_glCopyPixels

5.6.3.155 glad_glCopyTexImage1D

PFNGLCOPYTEXIMAGE1DPROC glad_glCopyTexImage1D

5.6.3.156 glad_glCopyTexImage2D

PFNGLCOPYTEXIMAGE2DPROC glad_glCopyTexImage2D

5.6.3.157 glad_glCopyTexSubImage1D

PFNGLCOPYTEXSUBIMAGE1DPROC glad_glCopyTexSubImage1D

5.6.3.158 glad_glCopyTexSubImage2D

PFNGLCOPYTEXSUBIMAGE2DPROC glad_glCopyTexSubImage2D

5.6.3.159 glad_glCopyTexSubImage3D

PFNGLCOPYTEXSUBIMAGE3DPROC glad_glCopyTexSubImage3D

5.6.3.160 glad_glCopyTextureSubImage1D

PFNGLCOPYTEXTURESUBIMAGE1DPROC glad_glCopyTextureSubImage1D

5.6.3.161 glad_glCopyTextureSubImage2D

PFNGLCOPYTEXTURESUBIMAGE2DPROC glad_glCopyTextureSubImage2D

5.6.3.162 glad_glCopyTextureSubImage3D

PFNGLCOPYTEXTURESUBIMAGE3DPROC glad_glCopyTextureSubImage3D

5.6.3.163 glad_glCreateBuffers

PFNGLCREATEBUFFERSPROC glad_glCreateBuffers

5.6.3.164 glad_glCreateFramebuffers

PFNGLCREATEFRAMEBUFFERSPROC glad_glCreateFramebuffers

5.6.3.165 glad_glCreateProgram

PFNGLCREATEPROGRAMPROC glad_glCreateProgram

5.6.3.166 glad_glCreateProgramPipelines

PFNGLCREATEPROGRAMPIPELINESPROC glad_glCreateProgramPipelines

5.6.3.167 glad_glCreateQueries

PFNGLCREATEQUERIESPROC glad_glCreateQueries

5.6.3.168 glad_glCreateRenderbuffers

PFNGLCREATERENDERBUFFERSPROC glad_glCreateRenderbuffers

5.6.3.169 glad_glCreateSamplers

PFNGLCREATESAMPLERSPROC glad_glCreateSamplers

5.6.3.170 glad_glCreateShader

PFNGLCREATESHADERPROC glad_glCreateShader

5.6.3.171 glad_glCreateShaderProgramv

PFNGLCREATESHADERPROGRAMVPROC glad_glCreateShaderProgramv

5.6.3.172 glad_glCreateTextures

PFNGLCREATETEXTURESPROC glad_glCreateTextures

5.6.3.173 glad_glCreateTransformFeedbacks

PFNGLCREATETRANSFORMFEEDBACKSPROC glad_glCreateTransformFeedbacks

5.6.3.174 glad_glCreateVertexArrays

PFNGLCREATEVERTEXARRAYSPROC glad_glCreateVertexArrays

5.6.3.175 glad_glCullFace

PFNGLCULLFACEPROC glad_glCullFace

5.6.3.176 glad_glDebugMessageCallback

PFNGLDEBUGMESSAGECALLBACKPROC glad_glDebugMessageCallback

5.6.3.177 glad_glDebugMessageControl

PFNGLDEBUGMESSAGECONTROLPROC glad_glDebugMessageControl

5.6.3.178 glad_glDebugMessageInsert

PFNGLDEBUGMESSAGEINSERTPROC glad_glDebugMessageInsert

5.6.3.179 glad_glDeleteBuffers

PFNGLDELETEBUFFERSPROC glad_glDeleteBuffers

5.6.3.180 glad_glDeleteFramebuffers

PFNGLDELETEFRAMEBUFFERSPROC glad_glDeleteFramebuffers

5.6.3.181 glad_glDeleteLists

PFNGLDELETELISTSPROC glad_glDeleteLists

5.6.3.182 glad_glDeleteProgram

PFNGLDELETEPROGRAMPROC glad_glDeleteProgram

5.6.3.183 glad_glDeleteProgramPipelines

PFNGLDELETEPROGRAMPIPELINESPROC glad_glDeleteProgramPipelines

5.6.3.184 glad_glDeleteQueries

PFNGLDELETEQUERIESPROC glad_glDeleteQueries

5.6.3.185 glad_glDeleteRenderbuffers

PFNGLDELETERENDERBUFFERSPROC glad_glDeleteRenderbuffers

5.6.3.186 glad_glDeleteSamplers

PFNGLDELETESAMPLERSPROC glad_glDeleteSamplers

5.6.3.187 glad_glDeleteShader

PFNGLDELETESHADERPROC glad_glDeleteShader

5.6.3.188 glad_glDeleteSync

PFNGLDELETESYNCPROC glad_glDeleteSync

5.6.3.189 glad_glDeleteTextures

PFNGLDELETETEXTURESPROC glad_glDeleteTextures

5.6.3.190 glad_glDeleteTransformFeedbacks

PFNGLDELETETRANSFORMFEEDBACKSPROC glad_glDeleteTransformFeedbacks

5.6.3.191 glad_glDeleteVertexArrays

PFNGLDELETEVERTEXARRAYSPROC glad_glDeleteVertexArrays

5.6.3.192 glad_glDepthFunc

PFNGLDEPTHFUNCPROC glad_glDepthFunc

5.6.3.193 glad_glDepthMask

PFNGLDEPTHMASKPROC glad_glDepthMask

5.6.3.194 glad_glDepthRange

PFNGLDEPTHRANGEPROC glad_glDepthRange

5.6.3.195 glad_glDepthRangeArrayv

PFNGLDEPTHRANGEARRAYVPROC glad_glDepthRangeArrayv

5.6.3.196 glad_glDepthRangef

PFNGLDEPTHRANGEFPROC glad_glDepthRangef

5.6.3.197 glad_glDepthRangeIndexed

PFNGLDEPTHRANGEINDEXEDPROC glad_glDepthRangeIndexed

5.6.3.198 glad_glDetachShader

PFNGLDETACHSHADERPROC glad_glDetachShader

5.6.3.199 glad_glDisable

PFNGLDISABLEPROC glad_glDisable

5.6.3.200 glad_glDisableClientState

PFNGLDISABLECLIENTSTATEPROC glad_glDisableClientState

5.6.3.201 glad_glDisablei

PFNGLDISABLEIPROC glad_glDisablei

5.6.3.202 glad_glDisableVertexArrayAttrib

PFNGLDISABLEVERTEXARRAYATTRIBPROC glad_glDisableVertexArrayAttrib

5.6.3.203 glad_glDisableVertexAttribArray

PFNGLDISABLEVERTEXATTRIBARRAYPROC glad_glDisableVertexAttribArray

5.6.3.204 glad_glDispatchCompute

PFNGLDISPATCHCOMPUTEPROC glad_glDispatchCompute

5.6.3.205 glad_glDispatchComputeIndirect

PFNGLDISPATCHCOMPUTEINDIRECTPROC glad_glDispatchComputeIndirect

5.6.3.206 glad_glDrawArrays

PFNGLDRAWARRAYSPROC glad_glDrawArrays

5.6.3.207 glad_glDrawArraysIndirect

PFNGLDRAWARRAYSINDIRECTPROC glad_glDrawArraysIndirect

5.6.3.208 glad_glDrawArraysInstanced

PFNGLDRAWARRAYSINSTANCEDPROC glad_glDrawArraysInstanced

5.6.3.209 glad_glDrawArraysInstancedBaseInstance

PFNGLDRAWARRAYSINSTANCEDBASEINSTANCEPROC glad_glDrawArraysInstancedBaseInstance

5.6.3.210 glad_glDrawBuffer

PFNGLDRAWBUFFERPROC glad_glDrawBuffer

5.6.3.211 glad_glDrawBuffers

`PFNGLDRAWBUFFERSPROC glad_glDrawBuffers`

5.6.3.212 glad_glDrawElements

`PFNGLDRAWELEMENTSPROC glad_glDrawElements`

5.6.3.213 glad_glDrawElementsBaseVertex

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5.6.3.439 glad_glGetVertexAttribfv

PFNGLGETVERTEXATTRIBFVPROC glad_glGetVertexAttribfv

5.6.3.440 glad_glGetVertexAttribIiv

PFNGLGETVERTEXATTRIBIIVPROC glad_glGetVertexAttribIiv

5.6.3.441 glad_glGetVertexAttribIuiv

PFNGLGETVERTEXATTRIBIUIVPROC glad_glGetVertexAttribIuiv

5.6.3.442 glad_glGetVertexAttribiv

PFNGLGETVERTEXATTRIBIVPROC glad_glGetVertexAttribiv

5.6.3.443 glad_glGetVertexAttribLdv

PFNGLGETVERTEXATTRIBLDVPROC glad_glGetVertexAttribLdv

5.6.3.444 glad_glGetVertexAttribPointerv

PFNGLGETVERTEXATTRIBPOINTERVPROC glad_glGetVertexAttribPointerv

5.6.3.445 glad_glHint

PFNGLHINTPROC glad_glHint

5.6.3.446 glad_glIndexd

PFNGLINDEXDPROC glad_glIndexd

5.6.3.447 glad_glIndexdv

PFNGLINDEXDVPROC glad_glIndexdv

5.6.3.448 glad_glIndexf

PFNGLINDEXFPROC glad_glIndexf

5.6.3.449 glad_glIndexfv

PFNGLINDEXFVPROC glad_glIndexfv

5.6.3.450 glad_glIndexi

PFNGLINDEXIPROC glad_glIndexi

5.6.3.451 glad_glIndexiv

`PFNGLINDEXIVPROC glad_glIndexiv`

5.6.3.452 glad_glIndexMask

`PFNGLINDEXMASKPROC glad_glIndexMask`

5.6.3.453 glad_glIndexPointer

`PFNGLINDEXPOINTERPROC glad_glIndexPointer`

5.6.3.454 glad_glIndexs

`PFNGLINDEXSPROC glad_glIndexs`

5.6.3.455 glad_glIndexsv

`PFNGLINDEXSVPROC glad_glIndexsv`

5.6.3.456 glad_glIndexub

`PFNGLINDEXUBPROC glad_glIndexub`

5.6.3.457 glad_glIndexubv

`PFNGLINDEXUBVPROC glad_glIndexubv`

5.6.3.458 glad_glInitNames

`PFNGLINITNAMESPROC glad_glInitNames`

5.6.3.459 glad_glInterleavedArrays

PFNGLINTERLEAVEDARRAYSPROC glad_glInterleavedArrays

5.6.3.460 glad_glInvalidateBufferData

PFNGLINVALIDATEBUFFERDATAPROC glad_glInvalidateBufferData

5.6.3.461 glad_glInvalidateBufferSubData

PFNGLINVALIDATEBUFFERSUBDATAPROC glad_glInvalidateBufferSubData

5.6.3.462 glad_glInvalidateFramebuffer

PFNGLINVALIDATEFRAMEBUFFERPROC glad_glInvalidateFramebuffer

5.6.3.463 glad_glInvalidateNamedFramebufferData

PFNGLINVALIDATENAMEDFRAMEBUFFERDATAPROC glad_glInvalidateNamedFramebufferData

5.6.3.464 glad_glInvalidateNamedFramebufferSubData

PFNGLINVALIDATENAMEDFRAMEBUFFERSUBDATAPROC glad_glInvalidateNamedFramebufferSubData

5.6.3.465 glad_glInvalidateSubFramebuffer

PFNGLINVALIDATESUBFRAMEBUFFERPROC glad_glInvalidateSubFramebuffer

5.6.3.466 glad_glInvalidateTexImage

PFNGLINVALIDATETEXIMAGEPROC glad_glInvalidateTexImage

5.6.3.467 glad_glInvalidateTexSubImage

`PFNGLINVALIDATETEXSUBIMAGEPROC glad_glInvalidateTexSubImage`

5.6.3.468 glad_glIsBuffer

`PFNGLISBUFFERPROC glad_glIsBuffer`

5.6.3.469 glad_glIsEnabled

`PFNGLISENABLEDPROC glad_glIsEnabled`

5.6.3.470 glad_glIsEnabledi

`PFNGLISENABLEDIPROC glad_glIsEnabledi`

5.6.3.471 glad_glIsFramebuffer

`PFNGLISFRAMEBUFFERPROC glad_glIsFramebuffer`

5.6.3.472 glad_glIsList

`PFNGLISLISTPROC glad_glIsList`

5.6.3.473 glad_glIsProgram

`PFNGLISPROGRAMPROC glad_glIsProgram`

5.6.3.474 glad_glIsProgramPipeline

`PFNGLISPROGRAMPIPELINEPROC glad_glIsProgramPipeline`

5.6.3.475 glad_glIsQuery

PFNGLISQUERYPROC glad_glIsQuery

5.6.3.476 glad_glIsRenderbuffer

PFNGLISRENDERBUFFERPROC glad_glIsRenderbuffer

5.6.3.477 glad_glIsSampler

PFNGLISSAMPLERPROC glad_glIsSampler

5.6.3.478 glad_glIsShader

PFNGLISSHADERPROC glad_glIsShader

5.6.3.479 glad_glIsSync

PFNGLISSYNCPROC glad_glIsSync

5.6.3.480 glad_glIsTexture

PFNGLISTEXTUREPROC glad_glIsTexture

5.6.3.481 glad_glIsTransformFeedback

PFNGLISTRANSFORMFEEDBACKPROC glad_glIsTransformFeedback

5.6.3.482 glad_glIsVertexArray

PFNGLISVERTEXARRAYPROC glad_glIsVertexArray

5.6.3.483 glad_glLightf

PFNGLLIGHTFPROC glad_glLightf

5.6.3.484 glad_glLightfv

PFNGLLIGHTFVPROC glad_glLightfv

5.6.3.485 glad_glLighti

PFNGLLIGHTIPROC glad_glLighti

5.6.3.486 glad_glLightiv

PFNGLLIGHTIVPROC glad_glLightiv

5.6.3.487 glad_glLightModelf

PFNGLLIGHTMODELFPROC glad_glLightModelf

5.6.3.488 glad_glLightModelfv

PFNGLLIGHTMODELFVPROC glad_glLightModelfv

5.6.3.489 glad_glLightModeli

PFNGLLIGHTMODELIPROC glad_glLightModeli

5.6.3.490 glad_glLightModeliv

PFNGLLIGHTMODELIVPROC glad_glLightModeliv

5.6.3.491 glad_glLineStipple

PFNGLLINESTIPPLEPROC glad_glLineStipple

5.6.3.492 glad_glLineWidth

PFNGLLINEWIDTHPROC glad_glLineWidth

5.6.3.493 glad_glLinkProgram

PFNGLLINKPROGRAMPROC glad_glLinkProgram

5.6.3.494 glad_glListBase

PFNGLLISTBASEPROC glad_glListBase

5.6.3.495 glad_glLoadIdentity

PFNGLLOADIDENTITYPROC glad_glLoadIdentity

5.6.3.496 glad_glLoadMatrixd

PFNGLLOADMATRIXDPROC glad_glLoadMatrixd

5.6.3.497 glad_glLoadMatrixf

PFNGLLOADMATRIXFPROC glad_glLoadMatrixf

5.6.3.498 glad_glLoadName

PFNGLLOADNAMEPROC glad_glLoadName

5.6.3.499 glad_glLoadTransposeMatrixd

PFNGLLOADTRANSPOSEMATRIXDPROC glad_glLoadTransposeMatrixd

5.6.3.500 glad_glLoadTransposeMatrixf

PFNGLLOADTRANSPOSEMATRIXFPROC glad_glLoadTransposeMatrixf

5.6.3.501 glad_glLogicOp

PFNGLLOGICOPPROC glad_glLogicOp

5.6.3.502 glad_glMap1d

PFNGLMAP1DPROC glad_glMap1d

5.6.3.503 glad_glMap1f

PFNGLMAP1FPROC glad_glMap1f

5.6.3.504 glad_glMap2d

PFNGLMAP2DPROC glad_glMap2d

5.6.3.505 glad_glMap2f

PFNGLMAP2FPROC glad_glMap2f

5.6.3.506 glad_glMapBuffer

PFNGLMAPBUFFERPROC glad_glMapBuffer

5.6.3.507 glad_glMapBufferRange

PFNGLMAPBUFFERRANGEPROC glad_glMapBufferRange

5.6.3.508 glad_glMapGrid1d

PFNGLMAPGRID1DPROC glad_glMapGrid1d

5.6.3.509 glad_glMapGrid1f

PFNGLMAPGRID1FPROC glad_glMapGrid1f

5.6.3.510 glad_glMapGrid2d

PFNGLMAPGRID2DPROC glad_glMapGrid2d

5.6.3.511 glad_glMapGrid2f

PFNGLMAPGRID2FPROC glad_glMapGrid2f

5.6.3.512 glad_glMapNamedBuffer

PFNGLMAPNAMEDBUFFERPROC glad_glMapNamedBuffer

5.6.3.513 glad_glMapNamedBufferRange

PFNGLMAPNAMEDBUFFERRANGEPROC glad_glMapNamedBufferRange

5.6.3.514 glad_glMaterialf

PFNGLMATERIALFPROC glad_glMaterialf

5.6.3.515 glad_glMaterialfv

PFNGLMATERIALFVPROC glad_glMaterialfv

5.6.3.516 glad_glMateriali

PFNGLMATERIALIPROC glad_glMateriali

5.6.3.517 glad_glMaterialiv

PFNGLMATERIALIVPROC glad_glMaterialiv

5.6.3.518 glad_glMatrixMode

PFNGLMATRIXMODEPROC glad_glMatrixMode

5.6.3.519 glad_glMemoryBarrier

PFNGLMEMORYBARRIERPROC glad_glMemoryBarrier

5.6.3.520 glad_glMemoryBarrierByRegion

PFNGLMEMORYBARRIERBYREGIONPROC glad_glMemoryBarrierByRegion

5.6.3.521 glad_glMinSampleShading

PFNGLMINSAMPLESHADINGPROC glad_glMinSampleShading

5.6.3.522 glad_glMultiDrawArrays

PFNGLMULTIDRAWARRAYSPROC glad_glMultiDrawArrays

5.6.3.523 glad_glMultiDrawArraysIndirect

PFNGLMULTIDRAWARRAYSINDIRECTPROC glad_glMultiDrawArraysIndirect

5.6.3.524 glad_glMultiDrawArraysIndirectCount

PFNGLMULTIDRAWARRAYSINDIRECTCOUNTPROC glad_glMultiDrawArraysIndirectCount

5.6.3.525 glad_glMultiDrawElements

PFNGLMULTIDRAWELEMENTSPROC glad_glMultiDrawElements

5.6.3.526 glad_glMultiDrawElementsBaseVertex

PFNGLMULTIDRAWELEMENTSBASEVERTEXPROC glad_glMultiDrawElementsBaseVertex

5.6.3.527 glad_glMultiDrawElementsIndirect

PFNGLMULTIDRAWELEMENTSINDIRECTPROC glad_glMultiDrawElementsIndirect

5.6.3.528 glad_glMultiDrawElementsIndirectCount

PFNGLMULTIDRAWELEMENTSINDIRECTCOUNTPROC glad_glMultiDrawElementsIndirectCount

5.6.3.529 glad_glMultiTexCoord1d

PFNGLMULTITEXCOORD1DPROC glad_glMultiTexCoord1d

5.6.3.530 glad_glMultiTexCoord1dv

PFNGLMULTITEXCOORD1DVPROC glad_glMultiTexCoord1dv

5.6.3.531 glad_glMultiTexCoord1f

PFNGLMULTITEXCOORD1FPROC glad_glMultiTexCoord1f

5.6.3.532 glad_glMultiTexCoord1fv

PFNGLMULTITEXCOORD1FVPROC glad_glMultiTexCoord1fv

5.6.3.533 glad_glMultiTexCoord1i

PFNGLMULTITEXCOORD1IPROC glad_glMultiTexCoord1i

5.6.3.534 glad_glMultiTexCoord1iv

PFNGLMULTITEXCOORD1IVPROC glad_glMultiTexCoord1iv

5.6.3.535 glad_glMultiTexCoord1s

PFNGLMULTITEXCOORD1SPROC glad_glMultiTexCoord1s

5.6.3.536 glad_glMultiTexCoord1sv

PFNGLMULTITEXCOORD1SVPROC glad_glMultiTexCoord1sv

5.6.3.537 glad_glMultiTexCoord2d

PFNGLMULTITEXCOORD2DPROC glad_glMultiTexCoord2d

5.6.3.538 glad_glMultiTexCoord2dv

PFNGLMULTITEXCOORD2DVPROC glad_glMultiTexCoord2dv

5.6.3.539 glad_glMultiTexCoord2f

PFNGLMULTITEXCOORD2FPROC glad_glMultiTexCoord2f

5.6.3.540 glad_glMultiTexCoord2fv

PFNGLMULTITEXCOORD2FVPROC glad_glMultiTexCoord2fv

5.6.3.541 glad_glMultiTexCoord2i

PFNGLMULTITEXCOORD2IPROC glad_glMultiTexCoord2i

5.6.3.542 glad_glMultiTexCoord2iv

PFNGLMULTITEXCOORD2IVPROC glad_glMultiTexCoord2iv

5.6.3.543 glad_glMultiTexCoord2s

PFNGLMULTITEXCOORD2SPROC glad_glMultiTexCoord2s

5.6.3.544 glad_glMultiTexCoord2sv

PFNGLMULTITEXCOORD2SVPROC glad_glMultiTexCoord2sv

5.6.3.545 glad_glMultiTexCoord3d

PFNGLMULTITEXCOORD3DPROC glad_glMultiTexCoord3d

5.6.3.546 glad_glMultiTexCoord3dv

PFNGLMULTITEXCOORD3DVPROC glad_glMultiTexCoord3dv

5.6.3.547 glad_glMultiTexCoord3f

PFNGLMULTITEXCOORD3FPROC glad_glMultiTexCoord3f

5.6.3.548 glad_glMultiTexCoord3fv

PFNGLMULTITEXCOORD3FVPROC glad_glMultiTexCoord3fv

5.6.3.549 glad_glMultiTexCoord3i

PFNGLMULTITEXCOORD3IPROC glad_glMultiTexCoord3i

5.6.3.550 glad_glMultiTexCoord3iv

PFNGLMULTITEXCOORD3IVPROC glad_glMultiTexCoord3iv

5.6.3.551 glad_glMultiTexCoord3s

PFNGLMULTITEXCOORD3SPROC glad_glMultiTexCoord3s

5.6.3.552 glad_glMultiTexCoord3sv

PFNGLMULTITEXCOORD3SVPROC glad_glMultiTexCoord3sv

5.6.3.553 glad_glMultiTexCoord4d

PFNGLMULTITEXCOORD4DPROC glad_glMultiTexCoord4d

5.6.3.554 glad_glMultiTexCoord4dv

PFNGLMULTITEXCOORD4DVPROC glad_glMultiTexCoord4dv

5.6.3.555 glad_glMultiTexCoord4f

PFNGLMULTITEXCOORD4FPROC glad_glMultiTexCoord4f

5.6.3.556 glad_glMultiTexCoord4fv

PFNGLMULTITEXCOORD4FVPROC glad_glMultiTexCoord4fv

5.6.3.557 glad_glMultiTexCoord4i

PFNGLMULTITEXCOORD4IPROC glad_glMultiTexCoord4i

5.6.3.558 glad_glMultiTexCoord4iv

PFNGLMULTITEXCOORD4IVPROC glad_glMultiTexCoord4iv

5.6.3.559 glad_glMultiTexCoord4s

PFNGLMULTITEXCOORD4SPROC glad_glMultiTexCoord4s

5.6.3.560 glad_glMultiTexCoord4sv

PFNGLMULTITEXCOORD4SVPROC glad_glMultiTexCoord4sv

5.6.3.561 glad_glMultiTexCoordP1ui

PFNGLMULTITEXCOORDP1UIPROC glad_glMultiTexCoordP1ui

5.6.3.562 glad_glMultiTexCoordP1uiv

PFNGLMULTITEXCOORDP1UIVPROC glad_glMultiTexCoordP1uiv

5.6.3.563 glad_glMultiTexCoordP2ui

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PFNGLMULTITEXCOORDP2UIPROC glad_glMultiTexCoordP2ui
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5.6.3.564 glad_glMultiTexCoordP2uiv

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PFNGLMULTITEXCOORDP2UIVPROC glad_glMultiTexCoordP2uiv
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5.6.3.565 glad_glMultiTexCoordP3ui

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PFNGLMULTITEXCOORDP3UIPROC glad_glMultiTexCoordP3ui
```

5.6.3.566 glad_glMultiTexCoordP3uiv

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PFNGLMULTITEXCOORDP3UIVPROC glad_glMultiTexCoordP3uiv
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5.6.3.567 glad_glMultiTexCoordP4ui

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PFNGLMULTITEXCOORDP4UIPROC glad_glMultiTexCoordP4ui
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5.6.3.568 glad_glMultiTexCoordP4uiv

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PFNGLMULTITEXCOORDP4UIVPROC glad_glMultiTexCoordP4uiv
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5.6.3.569 glad_glMultMatrixd

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PFNGLMULTMATRIXDPROC glad_glMultMatrixd
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5.6.3.570 glad_glMultMatrixf

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PFNGLMULTMATRIXFPROC glad_glMultMatrixf
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5.6.3.571 glad_glMultTransposeMatrixd

PFNGLMULTTRANSPOSEMATRIXDPROC glad_glMultTransposeMatrixd

5.6.3.572 glad_glMultTransposeMatrixf

PFNGLMULTTRANSPOSEMATRIXFPROC glad_glMultTransposeMatrixf

5.6.3.573 glad_glNamedBufferData

PFNGLNAMEDBUFFERDATAPROC glad_glNamedBufferData

5.6.3.574 glad_glNamedBufferStorage

PFNGLNAMEDBUFFERSTORAGEPROC glad_glNamedBufferStorage

5.6.3.575 glad_glNamedBufferSubData

PFNGLNAMEDBUFFERSUBDATAPROC glad_glNamedBufferSubData

5.6.3.576 glad_glNamedFramebufferDrawBuffer

PFNGLNAMEDFRAMEBUFFERDRAWBUFFERPROC glad_glNamedFramebufferDrawBuffer

5.6.3.577 glad_glNamedFramebufferDrawBuffers

PFNGLNAMEDFRAMEBUFFERDRAWBUFFERSPROC glad_glNamedFramebufferDrawBuffers

5.6.3.578 glad_glNamedFramebufferParameteri

PFNGLNAMEDFRAMEBUFFERPARAMETERIPROC glad_glNamedFramebufferParameteri

5.6.3.579 glad_glNamedFramebufferReadBuffer

PFNGLNAMEDFRAMEBUFFERREADBUFFERPROC glad_glNamedFramebufferReadBuffer

5.6.3.580 glad_glNamedFramebufferRenderbuffer

PFNGLNAMEDFRAMEBUFFERRENDERBUFFERPROC glad_glNamedFramebufferRenderbuffer

5.6.3.581 glad_glNamedFramebufferTexture

PFNGLNAMEDFRAMEBUFFERTEXTUREPROC glad_glNamedFramebufferTexture

5.6.3.582 glad_glNamedFramebufferTextureLayer

PFNGLNAMEDFRAMEBUFFERTEXTURELAYERPROC glad_glNamedFramebufferTextureLayer

5.6.3.583 glad_glNamedRenderbufferStorage

PFNGLNAMEDRENDERBUFFERSTORAGEPROC glad_glNamedRenderbufferStorage

5.6.3.584 glad_glNamedRenderbufferStorageMultisample

PFNGLNAMEDRENDERBUFFERSTORAGEMULTISAMPLEPROC glad_glNamedRenderbufferStorageMultisample

5.6.3.585 glad_glNewList

PFNGLNEWLISTPROC glad_glNewList

5.6.3.586 glad_glNormal3b

PFNGLNORMAL3BPROC glad_glNormal3b

5.6.3.587 glad_glNormal3bv

PFNGLNORMAL3BVPROC glad_glNormal3bv

5.6.3.588 glad_glNormal3d

PFNGLNORMAL3DPROC glad_glNormal3d

5.6.3.589 glad_glNormal3dv

PFNGLNORMAL3DVPROC glad_glNormal3dv

5.6.3.590 glad_glNormal3f

PFNGLNORMAL3FPROC glad_glNormal3f

5.6.3.591 glad_glNormal3fv

PFNGLNORMAL3FVPROC glad_glNormal3fv

5.6.3.592 glad_glNormal3i

PFNGLNORMAL3IPROC glad_glNormal3i

5.6.3.593 glad_glNormal3iv

PFNGLNORMAL3IVPROC glad_glNormal3iv

5.6.3.594 glad_glNormal3s

PFNGLNORMAL3SPROC glad_glNormal3s

5.6.3.595 glad_glNormal3sv

PFNGLNORMAL3SVPROC glad_glNormal3sv

5.6.3.596 glad_glNormalP3ui

PFNGLNORMALP3UIPROC glad_glNormalP3ui

5.6.3.597 glad_glNormalP3uiv

PFNGLNORMALP3UIVPROC glad_glNormalP3uiv

5.6.3.598 glad_glNormalPointer

PFNGLNORMALPOINTERPROC glad_glNormalPointer

5.6.3.599 glad_glObjectLabel

PFNGLOBJECTLABELPROC glad_glObjectLabel

5.6.3.600 glad_glObjectPtrLabel

PFNGLOBJECTPTRLABELPROC glad_glObjectPtrLabel

5.6.3.601 glad_glOrtho

PFNGLORTHOPROC glad_glOrtho

5.6.3.602 glad_glPassThrough

PFNGLPASSTHROUGHPROC glad_glPassThrough

5.6.3.603 glad_glPatchParameterfv

PFNGLPATCHPARAMETERFVPROC glad_glPatchParameterfv

5.6.3.604 glad_glPatchParameteri

PFNGLPATCHPARAMETERIPROC glad_glPatchParameteri

5.6.3.605 glad_glPauseTransformFeedback

PFNGLPAUSETRANSFORMFEEDBACKPROC glad_glPauseTransformFeedback

5.6.3.606 glad_glPixelMapfv

PFNGLPIXELMAPFVPROC glad_glPixelMapfv

5.6.3.607 glad_glPixelMapuiv

PFNGLPIXELMAPUIVPROC glad_glPixelMapuiv

5.6.3.608 glad_glPixelMapusv

PFNGLPIXELMAPUSVPROC glad_glPixelMapusv

5.6.3.609 glad_glPixelStoref

PFNGLPIXELSTOREFPROC glad_glPixelStoref

5.6.3.610 glad_glPixelStorei

PFNGLPIXELSTOREIPROC glad_glPixelStorei

5.6.3.611 glad_glPixelTransferf

PFNGLPIXELTRANSFERFPROC glad_glPixelTransferf

5.6.3.612 glad_glPixelTransferi

PFNGLPIXELTRANSFERIPROC glad_glPixelTransferi

5.6.3.613 glad_glPixelZoom

PFNGLPIXELZOOMPROC glad_glPixelZoom

5.6.3.614 glad_glPointParameterf

PFNGLPOINTPARAMETERFPROC glad_glPointParameterf

5.6.3.615 glad_glPointParameterfv

PFNGLPOINTPARAMETERFVPROC glad_glPointParameterfv

5.6.3.616 glad_glPointParameteri

PFNGLPOINTPARAMETERIPROC glad_glPointParameteri

5.6.3.617 glad_glPointParameteriv

PFNGLPOINTPARAMETERIVPROC glad_glPointParameteriv

5.6.3.618 glad_glPointSize

PFNGLPOINTSIZEPROC glad_glPointSize

5.6.3.619 glad_glPolygonMode

PFNGLPOLYGONMODEPROC glad_glPolygonMode

5.6.3.620 glad_glPolygonOffset

PFNGLPOLYGONOFFSETPROC glad_glPolygonOffset

5.6.3.621 glad_glPolygonOffsetClamp

PFNGLPOLYGONOFFSETCLAMPPROC glad_glPolygonOffsetClamp

5.6.3.622 glad_glPolygonStipple

PFNGLPOLYGONSTIPPLEPROC glad_glPolygonStipple

5.6.3.623 glad_glPopAttrib

PFNGLPOPATTRIBPROC glad_glPopAttrib

5.6.3.624 glad_glPopClientAttrib

PFNGLPOPCLIENTATTRIBPROC glad_glPopClientAttrib

5.6.3.625 glad_glPopDebugGroup

PFNGLPOPDEBUGGROUPPROC glad_glPopDebugGroup

5.6.3.626 glad_glPopMatrix

PFNGLPOPMATRIXPROC glad_glPopMatrix

5.6.3.627 glad_glPopName

PFNGLPOPNAMEPROC glad_glPopName

5.6.3.628 glad_glPrimitiveRestartIndex

PFNGLPRIMITIVERESTARTINDEXPROC glad_glPrimitiveRestartIndex

5.6.3.629 glad_glPrioritizeTextures

PFNGLPRIORITIZETEXTURESPROC glad_glPrioritizeTextures

5.6.3.630 glad_glProgramBinary

PFNGLPROGRAMBINARYPROC glad_glProgramBinary

5.6.3.631 glad_glProgramParameteri

PFNGLPROGRAMPARAMETERIPROC glad_glProgramParameteri

5.6.3.632 glad_glProgramUniform1d

PFNGLPROGRAMUNIFORM1DPROC glad_glProgramUniform1d

5.6.3.633 glad_glProgramUniform1dv

PFNGLPROGRAMUNIFORM1DVPROC glad_glProgramUniform1dv

5.6.3.634 glad_glProgramUniform1f

PFNGLPROGRAMUNIFORM1FPROC glad_glProgramUniform1f

5.6.3.635 glad_glProgramUniform1fv

PFNGLPROGRAMUNIFORM1FVPROC glad_glProgramUniform1fv

5.6.3.636 glad_glProgramUniform1i

PFNGLPROGRAMUNIFORM1IPROC glad_glProgramUniform1i

5.6.3.637 glad_glProgramUniform1iv

PFNGLPROGRAMUNIFORM1IVPROC glad_glProgramUniform1iv

5.6.3.638 glad_glProgramUniform1ui

PFNGLPROGRAMUNIFORM1UIPROC glad_glProgramUniform1ui

5.6.3.639 glad_glProgramUniform1uiv

PFNGLPROGRAMUNIFORM1UIVPROC glad_glProgramUniform1uiv

5.6.3.640 glad_glProgramUniform2d

PFNGLPROGRAMUNIFORM2DPROC glad_glProgramUniform2d

5.6.3.641 glad_glProgramUniform2dv

PFNGLPROGRAMUNIFORM2DVPROC glad_glProgramUniform2dv

5.6.3.642 glad_glProgramUniform2f

PFNGLPROGRAMUNIFORM2FPROC glad_glProgramUniform2f

5.6.3.643 glad_glProgramUniform2fv

PFNGLPROGRAMUNIFORM2FVPROC glad_glProgramUniform2fv

5.6.3.644 glad_glProgramUniform2i

PFNGLPROGRAMUNIFORM2IPROC glad_glProgramUniform2i

5.6.3.645 glad_glProgramUniform2iv

PFNGLPROGRAMUNIFORM2IVPROC glad_glProgramUniform2iv

5.6.3.646 glad_glProgramUniform2ui

PFNGLPROGRAMUNIFORM2UIPROC glad_glProgramUniform2ui

5.6.3.647 glad_glProgramUniform2uiv

PFNGLPROGRAMUNIFORM2UIVPROC glad_glProgramUniform2uiv

5.6.3.648 glad_glProgramUniform3d

PFNGLPROGRAMUNIFORM3DPROC glad_glProgramUniform3d

5.6.3.649 glad_glProgramUniform3dv

PFNGLPROGRAMUNIFORM3DVPROC glad_glProgramUniform3dv

5.6.3.650 glad_glProgramUniform3f

PFNGLPROGRAMUNIFORM3FPROC glad_glProgramUniform3f

5.6.3.651 glad_glProgramUniform3fv

PFNGLPROGRAMUNIFORM3FVPROC glad_glProgramUniform3fv

5.6.3.652 glad_glProgramUniform3i

PFNGLPROGRAMUNIFORM3IPROC glad_glProgramUniform3i

5.6.3.653 glad_glProgramUniform3iv

PFNGLPROGRAMUNIFORM3IVPROC glad_glProgramUniform3iv

5.6.3.654 glad_glProgramUniform3ui

PFNGLPROGRAMUNIFORM3UIPROC glad_glProgramUniform3ui

5.6.3.655 glad_glProgramUniform3uiv

PFNGLPROGRAMUNIFORM3UIVPROC glad_glProgramUniform3uiv

5.6.3.656 glad_glProgramUniform4d

PFNGLPROGRAMUNIFORM4DPROC glad_glProgramUniform4d

5.6.3.657 glad_glProgramUniform4dv

PFNGLPROGRAMUNIFORM4DVPROC glad_glProgramUniform4dv

5.6.3.658 glad_glProgramUniform4f

PFNGLPROGRAMUNIFORM4FPROC glad_glProgramUniform4f

5.6.3.659 glad_glProgramUniform4fv

PFNGLPROGRAMUNIFORM4FVPROC glad_glProgramUniform4fv

5.6.3.660 glad_glProgramUniform4i

PFNGLPROGRAMUNIFORM4IPROC glad_glProgramUniform4i

5.6.3.661 glad_glProgramUniform4iv

PFNGLPROGRAMUNIFORM4IVPROC glad_glProgramUniform4iv

5.6.3.662 glad_glProgramUniform4ui

PFNGLPROGRAMUNIFORM4UIPROC glad_glProgramUniform4ui

5.6.3.663 glad_glProgramUniform4uiv

PFNGLPROGRAMUNIFORM4UIVPROC glad_glProgramUniform4uiv

5.6.3.664 glad_glProgramUniformMatrix2dv

PFNGLPROGRAMUNIFORMMATRIX2DVPROC glad_glProgramUniformMatrix2dv

5.6.3.665 glad_glProgramUniformMatrix2fv

PFNGLPROGRAMUNIFORMMATRIX2FVPROC glad_glProgramUniformMatrix2fv

5.6.3.666 glad_glProgramUniformMatrix2x3dv

PFNGLPROGRAMUNIFORMMATRIX2X3DVPROC glad_glProgramUniformMatrix2x3dv

5.6.3.667 glad_glProgramUniformMatrix2x3fv

PFNGLPROGRAMUNIFORMMATRIX2X3FVPROC glad_glProgramUniformMatrix2x3fv

5.6.3.668 glad_glProgramUniformMatrix2x4dv

PFNGLPROGRAMUNIFORMMATRIX2X4DVPROC glad_glProgramUniformMatrix2x4dv

5.6.3.669 glad_glProgramUniformMatrix2x4fv

PFNGLPROGRAMUNIFORMMATRIX2X4FVPROC glad_glProgramUniformMatrix2x4fv

5.6.3.670 glad_glProgramUniformMatrix3dv

PFNGLPROGRAMUNIFORMMATRIX3DVPROC glad_glProgramUniformMatrix3dv

5.6.3.671 glad_glProgramUniformMatrix3fv

PFNGLPROGRAMUNIFORMMATRIX3FVPROC glad_glProgramUniformMatrix3fv

5.6.3.672 glad_glProgramUniformMatrix3x2dv

PFNGLPROGRAMUNIFORMMATRIX3X2DVPROC glad_glProgramUniformMatrix3x2dv

5.6.3.673 glad_glProgramUniformMatrix3x2fv

PFNGLPROGRAMUNIFORMMATRIX3X2FVPROC glad_glProgramUniformMatrix3x2fv

5.6.3.674 glad_glProgramUniformMatrix3x4dv

PFNGLPROGRAMUNIFORMMATRIX3X4DVPROC glad_glProgramUniformMatrix3x4dv

5.6.3.675 glad_glProgramUniformMatrix3x4fv

PFNGLPROGRAMUNIFORMMATRIX3X4FVPROC glad_glProgramUniformMatrix3x4fv

5.6.3.676 glad_glProgramUniformMatrix4dv

PFNGLPROGRAMUNIFORMMATRIX4DVPROC glad_glProgramUniformMatrix4dv

5.6.3.677 glad_glProgramUniformMatrix4fv

PFNGLPROGRAMUNIFORMMATRIX4FVPROC glad_glProgramUniformMatrix4fv

5.6.3.678 glad_glProgramUniformMatrix4x2dv

PFNGLPROGRAMUNIFORMMATRIX4X2DVPROC glad_glProgramUniformMatrix4x2dv

5.6.3.679 glad_glProgramUniformMatrix4x2fv

PFNGLPROGRAMUNIFORMMATRIX4X2FVPROC glad_glProgramUniformMatrix4x2fv

5.6.3.680 glad_glProgramUniformMatrix4x3dv

PFNGLPROGRAMUNIFORMMATRIX4X3DVPROC glad_glProgramUniformMatrix4x3dv

5.6.3.681 glad_glProgramUniformMatrix4x3fv

PFNGLPROGRAMUNIFORMMATRIX4X3FVPROC glad_glProgramUniformMatrix4x3fv

5.6.3.682 glad_glProvokingVertex

PFNGLPROVOKINGVERTEXPROC glad_glProvokingVertex

5.6.3.683 glad_glPushAttrib

PFNGLPUSHATTRIBPROC glad_glPushAttrib

5.6.3.684 glad_glPushClientAttrib

PFNGLPUSHCLIENTATTRIBPROC glad_glPushClientAttrib

5.6.3.685 glad_glPushDebugGroup

PFNGLPUSHDEBUGGROUPPROC glad_glPushDebugGroup

5.6.3.686 glad_glPushMatrix

PFNGLPUSHMATRIXPROC glad_glPushMatrix

5.6.3.687 glad_glPushName

PFNGLPUSHNAMEPROC glad_glPushName

5.6.3.688 glad_glQueryCounter

PFNGLQUERYCOUNTERPROC glad_glQueryCounter

5.6.3.689 glad_glRasterPos2d

PFNGLRASTERPOS2DPROC glad_glRasterPos2d

5.6.3.690 glad_glRasterPos2dv

PFNGLRASTERPOS2DVPROC glad_glRasterPos2dv

5.6.3.691 glad_glRasterPos2f

`PFNGLRASTERPOS2FPROC glad_glRasterPos2f`

5.6.3.692 glad_glRasterPos2fv

`PFNGLRASTERPOS2FVPROC glad_glRasterPos2fv`

5.6.3.693 glad_glRasterPos2i

`PFNGLRASTERPOS2IPROC glad_glRasterPos2i`

5.6.3.694 glad_glRasterPos2iv

`PFNGLRASTERPOS2IVPROC glad_glRasterPos2iv`

5.6.3.695 glad_glRasterPos2s

`PFNGLRASTERPOS2SPROC glad_glRasterPos2s`

5.6.3.696 glad_glRasterPos2sv

`PFNGLRASTERPOS2SVPROC glad_glRasterPos2sv`

5.6.3.697 glad_glRasterPos3d

`PFNGLRASTERPOS3DPROC glad_glRasterPos3d`

5.6.3.698 glad_glRasterPos3dv

`PFNGLRASTERPOS3DVPROC glad_glRasterPos3dv`

5.6.3.699 glad_glRasterPos3f

PFNGLRASTERPOS3FPROC glad_glRasterPos3f

5.6.3.700 glad_glRasterPos3fv

PFNGLRASTERPOS3FVPROC glad_glRasterPos3fv

5.6.3.701 glad_glRasterPos3i

PFNGLRASTERPOS3IPROC glad_glRasterPos3i

5.6.3.702 glad_glRasterPos3iv

PFNGLRASTERPOS3IVPROC glad_glRasterPos3iv

5.6.3.703 glad_glRasterPos3s

PFNGLRASTERPOS3SPROC glad_glRasterPos3s

5.6.3.704 glad_glRasterPos3sv

PFNGLRASTERPOS3SVPROC glad_glRasterPos3sv

5.6.3.705 glad_glRasterPos4d

PFNGLRASTERPOS4DPROC glad_glRasterPos4d

5.6.3.706 glad_glRasterPos4dv

PFNGLRASTERPOS4DVPROC glad_glRasterPos4dv

5.6.3.707 glad_glRasterPos4f

PFNGLRASTERPOS4FPROC glad_glRasterPos4f

5.6.3.708 glad_glRasterPos4fv

PFNGLRASTERPOS4FVPROC glad_glRasterPos4fv

5.6.3.709 glad_glRasterPos4i

PFNGLRASTERPOS4IPROC glad_glRasterPos4i

5.6.3.710 glad_glRasterPos4iv

PFNGLRASTERPOS4IVPROC glad_glRasterPos4iv

5.6.3.711 glad_glRasterPos4s

PFNGLRASTERPOS4SPROC glad_glRasterPos4s

5.6.3.712 glad_glRasterPos4sv

PFNGLRASTERPOS4SVPROC glad_glRasterPos4sv

5.6.3.713 glad_glReadBuffer

PFNGLREADBUFFERPROC glad_glReadBuffer

5.6.3.714 glad_glReadnPixels

PFNGLREADNPIXELSPROC glad_glReadnPixels

5.6.3.715 glad_glReadPixels

PFNGLREADPIXELSPROC glad_glReadPixels

5.6.3.716 glad_glRectd

PFNGLRECTDPROC glad_glRectd

5.6.3.717 glad_glRectdv

PFNGLRECTDVPROC glad_glRectdv

5.6.3.718 glad_glRectf

PFNGLRECTFPROC glad_glRectf

5.6.3.719 glad_glRectfv

PFNGLRECTFVPROC glad_glRectfv

5.6.3.720 glad_glRecti

PFNGLRECTIPROC glad_glRecti

5.6.3.721 glad_glRectiv

PFNGLRECTIVPROC glad_glRectiv

5.6.3.722 glad_glRects

PFNGLRECTSPROC glad_glRects

5.6.3.723 glad_glRectsv

PFNGLRECTSVPROC glad_glRectsv

5.6.3.724 glad_glReleaseShaderCompiler

PFNGLRELEASESHADERCOMPILERPROC glad_glReleaseShaderCompiler

5.6.3.725 glad_glRenderbufferStorage

PFNGLRENDERBUFFERSTORAGEPROC glad_glRenderbufferStorage

5.6.3.726 glad_glRenderbufferStorageMultisample

PFNGLRENDERBUFFERSTORAGEMULTISAMPLEPROC glad_glRenderbufferStorageMultisample

5.6.3.727 glad_glRenderMode

PFNGLRENDERMODEPROC glad_glRenderMode

5.6.3.728 glad_glResumeTransformFeedback

PFNGLRESUMETRANSFORMFEEDBACKPROC glad_glResumeTransformFeedback

5.6.3.729 glad_glRotated

PFNGLROTATEDPROC glad_glRotated

5.6.3.730 glad_glRotatef

PFNGLROTATEFPROC glad_glRotatef

5.6.3.731 glad_glSampleCoverage

PFNGLSAMPLECOVERAGEPROC glad_glSampleCoverage

5.6.3.732 glad_glSampleMaski

PFNGLSAMPLEMASKIPROC glad_glSampleMaski

5.6.3.733 glad_glSamplerParameterf

PFNGLSAMPLERPARAMETERFPROC glad_glSamplerParameterf

5.6.3.734 glad_glSamplerParameterfv

PFNGLSAMPLERPARAMETERFVPROC glad_glSamplerParameterfv

5.6.3.735 glad_glSamplerParameteri

PFNGLSAMPLERPARAMETERIPROC glad_glSamplerParameteri

5.6.3.736 glad_glSamplerParameterIiv

PFNGLSAMPLERPARAMETERIIVPROC glad_glSamplerParameterIiv

5.6.3.737 glad_glSamplerParameterIuiv

PFNGLSAMPLERPARAMETERIUIVPROC glad_glSamplerParameterIuiv

5.6.3.738 glad_glSamplerParameteriv

PFNGLSAMPLERPARAMETERIVPROC glad_glSamplerParameteriv

5.6.3.739 glad_glScaled

PFNGLSCALEDPROC glad_glScaled

5.6.3.740 glad_glScalef

PFNGLSCALEFPROC glad_glScalef

5.6.3.741 glad_glScissor

PFNGLSCISSORPROC glad_glScissor

5.6.3.742 glad_glScissorArrayv

PFNGLSCISSORARRAYVPROC glad_glScissorArrayv

5.6.3.743 glad_glScissorIndexed

PFNGLSCISSORINDEXEDPROC glad_glScissorIndexed

5.6.3.744 glad_glScissorIndexedv

PFNGLSCISSORINDEXEDVPROC glad_glScissorIndexedv

5.6.3.745 glad_glSecondaryColor3b

PFNGLSECONDARYCOLOR3BPROC glad_glSecondaryColor3b

5.6.3.746 glad_glSecondaryColor3bv

PFNGLSECONDARYCOLOR3BVPROC glad_glSecondaryColor3bv

5.6.3.747 glad_glSecondaryColor3d

PFNGLSECONDARYCOLOR3DPROC glad_glSecondaryColor3d

5.6.3.748 glad_glSecondaryColor3dv

PFNGLSECONDARYCOLOR3DVPROC glad_glSecondaryColor3dv

5.6.3.749 glad_glSecondaryColor3f

PFNGLSECONDARYCOLOR3FPROC glad_glSecondaryColor3f

5.6.3.750 glad_glSecondaryColor3fv

PFNGLSECONDARYCOLOR3FVPROC glad_glSecondaryColor3fv

5.6.3.751 glad_glSecondaryColor3i

PFNGLSECONDARYCOLOR3IPROC glad_glSecondaryColor3i

5.6.3.752 glad_glSecondaryColor3iv

PFNGLSECONDARYCOLOR3IVPROC glad_glSecondaryColor3iv

5.6.3.753 glad_glSecondaryColor3s

PFNGLSECONDARYCOLOR3SPROC glad_glSecondaryColor3s

5.6.3.754 glad_glSecondaryColor3sv

PFNGLSECONDARYCOLOR3SVPROC glad_glSecondaryColor3sv

5.6.3.755 glad_glSecondaryColor3ub

PFNGLSECONDARYCOLOR3UBPROC glad_glSecondaryColor3ub

5.6.3.756 glad_glSecondaryColor3ubv

PFNGLSECONDARYCOLOR3UBVPROC glad_glSecondaryColor3ubv

5.6.3.757 glad_glSecondaryColor3ui

PFNGLSECONDARYCOLOR3UIPROC glad_glSecondaryColor3ui

5.6.3.758 glad_glSecondaryColor3uiv

PFNGLSECONDARYCOLOR3UIVPROC glad_glSecondaryColor3uiv

5.6.3.759 glad_glSecondaryColor3us

PFNGLSECONDARYCOLOR3USPROC glad_glSecondaryColor3us

5.6.3.760 glad_glSecondaryColor3usv

PFNGLSECONDARYCOLOR3USVPROC glad_glSecondaryColor3usv

5.6.3.761 glad_glSecondaryColorP3ui

PFNGLSECONDARYCOLORP3UIPROC glad_glSecondaryColorP3ui

5.6.3.762 glad_glSecondaryColorP3uiv

PFNGLSECONDARYCOLORP3UIVPROC glad_glSecondaryColorP3uiv

5.6.3.763 glad_glSecondaryColorPointer

PFNGLSECONDARYCOLORPOINTERPROC glad_glSecondaryColorPointer

5.6.3.764 glad_glSelectBuffer

PFNGLSELECTBUFFERPROC glad_glSelectBuffer

5.6.3.765 glad_glShadeModel

PFNGLSHADEMODELPROC glad_glShadeModel

5.6.3.766 glad_glShaderBinary

PFNGLSHADERBINARYPROC glad_glShaderBinary

5.6.3.767 glad_glShaderSource

PFNGLSHADERSOURCEPROC glad_glShaderSource

5.6.3.768 glad_glShaderStorageBlockBinding

PFNGLSHADERSTORAGEBLOCKBINDINGPROC glad_glShaderStorageBlockBinding

5.6.3.769 glad_glSpecializeShader

PFNGLSPECIALIZESHADERPROC glad_glSpecializeShader

5.6.3.770 glad_glStencilFunc

PFNGLSTENCILFUNCPROC glad_glStencilFunc

5.6.3.771   glad_glStencilFuncSeparate

PFNGLSTENCILFUNCSEPARATEPROC glad_glStencilFuncSeparate

5.6.3.772   glad_glStencilMask

PFNGLSTENCILMASKPROC glad_glStencilMask

5.6.3.773   glad_glStencilMaskSeparate

PFNGLSTENCILMASKSEPARATEPROC glad_glStencilMaskSeparate

5.6.3.774   glad_glStencilOp

PFNGLSTENCILOPPROC glad_glStencilOp

5.6.3.775   glad_glStencilOpSeparate

PFNGLSTENCILOPSEPARATEPROC glad_glStencilOpSeparate

5.6.3.776   glad_glTexBuffer

PFNGLTEXBUFFERPROC glad_glTexBuffer

5.6.3.777   glad_glTexBufferRange

PFNGLTEXBUFFERRANGEPROC glad_glTexBufferRange

5.6.3.778   glad_glTexCoord1d

PFNGLTEXCOORD1DPROC glad_glTexCoord1d

5.6.3.779 glad_glTexCoord1dv

PFNGLTEXCOORD1DVPROC glad_glTexCoord1dv

5.6.3.780 glad_glTexCoord1f

PFNGLTEXCOORD1FPROC glad_glTexCoord1f

5.6.3.781 glad_glTexCoord1fv

PFNGLTEXCOORD1FVPROC glad_glTexCoord1fv

5.6.3.782 glad_glTexCoord1i

PFNGLTEXCOORD1IPROC glad_glTexCoord1i

5.6.3.783 glad_glTexCoord1iv

PFNGLTEXCOORD1IVPROC glad_glTexCoord1iv

5.6.3.784 glad_glTexCoord1s

PFNGLTEXCOORD1SPROC glad_glTexCoord1s

5.6.3.785 glad_glTexCoord1sv

PFNGLTEXCOORD1SVPROC glad_glTexCoord1sv

5.6.3.786 glad_glTexCoord2d

PFNGLTEXCOORD2DPROC glad_glTexCoord2d

5.6.3.787 glad_glTexCoord2dv

PFNGLTEXCOORD2DVPROC glad_glTexCoord2dv

5.6.3.788 glad_glTexCoord2f

PFNGLTEXCOORD2FPROC glad_glTexCoord2f

5.6.3.789 glad_glTexCoord2fv

PFNGLTEXCOORD2FVPROC glad_glTexCoord2fv

5.6.3.790 glad_glTexCoord2i

PFNGLTEXCOORD2IPROC glad_glTexCoord2i

5.6.3.791 glad_glTexCoord2iv

PFNGLTEXCOORD2IVPROC glad_glTexCoord2iv

5.6.3.792 glad_glTexCoord2s

PFNGLTEXCOORD2SPROC glad_glTexCoord2s

5.6.3.793 glad_glTexCoord2sv

PFNGLTEXCOORD2SVPROC glad_glTexCoord2sv

5.6.3.794 glad_glTexCoord3d

PFNGLTEXCOORD3DPROC glad_glTexCoord3d

5.6.3.795 glad_glTexCoord3dv

PFNGLTEXCOORD3DVPROC glad_glTexCoord3dv

5.6.3.796 glad_glTexCoord3f

PFNGLTEXCOORD3FPROC glad_glTexCoord3f

5.6.3.797 glad_glTexCoord3fv

PFNGLTEXCOORD3FVPROC glad_glTexCoord3fv

5.6.3.798 glad_glTexCoord3i

PFNGLTEXCOORD3IPROC glad_glTexCoord3i

5.6.3.799 glad_glTexCoord3iv

PFNGLTEXCOORD3IVPROC glad_glTexCoord3iv

5.6.3.800 glad_glTexCoord3s

PFNGLTEXCOORD3SPROC glad_glTexCoord3s

5.6.3.801 glad_glTexCoord3sv

PFNGLTEXCOORD3SVPROC glad_glTexCoord3sv

5.6.3.802 glad_glTexCoord4d

PFNGLTEXCOORD4DPROC glad_glTexCoord4d

5.6.3.803 glad_glTexCoord4dv

PFNGLTEXCOORD4DVPROC glad_glTexCoord4dv

5.6.3.804 glad_glTexCoord4f

PFNGLTEXCOORD4FPROC glad_glTexCoord4f

5.6.3.805 glad_glTexCoord4fv

PFNGLTEXCOORD4FVPROC glad_glTexCoord4fv

5.6.3.806 glad_glTexCoord4i

PFNGLTEXCOORD4IPROC glad_glTexCoord4i

5.6.3.807 glad_glTexCoord4iv

PFNGLTEXCOORD4IVPROC glad_glTexCoord4iv

5.6.3.808 glad_glTexCoord4s

PFNGLTEXCOORD4SPROC glad_glTexCoord4s

5.6.3.809 glad_glTexCoord4sv

PFNGLTEXCOORD4SVPROC glad_glTexCoord4sv

5.6.3.810 glad_glTexCoordP1ui

PFNGLTEXCOORDP1UIPROC glad_glTexCoordP1ui

5.6.3.811 glad_glTexCoordP1uiv

PFNGLTEXCOORDP1UIVPROC glad_glTexCoordP1uiv

5.6.3.812 glad_glTexCoordP2ui

PFNGLTEXCOORDP2UIPROC glad_glTexCoordP2ui

5.6.3.813 glad_glTexCoordP2uiv

PFNGLTEXCOORDP2UIVPROC glad_glTexCoordP2uiv

5.6.3.814 glad_glTexCoordP3ui

PFNGLTEXCOORDP3UIPROC glad_glTexCoordP3ui

5.6.3.815 glad_glTexCoordP3uiv

PFNGLTEXCOORDP3UIVPROC glad_glTexCoordP3uiv

5.6.3.816 glad_glTexCoordP4ui

PFNGLTEXCOORDP4UIPROC glad_glTexCoordP4ui

5.6.3.817 glad_glTexCoordP4uiv

PFNGLTEXCOORDP4UIVPROC glad_glTexCoordP4uiv

5.6.3.818 glad_glTexCoordPointer

PFNGLTEXCOORDPOINTERPROC glad_glTexCoordPointer

5.6.3.819 glad_glTexEnvf

PFNGLTEXENVFPROC glad_glTexEnvf

5.6.3.820 glad_glTexEnvfv

PFNGLTEXENVFVPROC glad_glTexEnvfv

5.6.3.821 glad_glTexEnvi

PFNGLTEXENVIPROC glad_glTexEnvi

5.6.3.822 glad_glTexEnviv

PFNGLTEXENVIVPROC glad_glTexEnviv

5.6.3.823 glad_glTexGend

PFNGLTEXGENDPROC glad_glTexGend

5.6.3.824 glad_glTexGendv

PFNGLTEXGENDVPROC glad_glTexGendv

5.6.3.825 glad_glTexGenf

PFNGLTEXGENFPROC glad_glTexGenf

5.6.3.826 glad_glTexGenfv

PFNGLTEXGENFVPROC glad_glTexGenfv

5.6.3.827 glad_glTexGeni

PFNGLTEXGENIPROC glad_glTexGeni

5.6.3.828 glad_glTexGeniv

PFNGLTEXGENIVPROC glad_glTexGeniv

5.6.3.829 glad_glTexImage1D

PFNGLTEXIMAGE1DPROC glad_glTexImage1D

5.6.3.830 glad_glTexImage2D

PFNGLTEXIMAGE2DPROC glad_glTexImage2D

5.6.3.831 glad_glTexImage2DMultisample

PFNGLTEXIMAGE2DMULTISAMPLEPROC glad_glTexImage2DMultisample

5.6.3.832 glad_glTexImage3D

PFNGLTEXIMAGE3DPROC glad_glTexImage3D

5.6.3.833 glad_glTexImage3DMultisample

PFNGLTEXIMAGE3DMULTISAMPLEPROC glad_glTexImage3DMultisample

5.6.3.834 glad_glTexParameterf

PFNGLTEXPARAMETERFPROC glad_glTexParameterf

5.6.3.835 glad_glTexParameterfv

PFNGLTEXPARAMETERFVPROC glad_glTexParameterfv

5.6.3.836 glad_glTexParameteri

PFNGLTEXPARAMETERIPROC glad_glTexParameteri

5.6.3.837 glad_glTexParameterIiv

PFNGLTEXPARAMETERIIVPROC glad_glTexParameterIiv

5.6.3.838 glad_glTexParameterIuiv

PFNGLTEXPARAMETERIUIVPROC glad_glTexParameterIuiv

5.6.3.839 glad_glTexParameteriv

PFNGLTEXPARAMETERIVPROC glad_glTexParameteriv

5.6.3.840 glad_glTexStorage1D

PFNGLTEXSTORAGE1DPROC glad_glTexStorage1D

5.6.3.841 glad_glTexStorage2D

PFNGLTEXSTORAGE2DPROC glad_glTexStorage2D

5.6.3.842 glad_glTexStorage2DMultisample

PFNGLTEXSTORAGE2DMULTISAMPLEPROC glad_glTexStorage2DMultisample

5.6.3.843   glad_glTexStorage3D

PFNGLTEXSTORAGE3DPROC glad_glTexStorage3D

5.6.3.844   glad_glTexStorage3DMultisample

PFNGLTEXSTORAGE3DMULTISAMPLEPROC glad_glTexStorage3DMultisample

5.6.3.845   glad_glTexSubImage1D

PFNGLTEXSUBIMAGE1DPROC glad_glTexSubImage1D

5.6.3.846   glad_glTexSubImage2D

PFNGLTEXSUBIMAGE2DPROC glad_glTexSubImage2D

5.6.3.847   glad_glTexSubImage3D

PFNGLTEXSUBIMAGE3DPROC glad_glTexSubImage3D

5.6.3.848   glad_glTextureBarrier

PFNGLTEXTUREBARRIERPROC glad_glTextureBarrier

5.6.3.849   glad_glTextureBuffer

PFNGLTEXTUREBUFFERPROC glad_glTextureBuffer

5.6.3.850   glad_glTextureBufferRange

PFNGLTEXTUREBUFFERRANGEPROC glad_glTextureBufferRange

5.6.3.851   glad_glTextureParameterf

PFNGLTEXTUREPARAMETERFPROC glad_glTextureParameterf

5.6.3.852   glad_glTextureParameterfv

PFNGLTEXTUREPARAMETERFVPROC glad_glTextureParameterfv

5.6.3.853   glad_glTextureParameteri

PFNGLTEXTUREPARAMETERIPROC glad_glTextureParameteri

5.6.3.854   glad_glTextureParameterIiv

PFNGLTEXTUREPARAMETERIIVPROC glad_glTextureParameterIiv

5.6.3.855   glad_glTextureParameterIuiv

PFNGLTEXTUREPARAMETERIUIVPROC glad_glTextureParameterIuiv

5.6.3.856   glad_glTextureParameteriv

PFNGLTEXTUREPARAMETERIVPROC glad_glTextureParameteriv

5.6.3.857   glad_glTextureStorage1D

PFNGLTEXTURESTORAGE1DPROC glad_glTextureStorage1D

5.6.3.858   glad_glTextureStorage2D

PFNGLTEXTURESTORAGE2DPROC glad_glTextureStorage2D

5.6.3.859 glad_glTextureStorage2DMultisample

PFNGLTEXTURESTORAGE2DMULTISAMPLEPROC glad_glTextureStorage2DMultisample

5.6.3.860 glad_glTextureStorage3D

PFNGLTEXTURESTORAGE3DPROC glad_glTextureStorage3D

5.6.3.861 glad_glTextureStorage3DMultisample

PFNGLTEXTURESTORAGE3DMULTISAMPLEPROC glad_glTextureStorage3DMultisample

5.6.3.862 glad_glTextureSubImage1D

PFNGLTEXTURESUBIMAGE1DPROC glad_glTextureSubImage1D

5.6.3.863 glad_glTextureSubImage2D

PFNGLTEXTURESUBIMAGE2DPROC glad_glTextureSubImage2D

5.6.3.864 glad_glTextureSubImage3D

PFNGLTEXTURESUBIMAGE3DPROC glad_glTextureSubImage3D

5.6.3.865 glad_glTextureView

PFNGLTEXTUREVIEWPROC glad_glTextureView

5.6.3.866 glad_glTransformFeedbackBufferBase

PFNGLTRANSFORMFEEDBACKBUFFERBASEPROC glad_glTransformFeedbackBufferBase

5.6.3.867 glad_glTransformFeedbackBufferRange

PFNGLTRANSFORMFEEDBACKBUFFERRANGEPROC glad_glTransformFeedbackBufferRange

5.6.3.868 glad_glTransformFeedbackVaryings

PFNGLTRANSFORMFEEDBACKVARYINGSPROC glad_glTransformFeedbackVaryings

5.6.3.869 glad_glTranslated

PFNGLTRANSLATEDPROC glad_glTranslated

5.6.3.870 glad_glTranslatef

PFNGLTRANSLATEFPROC glad_glTranslatef

5.6.3.871 glad_glUniform1d

PFNGLUNIFORM1DPROC glad_glUniform1d

5.6.3.872 glad_glUniform1dv

PFNGLUNIFORM1DVPROC glad_glUniform1dv

5.6.3.873 glad_glUniform1f

PFNGLUNIFORM1FPROC glad_glUniform1f

5.6.3.874 glad_glUniform1fv

PFNGLUNIFORM1FVPROC glad_glUniform1fv

5.6.3.875 glad_glUniform1i

PFNGLUNIFORM1IPROC glad_glUniform1i

5.6.3.876 glad_glUniform1iv

PFNGLUNIFORM1IVPROC glad_glUniform1iv

5.6.3.877 glad_glUniform1ui

PFNGLUNIFORM1UIPROC glad_glUniform1ui

5.6.3.878 glad_glUniform1uiv

PFNGLUNIFORM1UIVPROC glad_glUniform1uiv

5.6.3.879 glad_glUniform2d

PFNGLUNIFORM2DPROC glad_glUniform2d

5.6.3.880 glad_glUniform2dv

PFNGLUNIFORM2DVPROC glad_glUniform2dv

5.6.3.881 glad_glUniform2f

PFNGLUNIFORM2FPROC glad_glUniform2f

5.6.3.882 glad_glUniform2fv

PFNGLUNIFORM2FVPROC glad_glUniform2fv

5.6.3.883 glad_glUniform2i

PFNGLUNIFORM2IPROC glad_glUniform2i

5.6.3.884 glad_glUniform2iv

PFNGLUNIFORM2IVPROC glad_glUniform2iv

5.6.3.885 glad_glUniform2ui

PFNGLUNIFORM2UIPROC glad_glUniform2ui

5.6.3.886 glad_glUniform2uiv

PFNGLUNIFORM2UIVPROC glad_glUniform2uiv

5.6.3.887 glad_glUniform3d

PFNGLUNIFORM3DPROC glad_glUniform3d

5.6.3.888 glad_glUniform3dv

PFNGLUNIFORM3DVPROC glad_glUniform3dv

5.6.3.889 glad_glUniform3f

PFNGLUNIFORM3FPROC glad_glUniform3f

5.6.3.890 glad_glUniform3fv

PFNGLUNIFORM3FVPROC glad_glUniform3fv

5.6.3.891 glad_glUniform3i

PFNGLUNIFORM3IPROC glad_glUniform3i

5.6.3.892 glad_glUniform3iv

PFNGLUNIFORM3IVPROC glad_glUniform3iv

5.6.3.893 glad_glUniform3ui

PFNGLUNIFORM3UIPROC glad_glUniform3ui

5.6.3.894 glad_glUniform3uiv

PFNGLUNIFORM3UIVPROC glad_glUniform3uiv

5.6.3.895 glad_glUniform4d

PFNGLUNIFORM4DPROC glad_glUniform4d

5.6.3.896 glad_glUniform4dv

PFNGLUNIFORM4DVPROC glad_glUniform4dv

5.6.3.897 glad_glUniform4f

PFNGLUNIFORM4FPROC glad_glUniform4f

5.6.3.898 glad_glUniform4fv

PFNGLUNIFORM4FVPROC glad_glUniform4fv

5.6.3.899 glad_glUniform4i

PFNGLUNIFORM4IPROC glad_glUniform4i

5.6.3.900 glad_glUniform4iv

PFNGLUNIFORM4IVPROC glad_glUniform4iv

5.6.3.901 glad_glUniform4ui

PFNGLUNIFORM4UIPROC glad_glUniform4ui

5.6.3.902 glad_glUniform4uiv

PFNGLUNIFORM4UIVPROC glad_glUniform4uiv

5.6.3.903 glad_glUniformBlockBinding

PFNGLUNIFORMBLOCKBINDINGPROC glad_glUniformBlockBinding

5.6.3.904 glad_glUniformMatrix2dv

PFNGLUNIFORMMATRIX2DVPROC glad_glUniformMatrix2dv

5.6.3.905 glad_glUniformMatrix2fv

PFNGLUNIFORMMATRIX2FVPROC glad_glUniformMatrix2fv

5.6.3.906 glad_glUniformMatrix2x3dv

PFNGLUNIFORMMATRIX2X3DVPROC glad_glUniformMatrix2x3dv

5.6.3.907 glad_glUniformMatrix2x3fv

PFNGLUNIFORMMATRIX2X3FVPROC glad_glUniformMatrix2x3fv

5.6.3.908 glad_glUniformMatrix2x4dv

PFNGLUNIFORMMATRIX2X4DVPROC glad_glUniformMatrix2x4dv

5.6.3.909 glad_glUniformMatrix2x4fv

PFNGLUNIFORMMATRIX2X4FVPROC glad_glUniformMatrix2x4fv

5.6.3.910 glad_glUniformMatrix3dv

PFNGLUNIFORMMATRIX3DVPROC glad_glUniformMatrix3dv

5.6.3.911 glad_glUniformMatrix3fv

PFNGLUNIFORMMATRIX3FVPROC glad_glUniformMatrix3fv

5.6.3.912 glad_glUniformMatrix3x2dv

PFNGLUNIFORMMATRIX3X2DVPROC glad_glUniformMatrix3x2dv

5.6.3.913 glad_glUniformMatrix3x2fv

PFNGLUNIFORMMATRIX3X2FVPROC glad_glUniformMatrix3x2fv

5.6.3.914 glad_glUniformMatrix3x4dv

PFNGLUNIFORMMATRIX3X4DVPROC glad_glUniformMatrix3x4dv

5.6.3.915 glad_glUniformMatrix3x4fv

```
PFNGLUNIFORMMATRIX3X4FVPROC glad_glUniformMatrix3x4fv
```

5.6.3.916 glad_glUniformMatrix4dv

```
PFNGLUNIFORMMATRIX4DVPROC glad_glUniformMatrix4dv
```

5.6.3.917 glad_glUniformMatrix4fv

```
PFNGLUNIFORMMATRIX4FVPROC glad_glUniformMatrix4fv
```

5.6.3.918 glad_glUniformMatrix4x2dv

```
PFNGLUNIFORMMATRIX4X2DVPROC glad_glUniformMatrix4x2dv
```

5.6.3.919 glad_glUniformMatrix4x2fv

```
PFNGLUNIFORMMATRIX4X2FVPROC glad_glUniformMatrix4x2fv
```

5.6.3.920 glad_glUniformMatrix4x3dv

```
PFNGLUNIFORMMATRIX4X3DVPROC glad_glUniformMatrix4x3dv
```

5.6.3.921 glad_glUniformMatrix4x3fv

```
PFNGLUNIFORMMATRIX4X3FVPROC glad_glUniformMatrix4x3fv
```

5.6.3.922 glad_glUniformSubroutinesuiv

```
PFNGLUNIFORMSUBROUTINESUIVPROC glad_glUniformSubroutinesuiv
```

5.6.3.923 glad_glUnmapBuffer

PFNGLUNMAPBUFFERPROC glad_glUnmapBuffer

5.6.3.924 glad_glUnmapNamedBuffer

PFNGLUNMAPNAMEDBUFFERPROC glad_glUnmapNamedBuffer

5.6.3.925 glad_glUseProgram

PFNGLUSEPROGRAMPROC glad_glUseProgram

5.6.3.926 glad_glUseProgramStages

PFNGLUSEPROGRAMSTAGESPROC glad_glUseProgramStages

5.6.3.927 glad_glValidateProgram

PFNGLVALIDATEPROGRAMPROC glad_glValidateProgram

5.6.3.928 glad_glValidateProgramPipeline

PFNGLVALIDATEPROGRAMPIPELINEPROC glad_glValidateProgramPipeline

5.6.3.929 glad_glVertex2d

PFNGLVERTEX2DPROC glad_glVertex2d

5.6.3.930 glad_glVertex2dv

PFNGLVERTEX2DVPROC glad_glVertex2dv

5.6.3.931 glad_glVertex2f

PFNGLVERTEX2FPROC glad_glVertex2f

5.6.3.932 glad_glVertex2fv

PFNGLVERTEX2FVPROC glad_glVertex2fv

5.6.3.933 glad_glVertex2i

PFNGLVERTEX2IPROC glad_glVertex2i

5.6.3.934 glad_glVertex2iv

PFNGLVERTEX2IVPROC glad_glVertex2iv

5.6.3.935 glad_glVertex2s

PFNGLVERTEX2SPROC glad_glVertex2s

5.6.3.936 glad_glVertex2sv

PFNGLVERTEX2SVPROC glad_glVertex2sv

5.6.3.937 glad_glVertex3d

PFNGLVERTEX3DPROC glad_glVertex3d

5.6.3.938 glad_glVertex3dv

PFNGLVERTEX3DVPROC glad_glVertex3dv

5.6.3.939   glad_glVertex3f

PFNGLVERTEX3FPROC glad_glVertex3f

5.6.3.940   glad_glVertex3fv

PFNGLVERTEX3FVPROC glad_glVertex3fv

5.6.3.941   glad_glVertex3i

PFNGLVERTEX3IPROC glad_glVertex3i

5.6.3.942   glad_glVertex3iv

PFNGLVERTEX3IVPROC glad_glVertex3iv

5.6.3.943   glad_glVertex3s

PFNGLVERTEX3SPROC glad_glVertex3s

5.6.3.944   glad_glVertex3sv

PFNGLVERTEX3SVPROC glad_glVertex3sv

5.6.3.945   glad_glVertex4d

PFNGLVERTEX4DPROC glad_glVertex4d

5.6.3.946   glad_glVertex4dv

PFNGLVERTEX4DVPROC glad_glVertex4dv

5.6.3.947 glad_glVertex4f

PFNGLVERTEX4FPROC glad_glVertex4f

5.6.3.948 glad_glVertex4fv

PFNGLVERTEX4FVPROC glad_glVertex4fv

5.6.3.949 glad_glVertex4i

PFNGLVERTEX4IPROC glad_glVertex4i

5.6.3.950 glad_glVertex4iv

PFNGLVERTEX4IVPROC glad_glVertex4iv

5.6.3.951 glad_glVertex4s

PFNGLVERTEX4SPROC glad_glVertex4s

5.6.3.952 glad_glVertex4sv

PFNGLVERTEX4SVPROC glad_glVertex4sv

5.6.3.953 glad_glVertexArrayAttribBinding

PFNGLVERTEXARRAYATTRIBBINDINGPROC glad_glVertexArrayAttribBinding

5.6.3.954 glad_glVertexArrayAttribFormat

PFNGLVERTEXARRAYATTRIBFORMATPROC glad_glVertexArrayAttribFormat

5.6.3.955 glad_glVertexArrayAttribIFormat

```
PFNGLVERTEXARRAYATTRIBIFORMATPROC glad_glVertexArrayAttribIFormat
```

5.6.3.956 glad_glVertexArrayAttribLFormat

```
PFNGLVERTEXARRAYATTRIBLFORMATPROC glad_glVertexArrayAttribLFormat
```

5.6.3.957 glad_glVertexArrayBindingDivisor

```
PFNGLVERTEXARRAYBINDINGDIVISORPROC glad_glVertexArrayBindingDivisor
```

5.6.3.958 glad_glVertexArrayElementBuffer

```
PFNGLVERTEXARRAYELEMENTBUFFERPROC glad_glVertexArrayElementBuffer
```

5.6.3.959 glad_glVertexArrayVertexBuffer

```
PFNGLVERTEXARRAYVERTEXBUFFERPROC glad_glVertexArrayVertexBuffer
```

5.6.3.960 glad_glVertexArrayVertexBuffers

```
PFNGLVERTEXARRAYVERTEXBUFFERSPROC glad_glVertexArrayVertexBuffers
```

5.6.3.961 glad_glVertexAttrib1d

```
PFNGLVERTEXATTRIB1DPROC glad_glVertexAttrib1d
```

5.6.3.962 glad_glVertexAttrib1dv

```
PFNGLVERTEXATTRIB1DVPROC glad_glVertexAttrib1dv
```

5.6.3.963 glad_glVertexAttrib1f

PFNGLVERTEXATTRIB1FPROC glad_glVertexAttrib1f

5.6.3.964 glad_glVertexAttrib1fv

PFNGLVERTEXATTRIB1FVPROC glad_glVertexAttrib1fv

5.6.3.965 glad_glVertexAttrib1s

PFNGLVERTEXATTRIB1SPROC glad_glVertexAttrib1s

5.6.3.966 glad_glVertexAttrib1sv

PFNGLVERTEXATTRIB1SVPROC glad_glVertexAttrib1sv

5.6.3.967 glad_glVertexAttrib2d

PFNGLVERTEXATTRIB2DPROC glad_glVertexAttrib2d

5.6.3.968 glad_glVertexAttrib2dv

PFNGLVERTEXATTRIB2DVPROC glad_glVertexAttrib2dv

5.6.3.969 glad_glVertexAttrib2f

PFNGLVERTEXATTRIB2FPROC glad_glVertexAttrib2f

5.6.3.970 glad_glVertexAttrib2fv

PFNGLVERTEXATTRIB2FVPROC glad_glVertexAttrib2fv

5.6.3.971 glad_glVertexAttrib2s

PFNGLVERTEXATTRIB2SPROC glad_glVertexAttrib2s

5.6.3.972 glad_glVertexAttrib2sv

PFNGLVERTEXATTRIB2SVPROC glad_glVertexAttrib2sv

5.6.3.973 glad_glVertexAttrib3d

PFNGLVERTEXATTRIB3DPROC glad_glVertexAttrib3d

5.6.3.974 glad_glVertexAttrib3dv

PFNGLVERTEXATTRIB3DVPROC glad_glVertexAttrib3dv

5.6.3.975 glad_glVertexAttrib3f

PFNGLVERTEXATTRIB3FPROC glad_glVertexAttrib3f

5.6.3.976 glad_glVertexAttrib3fv

PFNGLVERTEXATTRIB3FVPROC glad_glVertexAttrib3fv

5.6.3.977 glad_glVertexAttrib3s

PFNGLVERTEXATTRIB3SPROC glad_glVertexAttrib3s

5.6.3.978 glad_glVertexAttrib3sv

PFNGLVERTEXATTRIB3SVPROC glad_glVertexAttrib3sv

5.6.3.979 glad_glVertexAttrib4bv

PFNGLVERTEXATTRIB4BVPROC glad_glVertexAttrib4bv

5.6.3.980 glad_glVertexAttrib4d

PFNGLVERTEXATTRIB4DPROC glad_glVertexAttrib4d

5.6.3.981 glad_glVertexAttrib4dv

PFNGLVERTEXATTRIB4DVPROC glad_glVertexAttrib4dv

5.6.3.982 glad_glVertexAttrib4f

PFNGLVERTEXATTRIB4FPROC glad_glVertexAttrib4f

5.6.3.983 glad_glVertexAttrib4fv

PFNGLVERTEXATTRIB4FVPROC glad_glVertexAttrib4fv

5.6.3.984 glad_glVertexAttrib4iv

PFNGLVERTEXATTRIB4IVPROC glad_glVertexAttrib4iv

5.6.3.985 glad_glVertexAttrib4Nbv

PFNGLVERTEXATTRIB4NBVPROC glad_glVertexAttrib4Nbv

5.6.3.986 glad_glVertexAttrib4Niv

PFNGLVERTEXATTRIB4NIVPROC glad_glVertexAttrib4Niv

5.6.3.987 glad_glVertexAttrib4Nsv

PFNGLVERTEXATTRIB4NSVPROC glad_glVertexAttrib4Nsv

5.6.3.988 glad_glVertexAttrib4Nub

PFNGLVERTEXATTRIB4NUBPROC glad_glVertexAttrib4Nub

5.6.3.989 glad_glVertexAttrib4Nubv

PFNGLVERTEXATTRIB4NUBVPROC glad_glVertexAttrib4Nubv

5.6.3.990 glad_glVertexAttrib4Nuiv

PFNGLVERTEXATTRIB4NUIVPROC glad_glVertexAttrib4Nuiv

5.6.3.991 glad_glVertexAttrib4Nusv

PFNGLVERTEXATTRIB4NUSVPROC glad_glVertexAttrib4Nusv

5.6.3.992 glad_glVertexAttrib4s

PFNGLVERTEXATTRIB4SPROC glad_glVertexAttrib4s

5.6.3.993 glad_glVertexAttrib4sv

PFNGLVERTEXATTRIB4SVPROC glad_glVertexAttrib4sv

5.6.3.994 glad_glVertexAttrib4ubv

PFNGLVERTEXATTRIB4UBVPROC glad_glVertexAttrib4ubv

5.6.3.995 glad_glVertexAttrib4uiv

PFNGLVERTEXATTRIB4UIVPROC glad_glVertexAttrib4uiv

5.6.3.996 glad_glVertexAttrib4usv

PFNGLVERTEXATTRIB4USVPROC glad_glVertexAttrib4usv

5.6.3.997 glad_glVertexAttribBinding

PFNGLVERTEXATTRIBBINDINGPROC glad_glVertexAttribBinding

5.6.3.998 glad_glVertexAttribDivisor

PFNGLVERTEXATTRIBDIVISORPROC glad_glVertexAttribDivisor

5.6.3.999 glad_glVertexAttribFormat

PFNGLVERTEXATTRIBFORMATPROC glad_glVertexAttribFormat

5.6.3.1000 glad_glVertexAttribI1i

PFNGLVERTEXATTRIBI1IPROC glad_glVertexAttribI1i

5.6.3.1001 glad_glVertexAttribI1iv

PFNGLVERTEXATTRIBI1IVPROC glad_glVertexAttribI1iv

5.6.3.1002 glad_glVertexAttribI1ui

PFNGLVERTEXATTRIBI1UIPROC glad_glVertexAttribI1ui

5.6.3.1003 glad_glVertexAttribI1uiv

PFNGLVERTEXATTRIBI1UIVPROC glad_glVertexAttribI1uiv

5.6.3.1004 glad_glVertexAttribI2i

PFNGLVERTEXATTRIBI2IPROC glad_glVertexAttribI2i

5.6.3.1005 glad_glVertexAttribI2iv

PFNGLVERTEXATTRIBI2IVPROC glad_glVertexAttribI2iv

5.6.3.1006 glad_glVertexAttribI2ui

PFNGLVERTEXATTRIBI2UIPROC glad_glVertexAttribI2ui

5.6.3.1007 glad_glVertexAttribI2uiv

PFNGLVERTEXATTRIBI2UIVPROC glad_glVertexAttribI2uiv

5.6.3.1008 glad_glVertexAttribI3i

PFNGLVERTEXATTRIBI3IPROC glad_glVertexAttribI3i

5.6.3.1009 glad_glVertexAttribI3iv

PFNGLVERTEXATTRIBI3IVPROC glad_glVertexAttribI3iv

5.6.3.1010 glad_glVertexAttribI3ui

PFNGLVERTEXATTRIBI3UIPROC glad_glVertexAttribI3ui

5.6.3.1011 glad_glVertexAttribI3uiv

```
PFNGLVERTEXATTRIBI3UIVPROC glad_glVertexAttribI3uiv
```

5.6.3.1012 glad_glVertexAttribI4bv

```
PFNGLVERTEXATTRIBI4BVPROC glad_glVertexAttribI4bv
```

5.6.3.1013 glad_glVertexAttribI4i

```
PFNGLVERTEXATTRIBI4IPROC glad_glVertexAttribI4i
```

5.6.3.1014 glad_glVertexAttribI4iv

```
PFNGLVERTEXATTRIBI4IVPROC glad_glVertexAttribI4iv
```

5.6.3.1015 glad_glVertexAttribI4sv

```
PFNGLVERTEXATTRIBI4SVPROC glad_glVertexAttribI4sv
```

5.6.3.1016 glad_glVertexAttribI4ubv

```
PFNGLVERTEXATTRIBI4UBVPROC glad_glVertexAttribI4ubv
```

5.6.3.1017 glad_glVertexAttribI4ui

```
PFNGLVERTEXATTRIBI4UIPROC glad_glVertexAttribI4ui
```

5.6.3.1018 glad_glVertexAttribI4uiv

```
PFNGLVERTEXATTRIBI4UIVPROC glad_glVertexAttribI4uiv
```

5.6.3.1019 glad_glVertexAttribI4usv

PFNGLVERTEXATTRIBI4USVPROC glad_glVertexAttribI4usv

5.6.3.1020 glad_glVertexAttribIFormat

PFNGLVERTEXATTRIBIFORMATPROC glad_glVertexAttribIFormat

5.6.3.1021 glad_glVertexAttribIPointer

PFNGLVERTEXATTRIBIPOINTERPROC glad_glVertexAttribIPointer

5.6.3.1022 glad_glVertexAttribL1d

PFNGLVERTEXATTRIBL1DPROC glad_glVertexAttribL1d

5.6.3.1023 glad_glVertexAttribL1dv

PFNGLVERTEXATTRIBL1DVPROC glad_glVertexAttribL1dv

5.6.3.1024 glad_glVertexAttribL2d

PFNGLVERTEXATTRIBL2DPROC glad_glVertexAttribL2d

5.6.3.1025 glad_glVertexAttribL2dv

PFNGLVERTEXATTRIBL2DVPROC glad_glVertexAttribL2dv

5.6.3.1026 glad_glVertexAttribL3d

PFNGLVERTEXATTRIBL3DPROC glad_glVertexAttribL3d

5.6.3.1027 glad_glVertexAttribL3dv

PFNGLVERTEXATTRIBL3DVPROC glad_glVertexAttribL3dv

5.6.3.1028 glad_glVertexAttribL4d

PFNGLVERTEXATTRIBL4DPROC glad_glVertexAttribL4d

5.6.3.1029 glad_glVertexAttribL4dv

PFNGLVERTEXATTRIBL4DVPROC glad_glVertexAttribL4dv

5.6.3.1030 glad_glVertexAttribLFormat

PFNGLVERTEXATTRIBLFORMATPROC glad_glVertexAttribLFormat

5.6.3.1031 glad_glVertexAttribLPointer

PFNGLVERTEXATTRIBLPOINTERPROC glad_glVertexAttribLPointer

5.6.3.1032 glad_glVertexAttribP1ui

PFNGLVERTEXATTRIBP1UIPROC glad_glVertexAttribP1ui

5.6.3.1033 glad_glVertexAttribP1uiv

PFNGLVERTEXATTRIBP1UIVPROC glad_glVertexAttribP1uiv

5.6.3.1034 glad_glVertexAttribP2ui

PFNGLVERTEXATTRIBP2UIPROC glad_glVertexAttribP2ui

5.6.3.1035 glad_glVertexAttribP2uiv

PFNGLVERTEXATTRIBP2UIVPROC glad_glVertexAttribP2uiv

5.6.3.1036 glad_glVertexAttribP3ui

PFNGLVERTEXATTRIBP3UIPROC glad_glVertexAttribP3ui

5.6.3.1037 glad_glVertexAttribP3uiv

PFNGLVERTEXATTRIBP3UIVPROC glad_glVertexAttribP3uiv

5.6.3.1038 glad_glVertexAttribP4ui

PFNGLVERTEXATTRIBP4UIPROC glad_glVertexAttribP4ui

5.6.3.1039 glad_glVertexAttribP4uiv

PFNGLVERTEXATTRIBP4UIVPROC glad_glVertexAttribP4uiv

5.6.3.1040 glad_glVertexAttribPointer

PFNGLVERTEXATTRIBPOINTERPROC glad_glVertexAttribPointer

5.6.3.1041 glad_glVertexBindingDivisor

PFNGLVERTEXBINDINGDIVISORPROC glad_glVertexBindingDivisor

5.6.3.1042 glad_glVertexP2ui

PFNGLVERTEXP2UIPROC glad_glVertexP2ui

5.6.3.1043 glad_glVertexP2uiv

PFNGLVERTEXP2UIVPROC glad_glVertexP2uiv

5.6.3.1044 glad_glVertexP3ui

PFNGLVERTEXP3UIPROC glad_glVertexP3ui

5.6.3.1045 glad_glVertexP3uiv

PFNGLVERTEXP3UIVPROC glad_glVertexP3uiv

5.6.3.1046 glad_glVertexP4ui

PFNGLVERTEXP4UIPROC glad_glVertexP4ui

5.6.3.1047 glad_glVertexP4uiv

PFNGLVERTEXP4UIVPROC glad_glVertexP4uiv

5.6.3.1048 glad_glVertexPointer

PFNGLVERTEXPOINTERPROC glad_glVertexPointer

5.6.3.1049 glad_glViewport

PFNGLVIEWPORTPROC glad_glViewport

5.6.3.1050 glad_glViewportArrayv

PFNGLVIEWPORTARRAYVPROC glad_glViewportArrayv

5.6.3.1051 glad_glViewportIndexedf

PFNGLVIEWPORTINDEXEDFPROC glad_glViewportIndexedf

5.6.3.1052 glad_glViewportIndexedfv

PFNGLVIEWPORTINDEXEDFVPROC glad_glViewportIndexedfv

5.6.3.1053 glad_glWaitSync

PFNGLWAITSYNCPROC glad_glWaitSync

5.6.3.1054 glad_glWindowPos2d

PFNGLWINDOWPOS2DPROC glad_glWindowPos2d

5.6.3.1055 glad_glWindowPos2dv

PFNGLWINDOWPOS2DVPROC glad_glWindowPos2dv

5.6.3.1056 glad_glWindowPos2f

PFNGLWINDOWPOS2FPROC glad_glWindowPos2f

5.6.3.1057 glad_glWindowPos2fv

PFNGLWINDOWPOS2FVPROC glad_glWindowPos2fv

5.6.3.1058 glad_glWindowPos2i

PFNGLWINDOWPOS2IPROC glad_glWindowPos2i

5.6.3.1059 glad_glWindowPos2iv

PFNGLWINDOWPOS2IVPROC glad_glWindowPos2iv

5.6.3.1060 glad_glWindowPos2s

PFNGLWINDOWPOS2SPROC glad_glWindowPos2s

5.6.3.1061 glad_glWindowPos2sv

PFNGLWINDOWPOS2SVPROC glad_glWindowPos2sv

5.6.3.1062 glad_glWindowPos3d

PFNGLWINDOWPOS3DPROC glad_glWindowPos3d

5.6.3.1063 glad_glWindowPos3dv

PFNGLWINDOWPOS3DVPROC glad_glWindowPos3dv

5.6.3.1064 glad_glWindowPos3f

PFNGLWINDOWPOS3FPROC glad_glWindowPos3f

5.6.3.1065 glad_glWindowPos3fv

PFNGLWINDOWPOS3FVPROC glad_glWindowPos3fv

5.6.3.1066 glad_glWindowPos3i

PFNGLWINDOWPOS3IPROC glad_glWindowPos3i

5.6.3.1067 glad_glWindowPos3iv

PFNGLWINDOWPOS3IVPROC glad_glWindowPos3iv

5.6.3.1068 glad_glWindowPos3s

PFNGLWINDOWPOS3SPROC glad_glWindowPos3s

5.6.3.1069 glad_glWindowPos3sv

PFNGLWINDOWPOS3SVPROC glad_glWindowPos3sv

5.6.3.1070 gladGetProcAddressPtr

PFNGLXGETPROCADDRESSPROC_PRIVATE gladGetProcAddressPtr [static]

5.6.3.1071 GLVersion

struct gladGLversionStruct GLVersion

5.6.3.1072 libGL

void* libGL [static]

5.6.3.1073 max_loaded_major

int max_loaded_major [static]

5.6.3.1074 max_loaded_minor

int max_loaded_minor [static]

5.6.3.1075 num_exts_i

```
int num_exts_i = 0  [static]
```

5.7 src/Image.cpp File Reference

```
#include "Image.h"
#include "stb_image.h"
#include "stb_image_write.h"
#include <iostream>
```
Include dependency graph for Image.cpp:

Macros

- #define [STB_IMAGE_IMPLEMENTATION](#)
- #define [STB_IMAGE_WRITE_IMPLEMENTATION](#)

5.7.1 Macro Definition Documentation

5.7.1.1 STB_IMAGE_IMPLEMENTATION

```
#define STB_IMAGE_IMPLEMENTATION
```

5.7.1.2 STB_IMAGE_WRITE_IMPLEMENTATION

```
#define STB_IMAGE_WRITE_IMPLEMENTATION
```

5.8 src/main.cpp File Reference

```
#include "common.h"
#include "Image.h"
#include "Player.h"
#include <GLFW/glfw3.h>
```
Include dependency graph for main.cpp:

Classes

- struct InputState

Macros

- #define GLFW_DLL

Functions

- void OnKeyboardPressed (GLFWwindow ∗window, int key, int scancode, int action, int mode)
- void processPlayerMovement (Player &player)
- void OnMouseButtonClicked (GLFWwindow ∗window, int button, int action, int mods)
- void OnMouseMove (GLFWwindow ∗window, double xpos, double ypos)
- void OnMouseScroll (GLFWwindow ∗window, double xoffset, double yoffset)
- int initGL ()
- int main (int argc, char ∗∗argv)

Variables

- constexpr GLsizei WINDOW_WIDTH = 1024
- constexpr GLsizei WINDOW_HEIGHT = 1024
- struct InputState Input
- GLfloat deltaTime = 0.0f
- GLfloat lastFrame = 0.0f

5.8.1 Macro Definition Documentation

5.8.1.1 GLFW_DLL

```
#define GLFW_DLL
```

5.8.2 Function Documentation

5.8.2.1 initGL()

```
int initGL ( )
```

Here is the call graph for this function:

Here is the caller graph for this function:

5.8.2.2 main()

```
int main (
            int argc,
            char ** argv )
```

Here is the call graph for this function:

5.8.2.3 OnKeyboardPressed()

```
void OnKeyboardPressed (
            GLFWwindow * window,
            int key,
            int scancode,
            int action,
            int mode )
```

Here is the caller graph for this function:

5.8.2.4 OnMouseButtonClicked()

```
void OnMouseButtonClicked (
            GLFWwindow * window,
            int button,
            int action,
            int mods )
```

Here is the caller graph for this function:

5.8.2.5 OnMouseMove()

```
void OnMouseMove (
            GLFWwindow * window,
            double xpos,
            double ypos )
```

Here is the caller graph for this function:

5.8.2.6 OnMouseScroll()

```
void OnMouseScroll (
            GLFWwindow * window,
            double xoffset,
            double yoffset )
```

Here is the caller graph for this function:

5.8.2.7 processPlayerMovement()

```
void processPlayerMovement (
            Player & player )
```

Here is the call graph for this function:

Here is the caller graph for this function:

5.8.3 Variable Documentation

5.8.3.1 deltaTime

```
GLfloat deltaTime = 0.0f
```

5.8.3.2 Input

```
struct InputState Input
```

5.8.3.3 lastFrame

```
GLfloat lastFrame = 0.0f
```

5.8.3.4 WINDOW_HEIGHT

```
constexpr GLsizei WINDOW_HEIGHT = 1024
```

5.8.3.5 WINDOW_WIDTH

```
constexpr GLsizei WINDOW_WIDTH = 1024  [constexpr]
```

5.9 src/Player.cpp File Reference

```
#include "Player.h"
```
Include dependency graph for Player.cpp: