

OBSERVATIONS

- All OpenGL methods are prefixed by `gl` (on Desktop machines, different for every implementation)
- Most methods have a suffix that declares the type of arguments
 - Methods are of type `gl.<function>{ε 1 2 3 4}{ε b s i i64 f d ub us ui ui64}{ε v}`
 - 1234: Number of arguments
 - ‘byte’ ‘short’ ‘int’ ‘int 64 bit’ ‘float’ ‘double’ ‘unsigned byte’ ‘unsigned short’ ‘unsigned int’ ‘unsigned int 64 bit’
 - **vector**
- Examples:
 - `gl.uniformMatrix4fv` (function: `uniformMatrix`, four arguments of type float, passed as a vector)
 - `gl.getVertexAttribiv` (function: `getVertexAttrib`, 1 argument of type integer, passed as a vector)

DEPTH TESTING

- `gl.enable(gl.DEPTH_TEST) / gl.disable(gl.DEPTH_TEST)`
- `gl.depthFunc(...)`
- Default: `gl.disable(gl.DEPTH_TEST), gl.depthFunc(gl.ALWAYS)`
- If depth testing is disabled, later fragments will overwrite the values in the frame buffer (Painter's Algorithm)
- `gl.depthFunc` specifies when fragments pass the per-fragment test of the pipeline
- Possible values:
 - NEVER, LESS, LEQUAL, GREATER, NOTEQUAL, GEQUAL, ALWAYS