

OpenGL

- OpenGL is a state machine
 - Settings are stored internally by the OpenGL
 - Current state is used when vertices are pushed through the pipeline
 - Almost everything is a state (`glClearColor`, `glPointSize`, `glLineWidth`, `glBlendFunc`, active shaders, antialiasing, viewport, ...)
- Primitives
 - WebGL2
 - `POINTS`, `LINE_STRIP`, `LINE_LOOP`, `LINES`, `TRIANGLE_STRIP`, `TRIANGLE_FAN`, `TRIANGLES`

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)