## Valid OpenGL context

Asked 16 years, 4 months ago Modified 9 years, 6 months ago Viewed 6k times



How and at what stage is a valid OpenGL context created in my code? I'm getting errors on even simple OpenGL code.



opengl glut



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edited May 30, 2015 at 22:16



asked Aug 18, 2008 at 9:17



**Ashwin Nanjappa 78.3k** ● 89 ● 220 ● 296

## 1 Answer

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From the posts on <code>comp.graphics.api.opengl</code>, it seems like most newbies burn their hands on their first OpenGL program. In most cases, the error is caused due to OpenGL functions being called even before a valid OpenGL context is created. OpenGL is a state machine.





Only after the machine has been started and humming in the ready state, can it be put to work.



Here is some simple code to create a valid OpenGL context:

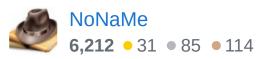
```
#include <stdlib.h>
#include <GL/glut.h>
// Window attributes
static const unsigned int WIN_POS_X = 30;
static const unsigned int WIN_POS_Y = WIN_POS_X;
static const unsigned int WIN_WIDTH = 512;
static const unsigned int WIN_HEIGHT = WIN_WIDTH;
void glInit(int, char **);
int main(int argc, char * argv[])
{
    // Initialize OpenGL
    glInit(argc, argv);
    // A valid OpenGL context has been created.
    // You can call OpenGL functions from here on.
    glutMainLoop();
    return 0;
}
void glInit(int argc, char ** argv)
{
    // Initialize GLUT
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_DOUBLE);
    glutInitWindowPosition(WIN_POS_X, WIN_POS_Y);
    qlutInitWindowSize(WIN WIDTH, WIN HEIGHT);
    glutCreateWindow("Hello OpenGL!");
    return;
}
```

## Note:

- The call of interest here is glutCreateWindow(). It not only creates a window, but also creates an OpenGL context.
- The window created with <code>glutCreateWindow()</code> is not visible until <code>glutMainLoop()</code> is called.

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edited Jan 22, 2013 at 10:39



answered Aug 18, 2008 at 9:17



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