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1: glBegin
2: glClear
3: glClearColor
4: glColor3ub
5: glColor3ubv
6: glEnable
7: glEnd
8: glFlush
9: glHint
10: glLineWidth
11: glLoadIdentity
12: glMatrixMode
13: glOrtho
14: glPointSize
15: glPopMatrix
16: glPushMatrix
17: glRasterPos2f
18: glRasterPos2i
19: glRotatef
20: glTranslatef
21: glVertex2f
22: glViewport
23: gluOrtho2D
24: glutAddMenuEntry
25: glutAddSubMenu
26: glutAttachMenu
27: glutBitmapCharacter
28: glutBitmapHeight
29: glutBitmapLength
30: glutBitmapString
31: glutCloseFunc
32: glutCreateMenu
33: glutCreateWindow
34: glutDisplayFunc
35: glutEntryFunc
36: glutInit
37: glutInitDisplayMode
38: glutInitWindowPosition
39: glutInitWindowSize
40: glutKeyboardFunc
41: glutKeyboardUpFunc
42: glutMainLoop
43: glutMotionFunc
44: glutMouseFunc
45: glutPassiveMotionFunc
46: glutPostRedisplay
47: glutReshapeFunc
48: glutSetIconTitle
49: glutSetWindowTitle
50: glutSpecialFunc
51: glutSpecialUpFunc
52: glutSwapBuffers
53: glutTimerFunc
54: glutWireTeapot
```