

第4章 定义的常量及相关命令

本章列出了OpenGL中所定义的所有常量及其相关命令。一个常量可以代表一个参数的名称、一个参数的值、一种模式、一个查询目标或一个返回值。你可以将本章中的表 4-1作为本书参考章节的一种索引：如果你记得一个常量的名称，那么你就可以用这张表来查出哪些函数使用了这个常量，从而就可以通过这些函数的参考说明来了解更多的信息。值得注意的是本章所有列出的常数都是可被相应的命令直接使用的，在这些函数的参考说明中还列出了你可能会感兴趣的其他一些命令。

表4-1 OpenGL 中定义的常量及相关命令

| 常 量 | 相 关 命 令 |
|--|--|
| GL_2D, GL_3D, GL_3D_COLOR, GL_3D_COLOR_TEXTURE, GL_4D_COLOR_TEXTURE | glFeedbackBuffer() |
| GL_2_BYTES, GL_3_BYTES, GL_4_BYTES | glCallLists() |
| GL_ACCUM | glAccum() |
| GL_ACCUM_ALPHA_BITS, GL_ACCUM_BLUE_BITS | glGet*() |
| GL_ACCUM_BUFFER_BIT | glClear(), glPushAttrib() |
| GL_ACCUM_CLEAR_VALUE, GL_ACCUM_GREEN_BITS, GL_ACCUM_RED_BITS | glGet*() |
| GL_ACTIVE_TEXTURE_ARB | glGet*() |
| GL_ADD | glAccum(), glTexEnv*() |
| GL_ALIASED_LINE_WIDTH_GRANULARITY, GL_ALIASED_LINE_WIDTH_RANGE, GL_ALIASED_POINT_SIZE_GRANULARITY, GL_ALIASED_POINT_SIZE_RANGE | glGet*() |
| GL_ALL_ATTRIB_BITS | glPushClientAttrib() |
| GL_ALPHA, GL_ALPHA4, GL_ALPHA8, GL_ALPHA12, GL_ALPHA16 | glColorSubTable(), glColorTable(), glConvolutionFilter1D(), glConvolutionFilter2D(), glCopyColorSubTable(), glCopyConvolutionFilter1D(), glCopyConvolutionFilter2D(), glDrawPixels(), glGetColorTable(), |

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相 关 命 令

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| | glGetConvolutionFilter(), glGetHistogram(), glGetMinmax(), glGetSeparableFilter(), glGetTexImage(), glGetHistogram(), glMinmax(), glReadPixels(), glResetMinmax(), glSeparableFilter2D(), glTexImage1D(), glTexImage2D(), glTexImage3D(), glTexSubImage1D(), glTexSubImage2D(), glTexSubImage3D() |
| GL_ALPHA_BIAS | glGet*(), glPixelTransfer*() |
| GL_ALPHA_BITS | glGet*() |
| GL_ALPHA_SCALE | glGet*(), glPixelTransfer*() |
| GL_ALPHA_TEST | glDisable(), glEnable(), glGet*(), glIsEnabled() |
| GL_ALPHA_TEST_FUNC, GL_ALPHA_TEST_REF | glGet*() |
| GL_ALWAYS | glAlphaFunc(), glDepthFunc(), glStencilFunc() |
| GL_AMBIENT | glColorMaterial(), glGetLight*(), glGetMaterial*(), glLight*(), glMaterial*() |
| GL_AMBIENT_AND_DIFFUSE | glColorMaterial(), glGetMaterial*(), glMaterial*() |
| GL_AND, GL_AND_INVERTED, GL_AND_REVERSE | glLogicOp() |
| GL_ATTRIB_STACK_DEPTH | glGet*() |
| GL_AUTO_NORMAL | glDisable(), glEnable(), glGet*(), glIsEnabled() |
| GL_AUX0 through GL_AUX3 | glDrawBuffer(), glReadBuffer() |
| GL_AUX_BUFFERS | glGet*() |
| GL_BACK | glColorMaterial(), glCullFace(), glDrawBuffer(), glGetMaterial*(), glMaterial*(), glPolygonMode(), glReadBuffer() |
| GL_BACK_LEFT, GL_BACK_RIGHT | glDrawBuffer(), glReadBuffer() |

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| 常 量 | 相 关 命 令 |
|--|--|
| GL_BGR, GL_BGRA | glColorSubTable(), glColorTable(), glConvolutionFilter1D(), glConvolutionFilter2D(), glDrawPixels(), glGetColorTable(), glGetConvolutionFilter(), glGetHistogram(), glGetMinmax(), glGetSeparableFilter(), glGetTexImage(), glHistogram(), glReadPixels(), glResetMinmax(), glSeparableFilter2D(), glTexImage1D(), glTexImage2D(), glTexImage3D(), glTexSubImage1D(), glTexSubImage2D(), glTexSubImage3D() |
| GL_BITMAP | glDrawPixels(), glGetTexImage(), glReadPixels(), glTexImage1D(), glTexImage2D(), glTexSubImage1D(), glTexSubImage2D() |
| GL_BITMAP_TOKEN | glPassThrough() |
| GL_BLEND | glDisable(), glEnable(), glGet*(), glIsEnabled(), glTexEnv*() |
| GL_BLEND_COLOR, GL_BLEND_DST, GL_BLEND_EQUATION, GL_BLEND_SRC | glGet*() |
| GL_BLUE | glColorSubTable(), glColorTable(), glConvolutionFilter1D(), glConvolutionFilter2D(), glDrawPixels(), glGetColorTable(), glGetConvolutionFilter(), glGetHistogram(), glGetMinmax(), glGetSeparableFilter(), glGetTexImage(), glHistogram(), glReadPixels(), glResetMinmax(), glSeparableFilter2D(), glTexImage1D(), glTexImage2D(), glTexImage3D(), glTexSubImage1D(), glTexSubImage2D(), glTexSubImage3D() |

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| 常 量 | 相 关 命 令 |
|--|--|
| GL_BLUE_BIAS | glGet*(), glPixelTransfer*() |
| GL_BLUE_BITS | glGet*() |
| GL_BLUE_SCALE | glGet*(), glPixelTransfer*() |
| GL_BYTE | glCallLists(), glColorPointer(), glColorSubTable(), glColorTable(), glConvolutionFilter1D(), glConvolutionFilter2D(), glDrawPixels(), glGetColorTable(), glGetConvolutionFilter(), glGetHistogram(), glGetMinmax(), glGetSeparableFilter(), glGetTexImage(), glHistogram(), glNormalPointer(), glReadPixels(), glResetHistogram(), glResetMinmax(), glSeparableFilter2D(), glTexImage1D(), glTexImage2D(), glTexImage3D(), glTexSubImage1D(), glTexSubImage2D(), glTexSubImage3D() |
| GL_C3F_V3F, GL_C4F_N3F_V3F, GL_C4UB_V2F, GL_C4UB_V3F | glInterleavedArrays() |
| GL_CCW | glFrontFace() |
| GL_CLAMP, GL_CLAMP_TO_EDGE | glTexParameter*() |
| GL_CLEAR | glLogicOp() |
| GL_CLIENT_ACTIVE_TEXTURE_ARB | glGet*() |
| GL_CLIENT_ALL_ATTRIB_BITS | glPushClientAttrib() |
| GL_CLIENT_ATTRIB_STACK_DEPTH | glGet*() |
| GL_CLIENT_PIXEL_STORE_BIT, GL_CLIENT_VERTEX_ARRAY_BIT | glPushClientAttrib() |
| GL_CLIP_PLANE0 through GL_CLIP_PLANE5 | glClipPlane(), glDisable(), glEnable(), glGet*(), glGetClipPlane(), glIsEnabled() |
| GL_COEFF | glGetMap*() |

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相 关 命 令

| | |
|---|--|
| GL_COLOR | glCopyPixels(), glMatrixMode() |
| GL_COLOR_ARRAY | glDisableClientState(), glEnableClientState(), glGet*(), glIsEnabled() |
| GL_COLOR_ARRAY_POINTER | glGetPointerv() |
| GL_COLOR_ARRAY_SIZE, GL_COLOR_ARRAY_STRIDE, GL_COLOR_ARRAY_TYPE | glGet*() |
| GL_COLOR_BUFFER_BIT | glClear(), glPushAttrib() |
| GL_COLOR_CLEAR_VALUE | glGet*() |
| GL_COLOR_INDEX | glDrawPixels(), glReadPixels(), glTexImage1D(), glTexImage2D(), glTexImage3D(), glTexSubImage1D(), glTexSubImage2D(), glTexSubImage3D() |
| GL_COLOR_INDEXES | glGetMaterial*(), glMaterial*() |
| GL_COLOR_LOGIC_OP, GL_COLOR_MATERIAL | glDisable(), glEnable(), glGet*(), glIsEnabled() |
| GL_COLOR_MATERIAL_FACE, GL_COLOR_MATERIAL_PARAMETER, GL_COLOR_MATRIX, GL_COLOR_MATRIX_STACK_DEPTH | glGet*() |
| GL_COLOR_TABLE | glColorSubTable(), glColorTable(), glColorTableParameter*(), glCopyColorSubTable(), glCopyColorTable(), glDisable(), glEnable(), glGet*(), glGetColorTable(), glGetColorTableParameter*(), glIsEnabled() |
| GL_COLOR_TABLE_ALPHA_SIZE | glGetColorTableParameter*() |
| GL_COLOR_TABLE_BIAS | glColorTableParameter*(), glGetColorTableParameter*() |
| GL_COLOR_TABLE_BLUE_SIZE, GL_COLOR_TABLE_FORMAT, GL_COLOR_TABLE_GREEN_SIZE, GL_COLOR_TABLE_INTENSITY_SIZE, GL_COLOR_TABLE_LUMINANCE_SIZE, | glGetColorTableParameter*() |

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| 常 量 | 相 关 命 令 |
|---|---|
| GL_COLOR_TABLE_RED_SIZE | |
| GL_COLOR_TABLE_SCALE | glColorTableParameter*(), glGetColorTableParameter*() |
| GL_COLOR_TABLE_WIDTH | glGetColorTableParameter*() |
| GL_COLOR_WRITEMASK | glGet*() |
| GL_COMPILE, GL_COMPILE_AND_EXECUTE | glNewList() |
| GL_CONSTANT_ALPHA | glBlendFunc() |
| GL_CONSTANT_ATTENUATION | glGetLight*(), glLight*() |
| GL_CONSTANT_BORDER | glConvolutionParameter*() |
| GL_CONSTANT_COLOR | glBlendFunc() |
| GL_CONVOLUTION_1D | glConvolutionFilter1D(), glConvolutionParameter*(), glCopyConvolutionFilter1D(), glDisable(), glEnable(), glGetConvolutionFilter(), glGetConvolutionParameter*(), glIsEnabled() |
| GL_CONVOLUTION_2D | glConvolutionFilter2D(), glConvolutionParameter*(), glCopyConvolutionFilter2D(), glDisable(), glEnable(), glGetConvolutionFilter(), glGetConvolutionParameter*(), glIsEnabled() |
| GL_CONVOLUTION_BORDER_COLOR | glConvolutionParameter*(), glGetConvolutionParameter*() |
| GL_CONVOLUTION_BORDER_MODE, GL_CONVOLUTION_FILTER_BIAS, GL_CONVOLUTION_FILTER_SCALE | glConvolutionParameter*(), glGetConvolutionParameter*() |
| GL_CONVOLUTION_FORMAT, GL_CONVOLUTION_HEIGHT, GL_CONVOLUTION_WIDTH | glGetConvolutionParameter*() |
| GL_COPY, GL_COPY_INVERTED | glLogicOp() |
| GL_COPY_PIXEL_TOKEN | glPassThrough() |
| GL_CULL_FACE | glDisable(), glEnable(), glGet*(), glIsEnabled() |
| GL_CULL_FACE_MODE | glGet*() |
| GL_CURRENT_BIT | glPushAttrib() |

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| 常 量 | 相 关 命 令 |
|---|---|
| GL_CURRENT_COLOR, GL_CURRENT_INDEX, GL_CURRENT_NORMAL, GL_CURRENT_RASTER_COLOR, GL_CURRENT_RASTER_DISTANCE, GL_CURRENT_RASTER_INDEX, GL_CURRENT_RASTER_POSITION, GL_CURRENT_RASTER_POSITION_VALID, GL_CURRENT_RASTER_TEXTURE_COORDS, GL_CURRENT_TEXTURE_COORDS | glGet*() |
| GL_CW | glFrontFace() |
| GL_DECAL | glTexEnv*() |
| GL_DECR | glStencilOp() |
| GL_DEPTH | glCopyPixels() |
| GL_DEPTH_BIAS | glGet*(), glPixelTransfer*() |
| GL_DEPTH_BITS | glGet*() |
| GL_DEPTH_BUFFER_BIT | glClear(), glPushAttrib() |
| GL_DEPTH_CLEAR_VALUE | glGet*() |
| GL_DEPTH_COMPONENT | glDrawPixels(), glReadPixels() |
| GL_DEPTH_FUNC, GL_DEPTH_RANGE | glGet*() |
| GL_DEPTH_SCALE | glGet*(), glPixelTransfer*() |
| GL_DEPTH_TEST | glDisable(), glEnable(), glGet*(), glIsEnabled() |
| GL_DEPTH_WRITEMASK | glGet*() |
| GL_DIFFUSE | glColorMaterial(), glGetLight*(), glGetMaterial*(), glLight*(), glMaterial*() |
| GL_DITHER | glDisable(), glEnable(), glGet*(), glIsEnabled() |
| GL_DOMAIN | glGetMap*() |
| GL_DONT_CARE | glHint() |
| GL_DOUBLE | glColorPointer(), glIndexPointer(), glNormalPointer(), glTexCoordPointer(), glVertexPointer() |
| GL_DOUBLEBUFFER, GL_DRAW_BUFFER | glGet*() |

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| 常 量 | 相 关 命 令 |
|---|---|
| GL_DRAW_PIXEL_TOKEN | glPassThrough() |
| GL_DST_ALPHA, GL_DST_COLOR | glBlendFunc() |
| GL_EDGE_FLAG | glGet*() |
| GL_EDGE_FLAG_ARRAY | glDisableClientState(), glEnableClientState(), glGet*(), glIsEnabled() |
| GL_EDGE_FLAG_ARRAY_POINTER | glGetPointerv() |
| GL_EDGE_FLAG_ARRAY_STRIDE | glGet*() |
| GL_EMISSION | glColorMaterial(), glGetMaterial*(), glMaterial*() |
| GL_ENABLE_BIT | glPushAttrib() |
| GL_EQUAL | glAlphaFunc(), glDepthFunc(), glStencilFunc() |
| GL_EQUIV | glLogicOp() |
| GL_EVAL_BIT | glPushAttrib() |
| GL_EXP, GL_EXP2 | glFog*() |
| GL_EYE_LINEAR | glTexGen*() |
| GL_EYE_PLANE | glGetTexGen*(), glTexGen*() |
| GL_FALSE | glAreTexturesResident(), glColorMask(), glEdgeFlag(), glGet*(), glGetHistogram(), glGetMinmax(), glHistogram(), glIsEnabled(), glIsTexture(), glLightModel*(), glPixelStore*() |
| GL_FASTEST | glHint() |
| GL_FEEDBACK | glRenderMode() |
| GL_FEEDBACK_BUFFER_POINTER | glGetPointerv() |
| GL_FEEDBACK_BUFFER_SIZE, GL_FEEDBACK_BUFFER_TYPE | glGet*() |
| GL_FILL | glEvalMesh2(), glPolygonMode() |
| GL_FLAT | glShadeModel() |
| GL_FLOAT | glCallLists(), glColorPointer(), glColorSubTable(), glColorTable(), glConvolutionFilter1D(), glConvolutionFilter2D(), |

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相 关 命 令

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|---|---|
| | glConvolutionParameterf(), glConvolutionParameterfv(), glDrawPixels(), glGetColorTable(), glGetConvolutionFilter(), glGetConvolutionParameterfv(), glGetHistogram(), glGetHistogramParameterfv(), glGetMinmax(), glGetMinmaxParameterfv(), glGetSeparableFilter(), glGetTexImage(), glGetHistogram(), glIndexPointer(), glNormalPointer(), glReadPixels(), glResetHistogram(), glResetMinmax(), glSeparableFilter2D(), glTexCoordPointer(), glTexImage1D(), glTexImage2D(), glTexImage3D(), glTexSubImage1D(), glTexSubImage2D(), glTexSubImage3D(), glVertexPointer() |
| GL_FOG | glDisable(), glEnable(), glGet*(), glIsEnabled() |
| GL_FOG_BIT | glPushAttrib() |
| GL_FOG_COLOR, GL_FOG_DENSITY, GL_FOG_END | glFog*(), glGet*() |
| GL_FOG_HINT | glGet*(), glHint() |
| GL_FOG_INDEX, GL_FOG_MODE, GL_FOG_START | glFog*(), glGet*() |
| GL_FRONT | glColorMaterial(), glCullFace(), glDrawBuffer(), glGetMaterial*(), glMaterial*(), glPolygonMode(), glReadBuffer() |
| GL_FRONT_AND_BACK | glColorMaterial(), glCullFace(), glDrawBuffer(), glGetMaterial*(), glMaterial*(), glPolygonMode() |
| GL_FRONT_FACE | glGet*() |
| GL_FRONT_LEFT, GL_FRONT_RIGHT | glDrawBuffer(), glReadBuffer() |
| GL_FUNC_ADD, | glBlendEquation() |

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相 关 命 令

GL_FUNC_REVERSE_SUBTRACT,
GL_FUNC_SUBTRACT

GL_GEQUAL, GL_GREATER

GL_GREEN

GL_GREEN_BIAS

GL_GREEN_BITS

GL_GREEN_SCALE

GL_HINT_BIT

GL_HISTOGRAM

GL_HISTOGRAM_ALPHA_SIZE,
GL_HISTOGRAM_BLUE_SIZE,
GL_HISTOGRAM_FORMAT,
GL_HISTOGRAM_GREEN_SIZE,
GL_HISTOGRAM_LUMINANCE_SIZE,
GL_HISTOGRAM_RED_SIZE,
GL_HISTOGRAM_SINK,
GL_HISTOGRAM_WIDTH

GL_INCR

GL_INDEX_ARRAY

glAlphaFunc(), glDepthFunc(),
glStencilFunc()glColorSubTable(),
glColorTable(),
glConvolutionFilter1D(),
glConvolutionFilter2D(),
glDrawPixels(),
glGetColorTable(),
glGetConvolutionFilter(),
glGetHistogram(),
glGetMinmax(),
glGetSeparableFilter(),
glGetTexImage(), glHistogram(),
glReadPixels(), glResetMinmax(),
glSeparableFilter2D(),
glTexImage1D(),
glTexImage2D(),
glTexImage3D(),
glTexSubImage1D(),
glTexSubImage2D(),
glTexSubImage3D()

glGet*(), glPixelTransfer*()

glGet*()

glGet*(), glPixelTransfer*()

glPushAttrib()

glDisable(), glEnable(), glGet*(),
glGetHistogram(),
glGetHistogramParameter*(),
glHistogram(), glIsEnabled(),
glResetHistogram()

glGetHistogramParameter*()

glStencilOp()

glDisableClientState(),
glEnableClientState(), glGet*(),
glIsEnabled()

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| 常 量 | 相 关 命 令 |
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| GL_INDEX_ARRAY_POINTER | glGetPointerv() |
| GL_INDEX_ARRAY_STRIDE, GL_INDEX_ARRAY_TYPE, GL_INDEX_BITS, GL_INDEX_CLEAR_VALUE | glGet*() |
| GL_INDEX_LOGIC_OP | glDisable(), glEnable(), glGet*(), glIsEnabled() |
| GL_INDEX_MODE | glGet*() |
| GL_INDEX_OFFSET, GL_INDEX_SHIFT | glGet*(), glPixelTransfer*() |
| GL_INDEX_WRITEMASK | glGet*() |
| GL_INT | glCallLists(), glColorPointer(), glColorSubTable(), glColorTable(), glConvolutionFilter1D(), glConvolutionFilter2D(), glConvolutionParameteri(), glConvolutionParameteriv(), glDrawPixels(), glGetColorTable(), glGetConvolutionFilter(), glGetConvolutionParameteriv(), glGetHistogram(), glGetHistogramParameteriv(), glGetMinmax(), glGetMinmaxParameteriv(), glGetSeparableFilter(), glGetTexImage(), glHistogram(), glIndexPointer(), glNormalPointer(), glReadPixels(), glResetHistogram(), glResetMinmax(), glSeparableFilter2D(), glTexCoordPointer(), glTexImage1D(), glTexImage2D(), glTexImage3D(), glTexSubImage1D(), glTexSubImage2D(), glTexSubImage3D(), glVertexPointer() |
| GL_INTENSITY | glColorTable(), glConvolutionFilter1D(), glConvolutionFilter2D(), glCopyColorSubTable(), glCopyColorTable(), glCopyConvolutionFilter1D(), |

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| 常 量 | 相 关 命 令 |
|---|--|
| GL_INTENSITY4, GL_INTENSITY8, GL_INTENSITY12, GL_INTENSITY16 | glCopyConvolutionFilter2D(), glSeparableFilter2D() glColorTable(), glConvolutionFilter1D(), glConvolutionFilter2D(), glCopyColorTable(), glCopyConvolutionFilter1D(), glCopyConvolutionFilter2D(), glSeparableFilter2D() |
| GL_INVALID_ENUM, GL_INVALID_OPERATION, GL_INVALID_VALUE | glGetError() |
| GL_INVERT | glLogicOp(), glStencilOp() |
| GL_KEEP | glStencilOp() |
| GL_LEFT | glDrawBuffer(), glReadBuffer() |
| GL_LEQUAL, GL_LESS | glAlphaFunc(), glDepthFunc(), glStencilFunc() |
| GL_LIGHT0 through GL_LIGHT7 | glDisable(), glEnable(), glGet*(), glGetLight*(), glIsEnabled(), glLight*() |
| GL_LIGHTING | glDisable(), glEnable(), glGet*(), glIsEnabled() |
| GL_LIGHTING_BIT | glPushAttrib() |
| GL_LIGHT_MODEL_AMBIENT, GL_LIGHT_MODEL_COLOR_CONTROL, GL_LIGHT_MODEL_LOCAL_VIEWER, GL_LIGHT_MODEL_TWO_SIDE | glGet*(), glLightModel*() |
| GL_LINE | glEvalMesh1(), glEvalMesh2(), glPolygonMode() |
| GL_LINEAR | glFog*(), glTexParameter*() |
| GL_LINEAR_ATTENUATION | glGetLight*(), glLight*() |
| GL_LINEAR_MIPMAP_LINEAR, GL_LINEAR_MIPMAP_NEAREST | glTexParameter*() |
| GL_LINES | glBegin(), glDrawArrays(), glDrawElements(), glDrawRangeElements() glPushAttrib() |
| GL_LINE_BIT | |
| GL_LINE_LOOP | glBegin(), glDrawArrays(), glDrawElements(), glDrawRangeElements() |

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相 关 命 令

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| GL_LINE_RESET_TOKEN | glPassThrough() |
| GL_LINE_SMOOTH | glDisable(), glEnable(), glGet*(), glIsEnabled() |
| GL_LINE_SMOOTH_HINT | glGet*(), glHint() |
| GL_LINE_STIPPLE | glDisable(), glEnable(), glGet*(), glIsEnabled() |
| GL_LINE_STIPPLE_PATTERN, GL_LINE_STIPPLE_REPEAT | glGet*() |
| GL_LINE_STRIP | glBegin(), glDrawArrays(), glDrawElements(), glDrawRangeElements() |
| GL_LINE_TOKEN | glPassThrough() |
| GL_LINE_WIDTH, GL_LINE_WIDTH_GRANULARITY, GL_LINE_WIDTH_RANGE, GL_LIST_BASE | glGet*() |
| GL_LIST_BIT | glPushAttrib() |
| GL_LIST_INDEX, GL_LIST_MODE | glGet*() |
| GL_LOAD | glAccum() |
| GL_LOGIC_OP_MODE | glGet*() |
| GL_LUMINANCE, GL_LUMINANCE4, GL_LUMINANCE8, GL_LUMINANCE12, GL_LUMINANCE16, GL_LUMINANCE_ALPHA, GL_LUMINANCE4_ALPHA4, GL_LUMINANCE6_ALPHA2, GL_LUMINANCE8_ALPHA8, GL_LUMINANCE12_ALPHA4, GL_LUMINANCE12_ALPHA12, GL_LUMINANCE16_ALPHA16 | glColorSubTable(), glColorTable(), glConvolutionFilter1D(), glConvolutionFilter2D(), glCopyColorSubTable(), glCopyConvolutionFilter1D(), glCopyConvolutionFilter2D(), glDrawPixels(), glGetColorTable(), glGetConvolutionFilter(), glGetHistogram(), glGetMinmax(), glGetSeparableFilter(), glGetTexImage(), glHistogram(), glMinmax(), glReadPixels(), glSeparableFilter2D(), glTexImage1D(), glTexImage2D(), glTexImage3D(), glTexSubImage1D(), glTexSubImage2D(), glTexSubImage3D() |

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相 关 命 令

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|--|--|
| GL_MAP1_COLOR_4 | glDisable(), glEnable(), glGet*(), glGetMap*(), glIsEnabled(), glMap1*() |
| GL_MAP1_GRID_DOMAIN, GL_MAP1_GRID_SEGMENTS | glGet*() |
| GL_MAP1_INDEX, GL_MAP1_NORMAL, GL_MAP1_TEXTURE_COORD_1 through GL_MAP1_TEXTURE_COORD_4, GL_MAP1_VERTEX_3, GL_MAP1_VERTEX_4 | glDisable(), glEnable(), glGet*(), glGetMap*(), glIsEnabled(), glMap1*() |
| GL_MAP2_COLOR_4 | glDisable(), glEnable(), glGet*(), glGetMap*(), glIsEnabled(), glMap2*() |
| GL_MAP2_GRID_DOMAIN, GL_MAP2_GRID_SEGMENTS | glGet*() |
| GL_MAP2_INDEX, GL_MAP2_NORMAL, GL_MAP2_TEXTURE_COORD_1, GL_MAP2_TEXTURE_COORD_4, GL_MAP2_VERTEX_3, GL_MAP2_VERTEX_4 | glDisable(), glEnable(), glGet*(), glGetMap*(), glIsEnabled(), glMap2*() |
| GL_MAP_COLOR, GL_MAP_STENCIL | glGet*(), glPixelTransfer*() |
| GL_MATRIX_MODE | glGet*() |
| GL_MAX | glBlendEquation() |
| GL_MAX_3D_TEXTURE_SIZE, GL_MAX_ATTRIB_STACK_DEPTH, GL_MAX_CLIENT_ATTRIB_STACK_DEPTH, GL_MAX_CLIP_PLANES, GL_MAX_COLOR_MATRIX_STACK_DEPTH | glGet*() |
| GL_MAX_CONVOLUTION_HEIGHT, GL_MAX_CONVOLUTION_WIDTH | glGetConvolutionParameter*() |
| GL_MAX_ELEMENTS_INDICES, GL_MAX_ELEMENTS_VERTICES, GL_MAX_EVAL_ORDER, GL_MAX_LIGHTS, GL_MAX_LIST_NESTING, GL_MAX_MODELVIEW_STACK_DEPTH, GL_MAX_NAME_STACK_DEPTH, GL_MAX_PIXEL_MAP_TABLE, GL_MAX_PROJECTION_STACK_DEPTH, GL_MAX_TEXTURE_SIZE, GL_MAX_TEXTURE_STACK_DEPTH, GL_MAX_TEXTURE_UNITS_ARB, GL_MAX_VIEWPORT_DIMS | glGet*() |
| GL_MIN | glBlendEquation() |

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| 常 量 | 相 关 命 令 |
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| GL_MINMAX | glDisable(), glEnable(), glGet*(), glGetMinmax(), glGetMinmaxParameter*(), glIsEnabled(), glMinmax(), glResetMinmax() |
| GL_MINMAX_FORMAT, GL_MINMAX_SINK | glGetMinmaxParameter*() |
| GL_MODELVIEW | glMatrixMode() |
| GL_MODELVIEW_MATRIX, GL_MODELVIEW_STACK_DEPTH | glGet*() |
| GL_MODULATE | glTexEnv*() |
| GL_MULT | glAccum() |
| GL_N3F_V3F | glInterleavedArrays() |
| GL_NAME_STACK_DEPTH | glGet*() |
| GL_NAND | glLogicOp() |
| GL_NEAREST, GL_NEAREST_MIPMAP_LINEAR, GL_NEAREST_MIPMAP_NEAREST | glTexParameter*() |
| GL_NEVER | glAlphaFunc(), glDepthFunc(), glStencilFunc() |
| GL_NICEST | glHint() |
| GL_NONE | glClear(), glDrawBuffer() |
| GL_NOOP, GL_NOR | glLogicOp() |
| GL_NORMALIZE | glDisable(), glEnable(), glGet*(), glIsEnabled() |
| GL_NORMAL_ARRAY | glDisableClientState(), glEnableClientState(), glGet*(), glIsEnabled() |
| GL_NORMAL_ARRAY_POINTER | glGetPointerv() |
| GL_NORMAL_ARRAY_STRIDE, GL_NORMAL_ARRAY_TYPE | glGet*() |
| GL_NOTEQUAL | glAlphaFunc(), glDepthFunc(), glStencilFunc() |
| GL_NO_ERROR | glGetError() |
| GL_OBJECT_LINEAR | glTexGen*() |
| GL_OBJECT_PLANE | glGetTexGen*(), glTexGen*() |

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| 常 量 | 相 关 命 令 |
|---|---------------------------------|
| GL_ONE, GL_ONE_MINUS_CONSTANT_ALPHA, GL_ONE_MINUS_CONSTANT_COLOR, GL_ONE_MINUS_DST_ALPHA, GL_ONE_MINUS_DST_COLOR, GL_ONE_MINUS_SRC_ALPHA, GL_ONE_MINUS_SRC_COLOR | glBlendFunc() |
| GL_OR | glLogicOp() |
| GL_ORDER | glGetMap*() |
| GL_OR_INVERTED, GL_OR_REVERSE | glLogicOp() |
| GL_OUT_OF_MEMORY | glGetError() |
| GL_PACK_ALIGNMENT, GL_PACK_IMAGE_HEIGHT, GL_PACK_LSB_FIRST, GL_PACK_ROW_LENGTH, GL_PACK_SKIP_IMAGES, GL_PACK_SKIP_PIXELS, GL_PACK_SKIP_ROWS, GL_PACK_SWAP_BYTES | glGet*(), glPixelStore*() |
| GL_PASS_THROUGH_TOKEN | glPassThrough() |
| GL_PERSPECTIVE_CORRECTION_HINT | glGet*(), glHint() |
| GL_PIXEL_MAP_A_TO_A, GL_PIXEL_MAP_B_TO_B, GL_PIXEL_MAP_G_TO_G, GL_PIXEL_MAP_I_TO_A, GL_PIXEL_MAP_I_TO_B, GL_PIXEL_MAP_I_TO_G, GL_PIXEL_MAP_I_TO_I, GL_PIXEL_MAP_I_TO_R, GL_PIXEL_MAP_R_TO_R, GL_PIXEL_MAP_S_TO_S | glGetPixelMap*(), glPixelMap*() |
| GL_PIXEL_MAP_A_TO_A_SIZE, GL_PIXEL_MAP_B_TO_B_SIZE, GL_PIXEL_MAP_G_TO_G_SIZE, GL_PIXEL_MAP_I_TO_A_SIZE, GL_PIXEL_MAP_I_TO_B_SIZE, GL_PIXEL_MAP_I_TO_G_SIZE, GL_PIXEL_MAP_I_TO_I_SIZE, GL_PIXEL_MAP_I_TO_R_SIZE, GL_PIXEL_MAP_R_TO_R_SIZE, GL_PIXEL_MAP_S_TO_S_SIZE | glGet*() |
| GL_PIXEL_MODE_BIT | glPushAttrib() |

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| 常 量 | 相 关 命 令 |
|---|--|
| GL_POINT | glEvalMesh1(), glEvalMesh2(), glPolygonMode() |
| GL_POINTS | glBegin(), glDrawArrays(), glDrawElements(), glDrawRangeElements() |
| GL_POINT_BIT | glPushAttrib() |
| GL_POINT_SIZE, GL_POINT_SIZE_GRANULARITY, GL_POINT_SIZE_RANGE | glGet*() |
| GL_POINT_SMOOTH | glDisable(), glEnable(), glGet*(), glIsEnabled() |
| GL_POINT_SMOOTH_HINT | glGet*(), glHint() |
| GL_POINT_TOKEN | glPassThrough() |
| GL_POLYGON | glBegin(), glDrawArrays(), glDrawElements(), glDrawRangeElements() |
| GL_POLYGON_BIT | glPushAttrib() |
| GL_POLYGON_MODE, GL_POLYGON_OFFSET_FACTOR | glGet*() |
| GL_POLYGON_OFFSET_FILL, GL_POLYGON_OFFSET_LINE, GL_POLYGON_OFFSET_POINT | glDisable(), glEnable(), glGet*(), glIsEnabled() |
| GL_POLYGON_OFFSET_UNITS | glGet*() |
| GL_POLYGON_SMOOTH | glDisable(), glEnable(), glGet*(), glIsEnabled() |
| GL_POLYGON_SMOOTH_HINT | glGet*(), glHint() |
| GL_POLYGON_STIPPLE | glDisable(), glEnable(), glGet*(), glIsEnabled() |
| GL_POLYGON_STIPPLE_BIT | glPushAttrib() |
| GL_POLYGON_TOKEN | glPassThrough() |
| GL_POSITION | glGetLight*(), glLight*() |
| GL_POST_COLOR_MATRIX_ALPHA_BIAS, GL_POST_COLOR_MATRIX_ALPHA_SCALE, GL_POST_COLOR_MATRIX_BLUE_BIAS, GL_POST_COLOR_MATRIX_BLUE_SCALE | glGet*(), glPixelTransfer*() |
| GL_POST_COLOR_MATRIX_COLOR_TABLE | glColorSubTable(), glColorTable(), glColorTableParameter*(), |

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常 量

相 关 命 令

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|---|--|
| | glCopyColorSubTable(), glCopyColorTable(), glDisable(), glEnable(), glGet*(), glGetColorTable(), glGetColorTableParameter*(), glIsEnabled() |
| GL_POST_COLOR_MATRIX_GREEN_BIAS, GL_POST_COLOR_MATRIX_GREEN_SCALE, GL_POST_COLOR_MATRIX_RED_BIAS, GL_POST_COLOR_MATRIX_RED_SCALE, GL_POST_CONVOLUTION_ALPHA_BIAS, GL_POST_CONVOLUTION_ALPHA_SCALE, GL_POST_CONVOLUTION_BLUE_BIAS, GL_POST_CONVOLUTION_BLUE_SCALE | glGet*(), glPixelTransfer*() |
| GL_POST_CONVOLUTION_COLOR_TABLE | glColorSubTable(), glColorTable(), glColorTableParameter*(), glCopyColorSubTable(), glCopyColorTable(), glDisable(), glEnable(), glGet*(), glGetColorTable(), glGetColorTableParameter*(), glIsEnabled() |
| GL_POST_CONVOLUTION_GREEN_BIAS, GL_POST_CONVOLUTION_GREEN_SCALE, GL_POST_CONVOLUTION_RED_BIAS, GL_POST_CONVOLUTION_RED_SCALE | glGet*(), glPixelTransfer*() |
| GL_PROJECTION | glMatrixMode() |
| GL_PROJECTION_MATRIX, GL_PROJECTION_STACK_DEPTH | glGet*() |
| GL_PROXY_COLOR_TABLE | glColorSubTable(), glColorTable() |
| GL_PROXY_HISTOGRAM | glHistogram() |
| GL_PROXY_POST_COLOR_MATRIX_COLOR_TABLE, GL_PROXY_POST_CONVOLUTION_COLOR_TABLE | glColorSubTable(), glColorTable() |
| GL_PROXY_TEXTURE_1D, GL_PROXY_TEXTURE_2D, GL_PROXY_TEXTURE_3D | glTexImage1D(), glTexImage2D(), glTexImage3D() |
| GL_Q | glGetTexGen*(), glTexGen*() |
| GL_QUADRATIC_ATTENUATION | glGetLight*(), glLight*() |
| GL_QUADS | glBegin(), glDrawArrays(), glDrawElements(), |

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相 关 命 令

GL_QUAD_STRIP

glDrawRangeElements()

glBegin(), glDrawArrays(),
glDrawElements(),
glDrawRangeElements()

GL_R

glGetTexGen*(), glTexGen*()

GL_R3_G3_B2

glColorTable(),
glConvolutionFilter1D(),
glConvolutionFilter2D(),
glCopyColorTable(),
glCopyConvolutionFilter1D(),
glCopyConvolutionFilter2D(),
glCopyTexImage1D(),
glCopyTexImage2D(),
glHistogram(), glMinmax(),
glSeparableFilter2D(),
glTexImage3D()

GL_READ_BUFFER

glGet*()

GL_RED

glColorSubTable(),
glColorTable(),
glConvolutionFilter1D(),
glConvolutionFilter2D(),
glDrawPixels(),
glGetColorTable(),
glGetConvolutionFilter(),
glGetHistogram(),
glGetMinmax(),
glGetSeparableFilter(),
glGetTexImage(), glHistogram(),
glReadPixels(), glResetMinmax(),
glSeparableFilter2D(),
glTexImage1D(),
glTexImage2D(),
glTexImage3D(),
glTexSubImage1D(),
glTexSubImage2D(),
glTexSubImage3D()

GL_REDUCE

glConvolutionParameter*()

GL_RED_BIAS

glGet*(), glPixelTransfer*()

GL_RED_BITS

glGet*()

GL_RED_SCALE

glGet*(), glPixelTransfer*()

GL_RENDER

glRenderMode()

GL_RENDERER

glGetString()

| 常 量 | 相 关 命 令 |
|---|---|
| GL_RENDER_MODE | glGet*() |
| GL_REPEAT | glTexParameter*() |
| GL_REPLACE | glStencilOp(), glTexEnv*() |
| GL_REPLICATE_BORDER | glConvolutionParameter*() |
| GL_RESCALE_NORMAL | glDisable(), glEnable(), glGet*(), glIsEnabled() |
| GL_RETURN | glAccum() |
| GL_RGB | glColorSubTable(), glColorTable(), glConvolutionFilter1D(), glConvolutionFilter2D(), glCopyColorSubTable(), glCopyConvolutionFilter1D(), glCopyConvolutionFilter2D(), glDrawPixels(), glGetColorTable(), glGetConvolutionFilter(), glGetHistogram(), glGetMinmax(), glGetSeparableFilter(), glGetTexImage(), glHistogram(), glMinmax(), glReadPixels(), glResetMinmax(), glSeparableFilter2D(), glTexImage1D(), glTexImage2D(), glTexImage3D(), glTexSubImage1D(), glTexSubImage2D(), glTexSubImage3D() |
| GL_RGBA, GL_RGB4, GL_RGB5, GL_RGB8, GL_RGB10, GL_RGB12, GL_RGB16, GL_RGB5_A1, GL_RGB10_A2 | glColorTable(), glConvolutionFilter1D(), glConvolutionFilter2D(), glCopyColorTable(), glCopyConvolutionFilter1D(), glCopyConvolutionFilter2D(), glCopyTexImage1D(), glCopyTexImage2D(), glHistogram(), glMinmax(), glSeparableFilter2D(), glTexImage3D() |
| GL_RGBA | glColorSubTable(), glColorTable(), glConvolutionFilter1D(), glConvolutionFilter2D(), |

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相 关 命 令

GL_RGBA2, GL_RGBA4, GL_RGBA8,
GL_RGBA12, GL_RGBA16

GL_RGBA_MODE

GL_RIGHT

GL_S

GL_SCISSOR_BIT

GL_SCISSOR_BOX

GL_SCISSOR_TEST

GL_SELECT

glCopyColorSubTable(),
glCopyColorTable(),
glCopyConvolutionFilter1D(),
glCopyConvolutionFilter2D(),
glCopyTexImage1D(),
glCopyTexImage2D(),
glCopyTexSubImage1D(),
glCopyTexSubImage2D(),
glCopyTexSubImage3D(),
glDrawPixels(),
glGetColorTable(),
glGetConvolutionFilter(),
glGetHistogram(),
glGetMinmax(),
glGetSeparableFilter(),
glGetTexImage(), glHistogram(),
glMinmax(), glReadPixels(),
glSeparableFilter2D(),
glTexImage1D(),
glTexImage2D(),
glTexImage3D(),
glTexSubImage1D(),
glTexSubImage2D(),
glTexSubImage3D()

glColorTable(),
glConvolutionFilter1D(),
glConvolutionFilter2D(),
glCopyColorTable(),
glCopyConvolutionFilter1D(),
glCopyConvolutionFilter2D(),
glCopyTexImage1D(),
glCopyTexImage2D(),
glHistogram(), glMinmax(),
glSeparableFilter2D(),
glTexImage1D(),
glTexImage2D(),
glTexImage3D()

glGet*()

glDrawBuffer(), glReadBuffer()

glGetTexGen*(), glTexGen*()

glPushAttrib()

glGet*()

glDisable(), glEnable(), glGet*(),
glIsEnabled()

glRenderMode()

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| 常 量 | 相 关 命 令 |
|---|---|
| GL_SELECTION_BUFFER_POINTER | glGetPointerv() |
| GL_SELECTION_BUFFER_SIZE | glGet*() |
| GL_SEPARABLE_2D | glDisable(), glEnable(), glGetSeparableFilter(), glIsEnabled(), glSeparableFilter2D() |
| GL_SEPARATE_SPECULAR_COLOR | glLightModel*() |
| GL_SET | glLogicOp() |
| GL_SHADE_MODEL | glGet*() |
| GL_SHININESS | glGetMaterial*(), glMaterial*() |
| GL_SHORT | glCallLists(), glColorPointer(), glColorSubTable(), glColorTable(), glConvolutionFilter1D(), glConvolutionFilter2D(), glDrawPixels(), glGetColorTable(), glGetConvolutionFilter(), glGetHistogram(), glGetMinmax(), glGetSeparableFilter(), glGetTexImage(), glHistogram(), glIndexPointer(), glNormalPointer(), glReadPixels(), glResetHistogram(), glResetMinmax(), glSeparableFilter2D(), glTexCoordPointer(), glTexImage1D(), glTexImage2D(), glTexImage3D(), glTexSubImage1D(), glTexSubImage2D(), glTexSubImage3D(), glVertexPointer() |
| GL_SINGLE_COLOR | glLightModel*() |
| GL_SMOOTH | glShadeModel() |
| GL_SMOOTH_LINE_WIDTH_GRANULARITY, GL_SMOOTH_LINE_WIDTH_RANGE, GL_SMOOTH_POINT_SIZE_GRANULARITY, GL_SMOOTH_POINT_SIZE_RANGE | glGet*() |
| GL_SPECULAR | glColorMaterial(), glGetLight*(), |

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| 常 量 | 相 关 命 令 |
|--|---|
| | glGetMaterial*(), glLight*(), glMaterial*() |
| GL_SPHERE_MAP | glTexGen*() |
| GL_SPOT_CUTOFF, GL_SPOT_DIRECTION, GL_SPOT_EXPONENT | glGetLight*(), glLight*() |
| GL_SRC_ALPHA, GL_SRC_ALPHA_SATURATE, GL_SRC_COLOR | glBlendFunc() |
| GL_STACK_OVERFLOW, GL_STACK_UNDERFLOW | glGetError() |
| GL_STENCIL | glCopyPixels() |
| GL_STENCIL_BITS | glGet*() |
| GL_STENCIL_BUFFER_BIT | glClear(), glPushAttrib() |
| GL_STENCIL_CLEAR_VALUE, GL_STENCIL_FAIL, GL_STENCIL_FUNC | glGet*() |
| GL_STENCIL_INDEX | glDrawPixels(), glReadPixels() |
| GL_STENCIL_PASS_DEPTH_FAIL, GL_STENCIL_PASS_DEPTH_PASS, GL_STENCIL_REF | glGet*() |
| GL_STENCIL_TEST | glDisable(), glEnable(), glGet*(), glIsEnabled() |
| GL_STENCIL_VALUE_MASK, GL_STENCIL_WRITEMASK, GL_STEREO, GL_SUBPIXEL_BITS | glGet*() |
| GL_T | glGetTexGen*(), glTexGen*() |
| GL_T2F_C3F_V3F, GL_T2F_C4F_N3F_V3F, GL_T2F_C4UB_V3F, GL_T2F_N3F_V3F, GL_T2F_V3F, GL_T4F_C4F_N3F_V4F, GL_T4F_V4F | glInterleavedArrays() |
| GL_TABLE_TOO_LARGE | glGetError() |
| GL_TEXTURE | glMatrixMode() |
| GL_TEXTURE0_ARB through GL_TEXTURE31_ARB | glActiveTextureARB(), glClientActiveTextureARB(), glMultiTexCoord*ARB() |
| GL_TEXTURE_1D | glBindTexture(), glCopyTexImage1D(), glCopyTexSubImage1D(), glDisable(), glEnable(), glGet*(), glGetTexImage(), glGetTexLevelParameter*(), |

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常 量

相 关 命 令

GL_TEXTURE_2D

glGetTexParameter*(),
glIsEnabled(), glTexImage1D(),
glTexParameter*(),
glTexSubImage1D()

GL_TEXTURE_3D

glBindTexture(),
glCopyTexImage2D(),
glCopyTexSubImage2D(),
glDisable(), glEnable(), glGet*(),
glGetTexImage(),
glGetTexLevelParameter*(),
glGetTexParameter*(),
glIsEnabled(), glTexImage2D(),
glTexParameter*(),
glTexSubImage2D()

GL_TEXTURE_ALPHA_SIZE

glBindTexture(), glDisable(),
glEnable(), glGet*(),
glGetTexImage(),
glGetTexLevelParameter*(),
glGetTexParameter*(),
glIsEnabled(), glTexImage3D(),
glTexParameter*(),
glTexSubImage3D()

GL_TEXTURE_BASE_LEVEL

glGetTexLevelParameter*(),
glGetTexParameter*()

GL_TEXTURE_BINDING_1D,
GL_TEXTURE_BINDING_2D,
GL_TEXTURE_BINDING_3D

glGetTexLevelParameter*(),
glGetTexParameter*(),
glTexParameter*()

GL_TEXTURE_BIT

glGet*()

GL_TEXTURE_BLUE_SIZE,
GL_TEXTURE_BORDER

glPushAttrib()

GL_TEXTURE_BORDER_COLOR

glGetTexLevelParameter*(),
glGetTexParameter*()

GL_TEXTURE_COORD_ARRAY

glGetTexParameter*(),
glTexParameter*()

GL_TEXTURE_COORD_ARRAY_POINTER

glDisableClientState(),
glEnableClientState(), glGet*(),
glIsEnabled()

GL_TEXTURE_COORD_ARRAY_SIZE,
GL_TEXTURE_COORD_ARRAY_STRIDE,
GL_TEXTURE_COORD_ARRAY_TYPE

glGetPointerv()

glGet*()

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| 常 量 | 相 关 命 令 |
|--|--|
| GL_TEXTURE_DEPTH | glGetTexLevelParameter*(), glGetTexParameter*() |
| GL_TEXTURE_ENV, GL_TEXTURE_ENV_COLOR, GL_TEXTURE_ENV_MODE | glGetTexEnv*(), glTexEnv*() |
| GL_TEXTURE_GEN_MODE | glGetTexGen*(), glTexGen*() |
| GL_TEXTURE_GEN_Q, GL_TEXTURE_GEN_R, GL_TEXTURE_GEN_S, GL_TEXTURE_GEN_T | glDisable(), glEnable(), glGet*(), glIsEnabled() |
| GL_TEXTURE_GREEN_SIZE, GL_TEXTURE_HEIGHT, GL_TEXTURE_INTENSITY_SIZE, GL_TEXTURE_INTERNAL_FORMAT, GL_TEXTURE_LUMINANCE_SIZE | glGetTexLevelParameter*(), glGetTexParameter*() |
| GL_TEXTURE_MAG_FILTER | glGetTexParameter*(), glTexParameter*() |
| GL_TEXTURE_MATRIX | glGet*() |
| GL_TEXTURE_MAX_LEVEL, GL_TEXTURE_MAX_LOD, GL_TEXTURE_MIN_FILTER, GL_TEXTURE_MIN_LOD, GL_TEXTURE_PRIORITY | glGetTexParameter*(), glTexParameter*() |
| GL_TEXTURE_RED_SIZE, GL_TEXTURE_RESIDENT | glGetTexLevelParameter*(), glGetTexParameter*() |
| GL_TEXTURE_STACK_DEPTH | glGet*() |
| GL_TEXTURE_WIDTH | glGetTexLevelParameter*(), glGetTexParameter*() |
| GL_TEXTURE_WRAP_R, GL_TEXTURE_WRAP_S, GL_TEXTURE_WRAP_T | glGetTexParameter*(), glTexParameter*() |
| GL_TRANSFORM_BIT | glPushAttrib() |
| GL_TRIANGLES, GL_TRIANGLE_FAN, GL_TRIANGLE_STRIP | glBegin(), glDrawArrays(), glDrawElements(), glDrawRangeElements() |
| GL_TRUE | glAreTexturesResident(), glBindTexture(), glCallLists(), glGet*(), glIsTexture(), glPixelStoref(), glPopAttrib(), glPrioritizeTextures() |
| GL_UNPACK_ALIGNMENT, GL_UNPACK_IMAGE_HEIGHT, | glGet*(), glPixelStore*() |

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| 常 量 | 相 关 命 令 |
|---|---------|
| GL_UNPACK_LSB_FIRST, GL_UNPACK_ROW_LENGTH, GL_UNPACK_SKIP_IMAGES, GL_UNPACK_SKIP_PIXELS, GL_UNPACK_SKIP_ROWS, GL_UNPACK_SWAP_BYTES | |