

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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常 量

相关命令

	glGetConvolutionFilter(), glGetHistogram(), glGetMinmax(), glGetSeparableFilter(), glGetTexImage(), glHistogram(), 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_PLANES	glClipPlane(), glDisable(), glEnable(), glGet*(), glGetClipPlane(), glIsEnabled()
GL_COEFF	glGetMap*()

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常 量

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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常 量

相关命令

	glConvolutionParameterf(), glConvolutionParameterfv(), glDrawPixels(), glGetColorTable(), glGetConvolutionFilter(), glGetConvolutionParameterfv(), glGetHistogram(), glGetHistogramParameterfv(), glGetMinmax(), glGetMinmaxParameterfv(), glGetSeparableFilter(), glGetTexImage(), glHistogram(), 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

glAlphaFunc(), glDepthFunc(),
glStencilFunc()

GL_GREEN

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

GL_GREEN_BIAS

glGet*(), glPixelTransfer*()

GL_GREEN_BITS

glGet*()

GL_GREEN_SCALE

glGet*(), glPixelTransfer*()

GL_HINT_BIT

glPushAttrib()

GL_HISTOGRAM

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

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

glGetHistogramParameter*()

GL_INCR

glStencilOp()

GL_INDEX_ARRAY

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

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常量	相关命令
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_EQUAL, 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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常 量

相关命令

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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常量	相关命令
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
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*, glGet*, glPixelTransfer*
GL_POST_COLOR_MATRIX_ALPHA_BIAS, GL_POST_COLOR_MATRIX_ALPHA_SCALE, GL_POST_COLOR_MATRIX_BLUE_BIAS, GL_POST_COLOR_MATRIX_BLUE_SCALE	
GL_POST_COLOR_MATRIX_COLOR_TABLE	glColorSubTable(), glColorTable(), glColorTableParameter*(),

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常 量	相 关 命 令
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	glCopyColorSubTable(), glCopyColorTable(), glDisable(), glEnable(), glGet*(), glGetColorTable(), glGetColorTableParameter*(), glIsEnabled()
GL_POST_CONVOLUTION_COLOR_TABLE	glGet*(), glPixelTransfer*()
GL_POST_CONVOLUTION_GREEN_BIAS, GL_POST_CONVOLUTION_GREEN_SCALE, GL_POST_CONVOLUTION_RED_BIAS, GL_POST_CONVOLUTION_RED_SCALE	glColorSubTable(), glColorTable(), glColorTableParameter*(), glCopyColorSubTable(), glCopyColorTable(), glDisable(), glEnable(), glGet*(), glGetColorTable(), glGetColorTableParameter*(), glIsEnabled()
GL_PROJECTION	glGet*(), glPixelTransfer*()
GL_PROJECTION_MATRIX, GL_PROJECTION_STACK_DEPTH	glMatrixMode()
GL_PROXY_COLOR_TABLE	glGet*()
GL_PROXY_HISTOGRAM	glColorSubTable(), glColorTable() 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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常 量

相关命令

	glDrawRangeElements()
GL_QUAD_STRIP	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()

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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_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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常 量

相关命令

	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())
GL_RGBA2, GL_RGBA4, GL_RGBA8, GL_RGBA12, GL_RGBA16	glColorTable(), glConvolutionFilter1D(), glConvolutionFilter2D(), glCopyColorTable(), glCopyConvolutionFilter1D(), glCopyConvolutionFilter2D(), glCopyTexImage1D(), glCopyTexImage2D(), glHistogram(), glMinmax(), glSeparableFilter2D(), glTexImage1D(), glTexImage2D(), glTexImage3D())
GL_RGBA_MODE	glGet*()
GL_RIGHT	glDrawBuffer(), glReadBuffer()
GL_S	glGetTexGen*(), glTexGen*()
GL_SCISSOR_BIT	glPushAttrib()
GL_SCISSOR_BOX	glGet*()
GL_SCISSOR_TEST	glDisable(), glEnable(), glGet*(), glIsEnabled()
GL_SELECT	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,	glGet*()
GL_SMOOTH_POINT_SIZE_GRANULARITY, GL_SMOOTH_POINT_SIZE_RANGE	
GL_SPECULAR	glColorMaterial(), glGetLight*(),

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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
	glGetTexParameter*(), glIsEnabled(), glTexImage1D(), glTexParameter*(), glTexSubImage1D()
GL_TEXTURE_2D	glBindTexture(), glCopyTexImage2D(), glCopyTexSubImage2D(), glDisable(), glEnable(), glGet*(), glGetTexImage(), glGetTexLevelParameter*(), glGetTexParameter*(), glIsEnabled(), glTexImage2D(), glTexParameter*(), glTexSubImage2D()
GL_TEXTURE_3D	glBindTexture(), glDisable(), glEnable(), glGet*(), glGetTexImage(), glGetTexLevelParameter*(), glGetTexParameter*(), glIsEnabled(), glTexImage3D(), glTexParameter*(), glTexSubImage3D()
GL_TEXTURE_ALPHA_SIZE	glGetTexLevelParameter*(), glGetTexParameter*()
GL_TEXTURE_BASE_LEVEL	glGetTexLevelParameter*(), glGetTexParameter*(), glTexParameter*()
GL_TEXTURE_BINDING_1D, GL_TEXTURE_BINDING_2D, GL_TEXTURE_BINDING_3D	glGet*()
GL_TEXTURE_BIT	glPushAttrib()
GL_TEXTURE_BLUE_SIZE, GL_TEXTURE_BORDER	glGetTexLevelParameter*(), glGetTexParameter*()
GL_TEXTURE_BORDER_COLOR	glGetTexParameter*(), glTexParameter*()
GL_TEXTURE_COORD_ARRAY	glDisableClientState(), glEnableClientState(), glGet*(), glIsEnabled()
GL_TEXTURE_COORD_ARRAY_POINTER	glGetPointerv()
GL_TEXTURE_COORD_ARRAY_SIZE, GL_TEXTURE_COORD_ARRAY_STRIDE, GL_TEXTURE_COORD_ARRAY_TYPE	glGet*()

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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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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