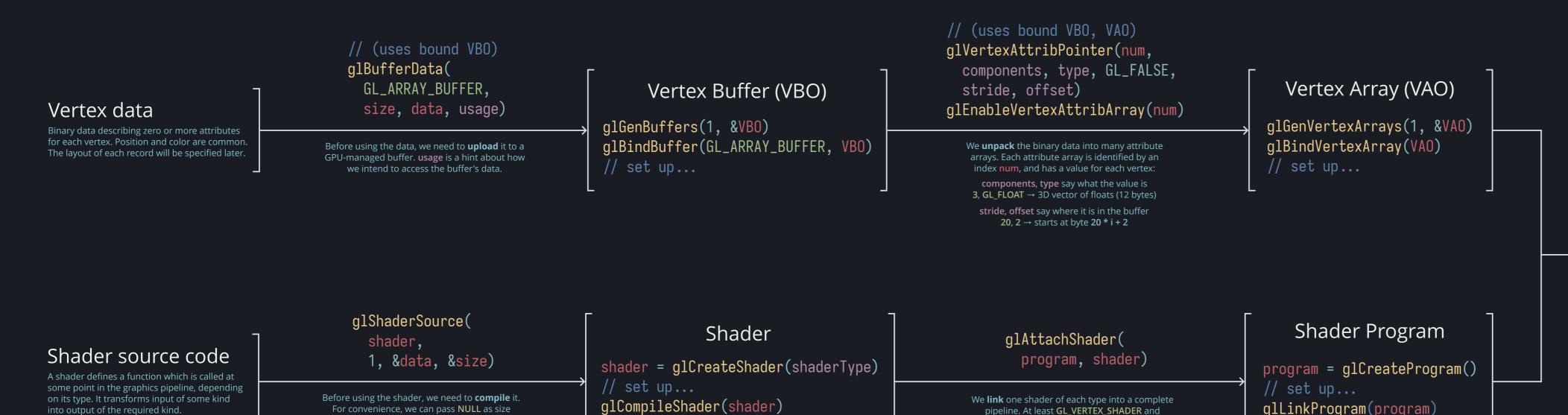
Rendering your first triangles in OpenGL

if the string is NUL terminated.



// check errors

GL_FRAGMENT_SHADER are required.

// check errors

Once the code (program) and data (VAO) are ready, we can **render** vertices to the framebuffer. **offset**, **count** specify a subarray of vertices from the VAO.

(holds the rendered result, and is usually created and bound when setting up the OpenGL context)