

```
1: // $Id: glversion.cpp,v 1.16 2019-02-22 15:38:20-08 - - $
2:
3: #include <iostream>
4: using namespace std;
5:
6: #include <GL/freeglut.h>
7:
8: #define SHOW(X) { \
9:     const char* value = \
10:         reinterpret_cast<const char*> (glGetString(X)); \
11:     cout << #X << ": " << (value ? value : "(nullptr)") \
12:         << endl; \
13: }
14:
15: void display() {
16:     SHOW (GL_VENDOR);
17:     SHOW (GL_RENDERER);
18:     SHOW (GL_VERSION);
19:     SHOW (GL_SHADING_LANGUAGE_VERSION);
20:     exit (0);
21: }
22:
23: int main (int argc, char** argv) {
24:     glutInit (&argc, argv);
25:     glutCreateWindow (argv[0]);
26:     glutDisplayFunc (display);
27:     glutMainLoop();
28:     return 0;
29: }
30:
31: //TEST// glversion >glversion.out 2>&1
32: //TEST// mkpspdf glversion.ps glversion.cpp* glversion.out
33:
```

```
1: @@@@ mkc: starting glversion.cpp
2: checksource glversion.cpp
3: ident glversion.cpp
4: glversion.cpp:
5:      $Id: glversion.cpp,v 1.16 2019-02-22 15:38:20-08 - - $
6: cpplint.py.perl glversion.cpp
7: Done processing glversion.cpp
8: g++ -g -O0 -Wall -Wextra -Wpedantic -Wshadow -fdiagnostics-color=never -
std=gnu++2a -Wold-style-cast glversion.cpp -o glversion -lm -lglut -lGLU -lGL -
lX11 -ldrm -lm
9: rm -f glversion.o
10: @@@@ mkc: finished glversion.cpp
```

```
1: GL_VENDOR: VMware, Inc.  
2: GL_RENDERER: Gallium 0.4 on llvmpipe (LLVM 3.5, 256 bits)  
3: GL_VERSION: 3.0 Mesa 10.4.2 (git-)  
4: GL_SHADING_LANGUAGE_VERSION: 1.30
```