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**PyOpenGL 3.1.0**

* [GL Reference](https://pyopengl.sourceforge.net/documentation/manual-3.0/index.html#GL)
* [GLU Reference](https://pyopengl.sourceforge.net/documentation/manual-3.0/index.html#GLU)
* [GLUT Reference](https://pyopengl.sourceforge.net/documentation/manual-3.0/index.html#GLUT)
* [GLE Reference](https://pyopengl.sourceforge.net/documentation/manual-3.0/index.html#GLE)
* [GLX Reference](https://pyopengl.sourceforge.net/documentation/manual-3.0/index.html#GLX)
* [Overall PyDoc](https://pyopengl.sourceforge.net/documentation/pydoc/OpenGL.html) -- includes Python-specific helper modules and the OpenGL extension modules.
  + [OpenGL.error PyDoc](https://pyopengl.sourceforge.net/documentation/pydoc/OpenGL.error.html) GL-specific error classes
  + [OpenGL.extensions PyDoc](https://pyopengl.sourceforge.net/documentation/pydoc/OpenGL.extensions.html) Utility code for accessing OpenGL extensions, including the "alternate" mechanism
  + [OpenGL.plugins PyDoc](https://pyopengl.sourceforge.net/documentation/pydoc/OpenGL.plugins.html) Trivial plugin mechanism, used to register new data-types
  + [OpenGL.arrays.vbo PyDoc](https://pyopengl.sourceforge.net/documentation/pydoc/OpenGL.arrays.vbo.html) Convenience module providing a Vertex Buffer Object abstraction layer
  + [OpenGL.GL.shaders PyDoc](https://pyopengl.sourceforge.net/documentation/pydoc/OpenGL.GL.shaders.html) Convenience module providing a GLSL Shader abstraction layer (alternate declarations, convenience functions)

**GL Reference**

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| **Function** | **Purpose** |
| [**glAccum**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glAccum.html) | operate on the accumulation buffer |
| [**glActiveShaderProgram**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glActiveShaderProgram.html) | set the active program object for a program pipeline object |
| [**glActiveTexture**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glActiveTexture.html) | select active texture unit |
| [**glAlphaFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glAlphaFunc.html) | specify the alpha test function |
| [**glAreTexturesResident**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glAreTexturesResident.html) | determine if textures are loaded in texture memory |
| [**glArrayElement**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glArrayElement.html) | render a vertex using the specified vertex array element |
| [**glAttachShader**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glAttachShader.html) | Attaches a shader object to a program object |
| [**glBegin**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBegin.html) | delimit the vertices of a primitive or a group of like primitives |
| [**glBeginConditionalRender**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBeginConditionalRender.html) | start conditional rendering |
| [**glBeginQuery**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBeginQuery.html) | delimit the boundaries of a query object |
| [**glBeginQueryIndexed, glEndQueryIndexed**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBeginQueryIndexed,%20glEndQueryIndexed.html) | delimit the boundaries of a query object on an indexed target |
| [**glBeginTransformFeedback**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBeginTransformFeedback.html) | start transform feedback operation |
| [**glBindAttribLocation**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBindAttribLocation.html) | Associates a generic vertex attribute index with a named attribute variable |
| [**glBindBuffer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBindBuffer.html) | bind a named buffer object |
| [**glBindBufferBase**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBindBufferBase.html) | bind a buffer object to an indexed buffer target |
| [**glBindBufferRange**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBindBufferRange.html) | bind a range within a buffer object to an indexed buffer target |
| [**glBindBuffersBase**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBindBuffersBase.html) | bind one or more buffer objects to a sequence of indexed buffer targets |
| [**glBindBuffersRange**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBindBuffersRange.html) | bind ranges of one or more buffer objects to a sequence of indexed buffer targets |
| [**glBindFragDataLocation**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBindFragDataLocation.html) | bind a user-defined varying out variable to a fragment shader color number |
| [**glBindFragDataLocationIndexed**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBindFragDataLocationIndexed.html) | bind a user-defined varying out variable to a fragment shader color number and index |
| [**glBindFramebuffer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBindFramebuffer.html) | bind a framebuffer to a framebuffer target |
| [**glBindImageTexture**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBindImageTexture.html) | bind a level of a texture to an image unit |
| [**glBindImageTextures**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBindImageTextures.html) | bind one or more named texture images to a sequence of consecutive image units |
| [**glBindProgramPipeline**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBindProgramPipeline.html) | bind a program pipeline to the current context |
| [**glBindRenderbuffer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBindRenderbuffer.html) | bind a renderbuffer to a renderbuffer target |
| [**glBindSampler**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBindSampler.html) | bind a named sampler to a texturing target |
| [**glBindSamplers**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBindSamplers.html) | bind one or more named sampler objects to a sequence of consecutive sampler units |
| [**glBindTexture**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBindTexture.html) | bind a named texture to a texturing target |
| [**glBindTextures**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBindTextures.html) | bind one or more named textures to a sequence of consecutive texture units |
| [**glBindTransformFeedback**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBindTransformFeedback.html) | bind a transform feedback object |
| [**glBindVertexArray**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBindVertexArray.html) | bind a vertex array object |
| [**glBindVertexBuffer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBindVertexBuffer.html) | bind a buffer to a vertex buffer bind point |
| [**glBindVertexBuffers**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBindVertexBuffers.html) | bind one or more named buffer objects to a sequence of consecutive vertex buffer binding points |
| [**glBitmap**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBitmap.html) | draw a bitmap |
| [**glBlendColor**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBlendColor.html) | set the blend color |
| [**glBlendEquation**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBlendEquation.html) | specify the equation used for both the RGB blend equation and the Alpha blend equation |
| [**glBlendEquationSeparate**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBlendEquationSeparate.html) | set the RGB blend equation and the alpha blend equation separately |
| [**glBlendFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBlendFunc.html) | specify pixel arithmetic |
| [**glBlendFuncSeparate**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBlendFuncSeparate.html) | specify pixel arithmetic for RGB and alpha components separately |
| [**glBlitFramebuffer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBlitFramebuffer.html) | copy a block of pixels from the read framebuffer to the draw framebuffer |
| [**glBufferData**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBufferData.html) | creates and initializes a buffer object's data store |
| [**glBufferStorage**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBufferStorage.html) | creates and initializes a buffer object's immutable data store |
| [**glBufferSubData**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glBufferSubData.html) | updates a subset of a buffer object's data store |
| [**glCallList**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCallList.html) | execute a display list |
| [**glCallLists**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCallLists.html) | execute a list of display lists |
| [**glCheckFramebufferStatus**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCheckFramebufferStatus.html) | check the completeness status of a framebuffer |
| [**glClampColor**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glClampColor.html) | specify whether data read via |
| [**glClear**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glClear.html) | clear buffers to preset values |
| [**glClearAccum**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glClearAccum.html) | specify clear values for the accumulation buffer |
| [**glClearBuffer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glClearBuffer.html) | clear individual buffers of the currently bound draw framebuffer |
| [**glClearBufferData**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glClearBufferData.html) | fill a buffer object's data store with a fixed value |
| [**glClearBufferSubData**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glClearBufferSubData.html) | fill all or part of buffer object's data store with a fixed value |
| [**glClearColor**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glClearColor.html) | specify clear values for the color buffers |
| [**glClearDepth**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glClearDepth.html) | specify the clear value for the depth buffer |
| [**glClearIndex**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glClearIndex.html) | specify the clear value for the color index buffers |
| [**glClearStencil**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glClearStencil.html) | specify the clear value for the stencil buffer |
| [**glClearTexImage**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glClearTexImage.html) | fills all a texture image with a constant value |
| [**glClearTexSubImage**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glClearTexSubImage.html) | fills all or part of a texture image with a constant value |
| [**glClientActiveTexture**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glClientActiveTexture.html) | select active texture unit |
| [**glClientWaitSync**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glClientWaitSync.html) | block and wait for a sync object to become signaled |
| [**glClipPlane**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glClipPlane.html) | specify a plane against which all geometry is clipped |
| [**glColor**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glColor.html) | set the current color |
| [**glColorMask**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glColorMask.html) | enable and disable writing of frame buffer color components |
| [**glColorMaterial**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glColorMaterial.html) | cause a material color to track the current color |
| [**glColorPointer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glColorPointer.html) | define an array of colors |
| [**glColorSubTable**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glColorSubTable.html) | respecify a portion of a color table |
| [**glColorTable**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glColorTable.html) | define a color lookup table |
| [**glColorTableParameter**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glColorTableParameter.html) | set color lookup table parameters |
| [**glCompileShader**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCompileShader.html) | Compiles a shader object |
| [**glCompressedTexImage1D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCompressedTexImage1D.html) | specify a one-dimensional texture image in a compressed format |
| [**glCompressedTexImage2D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCompressedTexImage2D.html) | specify a two-dimensional texture image in a compressed format |
| [**glCompressedTexImage3D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCompressedTexImage3D.html) | specify a three-dimensional texture image in a compressed format |
| [**glCompressedTexSubImage1D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCompressedTexSubImage1D.html) | specify a one-dimensional texture subimage in a compressed format |
| [**glCompressedTexSubImage2D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCompressedTexSubImage2D.html) | specify a two-dimensional texture subimage in a compressed format |
| [**glCompressedTexSubImage3D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCompressedTexSubImage3D.html) | specify a three-dimensional texture subimage in a compressed format |
| [**glConvolutionFilter1D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glConvolutionFilter1D.html) | define a one-dimensional convolution filter |
| [**glConvolutionFilter2D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glConvolutionFilter2D.html) | define a two-dimensional convolution filter |
| [**glConvolutionParameter**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glConvolutionParameter.html) | set convolution parameters |
| [**glCopyBufferSubData**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCopyBufferSubData.html) | copy part of the data store of a buffer object to the data store of another buffer object |
| [**glCopyColorSubTable**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCopyColorSubTable.html) | respecify a portion of a color table |
| [**glCopyColorTable**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCopyColorTable.html) | copy pixels into a color table |
| [**glCopyConvolutionFilter1D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCopyConvolutionFilter1D.html) | copy pixels into a one-dimensional convolution filter |
| [**glCopyConvolutionFilter2D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCopyConvolutionFilter2D.html) | copy pixels into a two-dimensional convolution filter |
| [**glCopyImageSubData**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCopyImageSubData.html) | perform a raw data copy between two images |
| [**glCopyPixels**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCopyPixels.html) | copy pixels in the frame buffer |
| [**glCopyTexImage1D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCopyTexImage1D.html) | copy pixels into a 1D texture image |
| [**glCopyTexImage2D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCopyTexImage2D.html) | copy pixels into a 2D texture image |
| [**glCopyTexSubImage1D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCopyTexSubImage1D.html) | copy a one-dimensional texture subimage |
| [**glCopyTexSubImage2D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCopyTexSubImage2D.html) | copy a two-dimensional texture subimage |
| [**glCopyTexSubImage3D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCopyTexSubImage3D.html) | copy a three-dimensional texture subimage |
| [**glCreateProgram**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCreateProgram.html) | Creates a program object |
| [**glCreateShader**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCreateShader.html) | Creates a shader object |
| [**glCreateShaderProgram**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCreateShaderProgram.html) | create a stand-alone program from an array of null-terminated source code strings |
| [**glCullFace**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glCullFace.html) | specify whether front- or back-facing facets can be culled |
| [**glDebugMessageCallback**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDebugMessageCallback.html) | specify a callback to receive debugging messages from the GL |
| [**glDebugMessageControl**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDebugMessageControl.html) | control the reporting of debug messages in a debug context |
| [**glDebugMessageInsert**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDebugMessageInsert.html) | inject an application-supplied message into the debug message queue |
| [**glDeleteBuffers**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDeleteBuffers.html) | delete named buffer objects |
| [**glDeleteFramebuffers**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDeleteFramebuffers.html) | delete framebuffer objects |
| [**glDeleteLists**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDeleteLists.html) | delete a contiguous group of display lists |
| [**glDeleteProgram**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDeleteProgram.html) | Deletes a program object |
| [**glDeleteProgramPipelines**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDeleteProgramPipelines.html) | delete program pipeline objects |
| [**glDeleteQueries**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDeleteQueries.html) | delete named query objects |
| [**glDeleteRenderbuffers**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDeleteRenderbuffers.html) | delete renderbuffer objects |
| [**glDeleteSamplers**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDeleteSamplers.html) | delete named sampler objects |
| [**glDeleteShader**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDeleteShader.html) | Deletes a shader object |
| [**glDeleteSync**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDeleteSync.html) | delete a sync object |
| [**glDeleteTextures**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDeleteTextures.html) | delete named textures |
| [**glDeleteTransformFeedbacks**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDeleteTransformFeedbacks.html) | delete transform feedback objects |
| [**glDeleteVertexArrays**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDeleteVertexArrays.html) | delete vertex array objects |
| [**glDepthFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDepthFunc.html) | specify the value used for depth buffer comparisons |
| [**glDepthMask**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDepthMask.html) | enable or disable writing into the depth buffer |
| [**glDepthRange**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDepthRange.html) | specify mapping of depth values from normalized device coordinates to window coordinates |
| [**glDepthRangeArray**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDepthRangeArray.html) | specify mapping of depth values from normalized device coordinates to window coordinates for a specified set of viewports |
| [**glDepthRangeIndexed**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDepthRangeIndexed.html) | specify mapping of depth values from normalized device coordinates to window coordinates for a specified viewport |
| [**glDetachShader**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDetachShader.html) | Detaches a shader object from a program object to which it is attached |
| [**glDispatchCompute**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDispatchCompute.html) | launch one or more compute work groups |
| [**glDispatchComputeIndirect**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDispatchComputeIndirect.html) | launch one or more compute work groups using parameters stored in a buffer |
| [**glDrawArrays**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDrawArrays.html) | render primitives from array data |
| [**glDrawArraysIndirect**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDrawArraysIndirect.html) | render primitives from array data, taking parameters from memory |
| [**glDrawArraysInstanced**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDrawArraysInstanced.html) | draw multiple instances of a range of elements |
| [**glDrawArraysInstancedBaseInstance**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDrawArraysInstancedBaseInstance.html) | draw multiple instances of a range of elements with offset applied to instanced attributes |
| [**glDrawBuffer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDrawBuffer.html) | specify which color buffers are to be drawn into |
| [**glDrawBuffers**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDrawBuffers.html) | Specifies a list of color buffers to be drawn into |
| [**glDrawElements**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDrawElements.html) | render primitives from array data |
| [**glDrawElementsBaseVertex**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDrawElementsBaseVertex.html) | render primitives from array data with a per-element offset |
| [**glDrawElementsIndirect**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDrawElementsIndirect.html) | render indexed primitives from array data, taking parameters from memory |
| [**glDrawElementsInstanced**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDrawElementsInstanced.html) | draw multiple instances of a set of elements |
| [**glDrawElementsInstancedBaseInstance**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDrawElementsInstancedBaseInstance.html) | draw multiple instances of a set of elements with offset applied to instanced attributes |
| [**glDrawElementsInstancedBaseVertex**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDrawElementsInstancedBaseVertex.html) | render multiple instances of a set of primitives from array data with a per-element offset |
| [**glDrawElementsInstancedBaseVertexBaseInstance**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDrawElementsInstancedBaseVertexBaseInstance.html) | render multiple instances of a set of primitives from array data with a per-element offset |
| [**glDrawPixels**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDrawPixels.html) | write a block of pixels to the frame buffer |
| [**glDrawRangeElements**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDrawRangeElements.html) | render primitives from array data |
| [**glDrawRangeElementsBaseVertex**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDrawRangeElementsBaseVertex.html) | render primitives from array data with a per-element offset |
| [**glDrawTransformFeedback**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDrawTransformFeedback.html) | render primitives using a count derived from a transform feedback object |
| [**glDrawTransformFeedbackInstanced**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDrawTransformFeedbackInstanced.html) | render multiple instances of primitives using a count derived from a transform feedback object |
| [**glDrawTransformFeedbackStream**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDrawTransformFeedbackStream.html) | render primitives using a count derived from a specifed stream of a transform feedback object |
| [**glDrawTransformFeedbackStreamInstanced**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glDrawTransformFeedbackStreamInstanced.html) | render multiple instances of primitives using a count derived from a specifed stream of a transform feedback object |
| [**glEdgeFlag**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glEdgeFlag.html) | flag edges as either boundary or nonboundary |
| [**glEdgeFlagPointer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glEdgeFlagPointer.html) | define an array of edge flags |
| [**glEnable**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glEnable.html) | enable or disable server-side GL capabilities |
| [**glEnableClientState**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glEnableClientState.html) | enable or disable client-side capability |
| [**glEnableVertexAttribArray**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glEnableVertexAttribArray.html) | Enable or disable a generic vertex attribute array |
| [**glEvalCoord**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glEvalCoord.html) | evaluate enabled one- and two-dimensional maps |
| [**glEvalMesh**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glEvalMesh.html) | compute a one- or two-dimensional grid of points or lines |
| [**glEvalPoint**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glEvalPoint.html) | generate and evaluate a single point in a mesh |
| [**glFeedbackBuffer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glFeedbackBuffer.html) | controls feedback mode |
| [**glFenceSync**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glFenceSync.html) | create a new sync object and insert it into the GL command stream |
| [**glFinish**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glFinish.html) | block until all GL execution is complete |
| [**glFlush**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glFlush.html) | force execution of GL commands in finite time |
| [**glFlushMappedBufferRange**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glFlushMappedBufferRange.html) | indicate modifications to a range of a mapped buffer |
| [**glFog**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glFog.html) | specify fog parameters |
| [**glFogCoord**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glFogCoord.html) | set the current fog coordinates |
| [**glFogCoordPointer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glFogCoordPointer.html) | define an array of fog coordinates |
| [**glFramebufferParameteri**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glFramebufferParameteri.html) | set a named parameter of a framebuffer |
| [**glFramebufferRenderbuffer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glFramebufferRenderbuffer.html) | attach a renderbuffer as a logical buffer to the currently bound framebuffer object |
| [**glFramebufferTexture**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glFramebufferTexture.html) | attach a level of a texture object as a logical buffer to the currently bound framebuffer object |
| [**glFramebufferTextureLayer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glFramebufferTextureLayer.html) | attach a single layer of a texture to a framebuffer |
| [**glFrontFace**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glFrontFace.html) | define front- and back-facing polygons |
| [**glFrustum**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glFrustum.html) | multiply the current matrix by a perspective matrix |
| [**glGenBuffers**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGenBuffers.html) | generate buffer object names |
| [**glGenFramebuffers**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGenFramebuffers.html) | generate framebuffer object names |
| [**glGenLists**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGenLists.html) | generate a contiguous set of empty display lists |
| [**glGenProgramPipelines**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGenProgramPipelines.html) | reserve program pipeline object names |
| [**glGenQueries**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGenQueries.html) | generate query object names |
| [**glGenRenderbuffers**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGenRenderbuffers.html) | generate renderbuffer object names |
| [**glGenSamplers**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGenSamplers.html) | generate sampler object names |
| [**glGenTextures**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGenTextures.html) | generate texture names |
| [**glGenTransformFeedbacks**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGenTransformFeedbacks.html) | reserve transform feedback object names |
| [**glGenVertexArrays**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGenVertexArrays.html) | generate vertex array object names |
| [**glGenerateMipmap**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGenerateMipmap.html) | generate mipmaps for a specified texture target |
| [**glGet**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGet.html) | return the value or values of a selected parameter |
| [**glGetActiveAtomicCounterBufferiv**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetActiveAtomicCounterBufferiv.html) | retrieve information about the set of active atomic counter buffers for a program |
| [**glGetActiveAttrib**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetActiveAttrib.html) | Returns information about an active attribute variable for the specified program object |
| [**glGetActiveSubroutineName**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetActiveSubroutineName.html) | query the name of an active shader subroutine |
| [**glGetActiveSubroutineUniform**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetActiveSubroutineUniform.html) | query a property of an active shader subroutine uniform |
| [**glGetActiveSubroutineUniformName**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetActiveSubroutineUniformName.html) | query the name of an active shader subroutine uniform |
| [**glGetActiveUniform**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetActiveUniform.html) | Returns information about an active uniform variable for the specified program object |
| [**glGetActiveUniformBlock**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetActiveUniformBlock.html) | query information about an active uniform block |
| [**glGetActiveUniformBlockName**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetActiveUniformBlockName.html) | retrieve the name of an active uniform block |
| [**glGetActiveUniformName**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetActiveUniformName.html) | query the name of an active uniform |
| [**glGetActiveUniformsiv**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetActiveUniformsiv.html) | Returns information about several active uniform variables for the specified program object |
| [**glGetAttachedShaders**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetAttachedShaders.html) | Returns the handles of the shader objects attached to a program object |
| [**glGetAttribLocation**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetAttribLocation.html) | Returns the location of an attribute variable |
| [**glGetBufferParameteriv**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetBufferParameteriv.html) | return parameters of a buffer object |
| [**glGetBufferPointerv**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetBufferPointerv.html) | return the pointer to a mapped buffer object's data store |
| [**glGetBufferSubData**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetBufferSubData.html) | returns a subset of a buffer object's data store |
| [**glGetClipPlane**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetClipPlane.html) | return the coefficients of the specified clipping plane |
| [**glGetColorTable**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetColorTable.html) | retrieve contents of a color lookup table |
| [**glGetColorTableParameter**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetColorTableParameter.html) | get color lookup table parameters |
| [**glGetCompressedTexImage**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetCompressedTexImage.html) | return a compressed texture image |
| [**glGetConvolutionFilter**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetConvolutionFilter.html) | get current 1D or 2D convolution filter kernel |
| [**glGetConvolutionParameter**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetConvolutionParameter.html) | get convolution parameters |
| [**glGetDebugMessageLog**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetDebugMessageLog.html) | retrieve messages from the debug message log |
| [**glGetError**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetError.html) | return error information |
| [**glGetFragDataIndex**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetFragDataIndex.html) | query the bindings of color indices to user-defined varying out variables |
| [**glGetFragDataLocation**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetFragDataLocation.html) | query the bindings of color numbers to user-defined varying out variables |
| [**glGetFramebufferAttachmentParameteriv**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetFramebufferAttachmentParameteriv.html) | retrieve information about attachments of a bound framebuffer object |
| [**glGetFramebufferParameter**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetFramebufferParameter.html) | retrieve a named parameter from a framebuffer |
| [**glGetHistogram**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetHistogram.html) | get histogram table |
| [**glGetHistogramParameter**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetHistogramParameter.html) | get histogram parameters |
| [**glGetInternalFormativ**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetInternalFormativ.html) | retrieve information about implementation-dependent support for internal formats |
| [**glGetInternalformat**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetInternalformat.html) | retrieve information about implementation-dependent support for internal formats |
| [**glGetLight**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetLight.html) | return light source parameter values |
| [**glGetMap**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetMap.html) | return evaluator parameters |
| [**glGetMaterial**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetMaterial.html) | return material parameters |
| [**glGetMinmax**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetMinmax.html) | get minimum and maximum pixel values |
| [**glGetMinmaxParameter**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetMinmaxParameter.html) | get minmax parameters |
| [**glGetMultisamplefv**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetMultisamplefv.html) | retrieve the location of a sample |
| [**glGetObjectLabel**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetObjectLabel.html) | retrieve the label of a named object identified within a namespace |
| [**glGetObjectPtrLabel**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetObjectPtrLabel.html) | retrieve the label of a sync object identified by a pointer |
| [**glGetPixelMap**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetPixelMap.html) | return the specified pixel map |
| [**glGetPointerv**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetPointerv.html) | return the address of the specified pointer |
| [**glGetPolygonStipple**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetPolygonStipple.html) | return the polygon stipple pattern |
| [**glGetProgram**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetProgram.html) | Returns a parameter from a program object |
| [**glGetProgramBinary**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetProgramBinary.html) | return a binary representation of a program object's compiled and linked executable source |
| [**glGetProgramInfoLog**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetProgramInfoLog.html) | Returns the information log for a program object |
| [**glGetProgramInterface**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetProgramInterface.html) | query a property of an interface in a program |
| [**glGetProgramPipeline**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetProgramPipeline.html) | retrieve properties of a program pipeline object |
| [**glGetProgramPipelineInfoLog**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetProgramPipelineInfoLog.html) | retrieve the info log string from a program pipeline object |
| [**glGetProgramResource**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetProgramResource.html) | retrieve values for multiple properties of a single active resource within a program object |
| [**glGetProgramResourceIndex**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetProgramResourceIndex.html) | query the index of a named resource within a program |
| [**glGetProgramResourceLocation**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetProgramResourceLocation.html) | query the location of a named resource within a program |
| [**glGetProgramResourceLocationIndex**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetProgramResourceLocationIndex.html) | query the fragment color index of a named variable within a program |
| [**glGetProgramResourceName**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetProgramResourceName.html) | query the name of an indexed resource within a program |
| [**glGetProgramStage**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetProgramStage.html) | retrieve properties of a program object corresponding to a specified shader stage |
| [**glGetQueryIndexediv**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetQueryIndexediv.html) | return parameters of an indexed query object target |
| [**glGetQueryObject**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetQueryObject.html) | return parameters of a query object |
| [**glGetQueryiv**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetQueryiv.html) | return parameters of a query object target |
| [**glGetRenderbufferParameteriv**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetRenderbufferParameteriv.html) | retrieve information about a bound renderbuffer object |
| [**glGetSamplerParameter**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetSamplerParameter.html) | return sampler parameter values |
| [**glGetSeparableFilter**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetSeparableFilter.html) | get separable convolution filter kernel images |
| [**glGetShader**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetShader.html) | Returns a parameter from a shader object |
| [**glGetShaderInfoLog**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetShaderInfoLog.html) | Returns the information log for a shader object |
| [**glGetShaderPrecisionFormat**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetShaderPrecisionFormat.html) | retrieve the range and precision for numeric formats supported by the shader compiler |
| [**glGetShaderSource**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetShaderSource.html) | Returns the source code string from a shader object |
| [**glGetString**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetString.html) | return a string describing the current GL connection |
| [**glGetSubroutineIndex**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetSubroutineIndex.html) | retrieve the index of a subroutine uniform of a given shader stage within a program |
| [**glGetSubroutineUniformLocation**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetSubroutineUniformLocation.html) | retrieve the location of a subroutine uniform of a given shader stage within a program |
| [**glGetSynciv**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetSynciv.html) | query the properties of a sync object |
| [**glGetTexEnv**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetTexEnv.html) | return texture environment parameters |
| [**glGetTexGen**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetTexGen.html) | return texture coordinate generation parameters |
| [**glGetTexImage**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetTexImage.html) | return a texture image |
| [**glGetTexLevelParameter**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetTexLevelParameter.html) | return texture parameter values for a specific level of detail |
| [**glGetTexParameter**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetTexParameter.html) | return texture parameter values |
| [**glGetTransformFeedbackVarying**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetTransformFeedbackVarying.html) | retrieve information about varying variables selected for transform feedback |
| [**glGetUniform**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetUniform.html) | Returns the value of a uniform variable |
| [**glGetUniformBlockIndex**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetUniformBlockIndex.html) | retrieve the index of a named uniform block |
| [**glGetUniformIndices**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetUniformIndices.html) | retrieve the index of a named uniform block |
| [**glGetUniformLocation**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetUniformLocation.html) | Returns the location of a uniform variable |
| [**glGetUniformSubroutine**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetUniformSubroutine.html) | retrieve the value of a subroutine uniform of a given shader stage of the current program |
| [**glGetVertexAttrib**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetVertexAttrib.html) | Return a generic vertex attribute parameter |
| [**glGetVertexAttribPointerv**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glGetVertexAttribPointerv.html) | return the address of the specified generic vertex attribute pointer |
| [**glHint**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glHint.html) | specify implementation-specific hints |
| [**glHistogram**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glHistogram.html) | define histogram table |
| [**glIndex**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glIndex.html) | set the current color index |
| [**glIndexMask**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glIndexMask.html) | control the writing of individual bits in the color index buffers |
| [**glIndexPointer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glIndexPointer.html) | define an array of color indexes |
| [**glInitNames**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glInitNames.html) | initialize the name stack |
| [**glInterleavedArrays**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glInterleavedArrays.html) | simultaneously specify and enable several interleaved arrays |
| [**glInvalidateBufferData**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glInvalidateBufferData.html) | invalidate the content of a buffer object's data store |
| [**glInvalidateBufferSubData**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glInvalidateBufferSubData.html) | invalidate a region of a buffer object's data store |
| [**glInvalidateFramebuffer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glInvalidateFramebuffer.html) | invalidate the content some or all of a framebuffer object's attachments |
| [**glInvalidateSubFramebuffer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glInvalidateSubFramebuffer.html) | invalidate the content of a region of some or all of a framebuffer object's attachments |
| [**glInvalidateTexImage**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glInvalidateTexImage.html) | invalidate the entirety a texture image |
| [**glInvalidateTexSubImage**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glInvalidateTexSubImage.html) | invalidate a region of a texture image |
| [**glIsBuffer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glIsBuffer.html) | determine if a name corresponds to a buffer object |
| [**glIsEnabled**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glIsEnabled.html) | test whether a capability is enabled |
| [**glIsFramebuffer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glIsFramebuffer.html) | determine if a name corresponds to a framebuffer object |
| [**glIsList**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glIsList.html) | determine if a name corresponds to a display list |
| [**glIsProgram**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glIsProgram.html) | Determines if a name corresponds to a program object |
| [**glIsProgramPipeline**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glIsProgramPipeline.html) | determine if a name corresponds to a program pipeline object |
| [**glIsQuery**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glIsQuery.html) | determine if a name corresponds to a query object |
| [**glIsRenderbuffer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glIsRenderbuffer.html) | determine if a name corresponds to a renderbuffer object |
| [**glIsSampler**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glIsSampler.html) | determine if a name corresponds to a sampler object |
| [**glIsShader**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glIsShader.html) | Determines if a name corresponds to a shader object |
| [**glIsSync**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glIsSync.html) | determine if a name corresponds to a sync object |
| [**glIsTexture**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glIsTexture.html) | determine if a name corresponds to a texture |
| [**glIsTransformFeedback**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glIsTransformFeedback.html) | determine if a name corresponds to a transform feedback object |
| [**glIsVertexArray**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glIsVertexArray.html) | determine if a name corresponds to a vertex array object |
| [**glLight**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glLight.html) | set light source parameters |
| [**glLightModel**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glLightModel.html) | set the lighting model parameters |
| [**glLineStipple**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glLineStipple.html) | specify the line stipple pattern |
| [**glLineWidth**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glLineWidth.html) | specify the width of rasterized lines |
| [**glLinkProgram**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glLinkProgram.html) | Links a program object |
| [**glListBase**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glListBase.html) | set the display-list base for |
| [**glLoadIdentity**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glLoadIdentity.html) | replace the current matrix with the identity matrix |
| [**glLoadMatrix**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glLoadMatrix.html) | replace the current matrix with the specified matrix |
| [**glLoadName**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glLoadName.html) | load a name onto the name stack |
| [**glLoadTransposeMatrix**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glLoadTransposeMatrix.html) | replace the current matrix with the specified row-major ordered matrix |
| [**glLogicOp**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glLogicOp.html) | specify a logical pixel operation for rendering |
| [**glMap1**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glMap1.html) | define a one-dimensional evaluator |
| [**glMap2**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glMap2.html) | define a two-dimensional evaluator |
| [**glMapBuffer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glMapBuffer.html) | map a buffer object's data store |
| [**glMapBufferRange**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glMapBufferRange.html) | map a section of a buffer object's data store |
| [**glMapGrid**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glMapGrid.html) | define a one- or two-dimensional mesh |
| [**glMaterial**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glMaterial.html) | specify material parameters for the lighting model |
| [**glMatrixMode**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glMatrixMode.html) | specify which matrix is the current matrix |
| [**glMemoryBarrier**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glMemoryBarrier.html) | defines a barrier ordering memory transactions |
| [**glMinSampleShading**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glMinSampleShading.html) | specifies minimum rate at which sample shaing takes place |
| [**glMinmax**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glMinmax.html) | define minmax table |
| [**glMultMatrix**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glMultMatrix.html) | multiply the current matrix with the specified matrix |
| [**glMultTransposeMatrix**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glMultTransposeMatrix.html) | multiply the current matrix with the specified row-major ordered matrix |
| [**glMultiDrawArrays**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glMultiDrawArrays.html) | render multiple sets of primitives from array data |
| [**glMultiDrawArraysIndirect**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glMultiDrawArraysIndirect.html) | render multiple sets of primitives from array data, taking parameters from memory |
| [**glMultiDrawElements**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glMultiDrawElements.html) | render multiple sets of primitives by specifying indices of array data elements |
| [**glMultiDrawElementsBaseVertex**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glMultiDrawElementsBaseVertex.html) | render multiple sets of primitives by specifying indices of array data elements and an index to apply to each index |
| [**glMultiDrawElementsIndirect**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glMultiDrawElementsIndirect.html) | render indexed primitives from array data, taking parameters from memory |
| [**glMultiTexCoord**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glMultiTexCoord.html) | set the current texture coordinates |
| [**glNewList**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glNewList.html) | create or replace a display list |
| [**glNormal**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glNormal.html) | set the current normal vector |
| [**glNormalPointer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glNormalPointer.html) | define an array of normals |
| [**glObjectLabel**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glObjectLabel.html) | label a named object identified within a namespace |
| [**glObjectPtrLabel**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glObjectPtrLabel.html) | label a a sync object identified by a pointer |
| [**glOrtho**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glOrtho.html) | multiply the current matrix with an orthographic matrix |
| [**glPassThrough**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glPassThrough.html) | place a marker in the feedback buffer |
| [**glPatchParameter**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glPatchParameter.html) | specifies the parameters for patch primitives |
| [**glPauseTransformFeedback**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glPauseTransformFeedback.html) | pause transform feedback operations |
| [**glPixelMap**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glPixelMap.html) | set up pixel transfer maps |
| [**glPixelStore**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glPixelStore.html) | set pixel storage modes |
| [**glPixelTransfer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glPixelTransfer.html) | set pixel transfer modes |
| [**glPixelZoom**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glPixelZoom.html) | specify the pixel zoom factors |
| [**glPointParameter**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glPointParameter.html) | specify point parameters |
| [**glPointSize**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glPointSize.html) | specify the diameter of rasterized points |
| [**glPolygonMode**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glPolygonMode.html) | select a polygon rasterization mode |
| [**glPolygonOffset**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glPolygonOffset.html) | set the scale and units used to calculate depth values |
| [**glPolygonStipple**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glPolygonStipple.html) | set the polygon stippling pattern |
| [**glPopDebugGroup**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glPopDebugGroup.html) | pop the active debug group |
| [**glPrimitiveRestartIndex**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glPrimitiveRestartIndex.html) | specify the primitive restart index |
| [**glPrioritizeTextures**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glPrioritizeTextures.html) | set texture residence priority |
| [**glProgramBinary**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glProgramBinary.html) | load a program object with a program binary |
| [**glProgramParameter**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glProgramParameter.html) | specify a parameter for a program object |
| [**glProgramUniform**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glProgramUniform.html) | Specify the value of a uniform variable for a specified program object |
| [**glProvokingVertex**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glProvokingVertex.html) | specifiy the vertex to be used as the source of data for flat shaded varyings |
| [**glPushAttrib**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glPushAttrib.html) | push and pop the server attribute stack |
| [**glPushClientAttrib**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glPushClientAttrib.html) | push and pop the client attribute stack |
| [**glPushDebugGroup**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glPushDebugGroup.html) | push a named debug group into the command stream |
| [**glPushMatrix**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glPushMatrix.html) | push and pop the current matrix stack |
| [**glPushName**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glPushName.html) | push and pop the name stack |
| [**glQueryCounter**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glQueryCounter.html) | record the GL time into a query object after all previous commands have reached the GL server but have not yet necessarily executed. |
| [**glRasterPos**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glRasterPos.html) | specify the raster position for pixel operations |
| [**glReadBuffer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glReadBuffer.html) | select a color buffer source for pixels |
| [**glReadPixels**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glReadPixels.html) | read a block of pixels from the frame buffer |
| [**glRect**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glRect.html) | draw a rectangle |
| [**glReleaseShaderCompiler**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glReleaseShaderCompiler.html) | release resources consumed by the implementation's shader compiler |
| [**glRenderMode**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glRenderMode.html) | set rasterization mode |
| [**glRenderbufferStorage**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glRenderbufferStorage.html) | establish data storage, format and dimensions of a renderbuffer object's image |
| [**glRenderbufferStorageMultisample**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glRenderbufferStorageMultisample.html) | establish data storage, format, dimensions and sample count of a renderbuffer object's image |
| [**glResetHistogram**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glResetHistogram.html) | reset histogram table entries to zero |
| [**glResetMinmax**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glResetMinmax.html) | reset minmax table entries to initial values |
| [**glResumeTransformFeedback**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glResumeTransformFeedback.html) | resume transform feedback operations |
| [**glRotate**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glRotate.html) | multiply the current matrix by a rotation matrix |
| [**glSampleCoverage**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glSampleCoverage.html) | specify multisample coverage parameters |
| [**glSampleMaski**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glSampleMaski.html) | set the value of a sub-word of the sample mask |
| [**glSamplerParameter**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glSamplerParameter.html) | set sampler parameters |
| [**glScale**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glScale.html) | multiply the current matrix by a general scaling matrix |
| [**glScissor**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glScissor.html) | define the scissor box |
| [**glScissorArray**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glScissorArray.html) | define the scissor box for multiple viewports |
| [**glScissorIndexed**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glScissorIndexed.html) | define the scissor box for a specific viewport |
| [**glSecondaryColor**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glSecondaryColor.html) | set the current secondary color |
| [**glSecondaryColorPointer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glSecondaryColorPointer.html) | define an array of secondary colors |
| [**glSelectBuffer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glSelectBuffer.html) | establish a buffer for selection mode values |
| [**glSeparableFilter2D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glSeparableFilter2D.html) | define a separable two-dimensional convolution filter |
| [**glShadeModel**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glShadeModel.html) | select flat or smooth shading |
| [**glShaderBinary**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glShaderBinary.html) | load pre-compiled shader binaries |
| [**glShaderSource**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glShaderSource.html) | Replaces the source code in a shader object |
| [**glShaderStorageBlockBinding**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glShaderStorageBlockBinding.html) | change an active shader storage block binding |
| [**glStencilFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glStencilFunc.html) | set front and back function and reference value for stencil testing |
| [**glStencilFuncSeparate**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glStencilFuncSeparate.html) | set front and/or back function and reference value for stencil testing |
| [**glStencilMask**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glStencilMask.html) | control the front and back writing of individual bits in the stencil planes |
| [**glStencilMaskSeparate**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glStencilMaskSeparate.html) | control the front and/or back writing of individual bits in the stencil planes |
| [**glStencilOp**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glStencilOp.html) | set front and back stencil test actions |
| [**glStencilOpSeparate**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glStencilOpSeparate.html) | set front and/or back stencil test actions |
| [**glTexBuffer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTexBuffer.html) | attach the storage for a buffer object to the active buffer texture |
| [**glTexBufferRange**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTexBufferRange.html) | bind a range of a buffer's data store to a buffer texture |
| [**glTexCoord**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTexCoord.html) | set the current texture coordinates |
| [**glTexCoordPointer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTexCoordPointer.html) | define an array of texture coordinates |
| [**glTexEnv**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTexEnv.html) | set texture environment parameters |
| [**glTexGen**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTexGen.html) | control the generation of texture coordinates |
| [**glTexImage1D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTexImage1D.html) | specify a one-dimensional texture image |
| [**glTexImage2D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTexImage2D.html) | specify a two-dimensional texture image |
| [**glTexImage2DMultisample**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTexImage2DMultisample.html) | establish the data storage, format, dimensions, and number of samples of a multisample texture's image |
| [**glTexImage3D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTexImage3D.html) | specify a three-dimensional texture image |
| [**glTexImage3DMultisample**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTexImage3DMultisample.html) | establish the data storage, format, dimensions, and number of samples of a multisample texture's image |
| [**glTexParameter**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTexParameter.html) | set texture parameters |
| [**glTexStorage1D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTexStorage1D.html) | simultaneously specify storage for all levels of a one-dimensional texture |
| [**glTexStorage2D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTexStorage2D.html) | simultaneously specify storage for all levels of a two-dimensional or one-dimensional array texture |
| [**glTexStorage2DMultisample**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTexStorage2DMultisample.html) | specify storage for a two-dimensional multisample texture |
| [**glTexStorage3D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTexStorage3D.html) | simultaneously specify storage for all levels of a three-dimensional, two-dimensional array or cube-map array texture |
| [**glTexStorage3DMultisample**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTexStorage3DMultisample.html) | specify storage for a two-dimensional multisample array texture |
| [**glTexSubImage1D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTexSubImage1D.html) | specify a one-dimensional texture subimage |
| [**glTexSubImage2D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTexSubImage2D.html) | specify a two-dimensional texture subimage |
| [**glTexSubImage3D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTexSubImage3D.html) | specify a three-dimensional texture subimage |
| [**glTextureView**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTextureView.html) | initialize a texture as a data alias of another texture's data store |
| [**glTransformFeedbackVaryings**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTransformFeedbackVaryings.html) | specify values to record in transform feedback buffers |
| [**glTranslate**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glTranslate.html) | multiply the current matrix by a translation matrix |
| [**glUniform**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glUniform.html) | Specify the value of a uniform variable for the current program object |
| [**glUniformBlockBinding**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glUniformBlockBinding.html) | assign a binding point to an active uniform block |
| [**glUniformSubroutines**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glUniformSubroutines.html) | load active subroutine uniforms |
| [**glUseProgram**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glUseProgram.html) | Installs a program object as part of current rendering state |
| [**glUseProgramStages**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glUseProgramStages.html) | bind stages of a program object to a program pipeline |
| [**glValidateProgram**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glValidateProgram.html) | Validates a program object |
| [**glValidateProgramPipeline**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glValidateProgramPipeline.html) | validate a program pipeline object against current GL state |
| [**glVertex**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glVertex.html) | specify a vertex |
| [**glVertexAttrib**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glVertexAttrib.html) | Specifies the value of a generic vertex attribute |
| [**glVertexAttribBinding**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glVertexAttribBinding.html) | associate a vertex attribute and a vertex buffer binding |
| [**glVertexAttribDivisor**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glVertexAttribDivisor.html) | modify the rate at which generic vertex attributes advance during instanced rendering |
| [**glVertexAttribFormat**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glVertexAttribFormat.html) | specify the organization of vertex arrays |
| [**glVertexAttribPointer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glVertexAttribPointer.html) | define an array of generic vertex attribute data |
| [**glVertexBindingDivisor**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glVertexBindingDivisor.html) | modify the rate at which generic vertex attributes advance |
| [**glVertexPointer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glVertexPointer.html) | define an array of vertex data |
| [**glViewport**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glViewport.html) | set the viewport |
| [**glViewportArray**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glViewportArray.html) | set multiple viewports |
| [**glViewportIndexed**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glViewportIndexed.html) | set a specified viewport |
| [**glWaitSync**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glWaitSync.html) | instruct the GL server to block until the specified sync object becomes signaled |
| [**glWindowPos**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glWindowPos.html) | specify the raster position in window coordinates for pixel operations |
| [**gl\_ClipDistance**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_ClipDistance.html) | provides a forward-compatible mechanism for vertex clipping |
| [**gl\_FragCoord**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_FragCoord.html) | contains the window-relative coordinates of the current fragment |
| [**gl\_FragDepth**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_FragDepth.html) | establishes a depth value for the current fragment |
| [**gl\_FrontFacing**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_FrontFacing.html) | indicates whether a primitive is front or back facing |
| [**gl\_GlobalInvocationID**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_GlobalInvocationID.html) | contains the global index of work item currently being operated on by a compute shader |
| [**gl\_InstanceID**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_InstanceID.html) | contains the index of the current primitive in an instanced draw command |
| [**gl\_InvocationID**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_InvocationID.html) | contains the invocation index of the current shader |
| [**gl\_Layer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_Layer.html) | contains the selected layer of a multi-layer framebuffer attachment |
| [**gl\_LocalInvocationID**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_LocalInvocationID.html) | contains the index of work item currently being operated on by a compute shader |
| [**gl\_LocalInvocationIndex**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_LocalInvocationIndex.html) | contains the local linear index of work item currently being operated on by a compute shader |
| [**gl\_NumSamples**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_NumSamples.html) | contains the total number of samples in the framebuffer |
| [**gl\_NumWorkGroups**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_NumWorkGroups.html) | contains the number of workgroups that have been dispatched to a compute shader |
| [**gl\_PatchVerticesIn**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_PatchVerticesIn.html) | contains the number of vertices in the current patch |
| [**gl\_PointCoord**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_PointCoord.html) | contains the coordinate of a fragment within a point |
| [**gl\_PointSize**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_PointSize.html) | contains size of rasterized points, in pixels |
| [**gl\_Position**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_Position.html) | contains the position of the current vertex |
| [**gl\_PrimitiveID**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_PrimitiveID.html) | contains the index of the current primitive |
| [**gl\_PrimitiveIDIn**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_PrimitiveIDIn.html) | contains the index of the current primitive |
| [**gl\_SampleID**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_SampleID.html) | contains the index of the sample currently being processed |
| [**gl\_SampleMask**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_SampleMask.html) | specifies the sample coverage mask for the current fragment |
| [**gl\_SampleMaskIn**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_SampleMaskIn.html) | contains the computed sample coverage mask for the current fragment |
| [**gl\_SamplePosition**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_SamplePosition.html) | contains the location of the current sample within the current fragment |
| [**gl\_TessCoord**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_TessCoord.html) | contains the coordinate of the vertex within the current patch |
| [**gl\_TessLevelInner**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_TessLevelInner.html) | contains the inner tessellation levels for the current patch |
| [**gl\_TessLevelOuter**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_TessLevelOuter.html) | contains the outer tessellation levels for the current patch |
| [**gl\_VertexID**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_VertexID.html) | contains the index of the current vertex |
| [**gl\_ViewportIndex**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_ViewportIndex.html) | contains the index of the viewport to be used in viewport transformation and scissoring |
| [**gl\_WorkGroupID**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_WorkGroupID.html) | contains the index of the workgroup currently being operated on by a compute shader |
| [**gl\_WorkGroupSize**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gl_WorkGroupSize.html) | contains the size of the workgroup operated on by a compute shader |

**GLU Reference**

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| **Function** | **Purpose** |
| [**gluBeginCurve**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluBeginCurve.html) | delimit a NURBS curve definition |
| [**gluBeginPolygon**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluBeginPolygon.html) | delimit a polygon description |
| [**gluBeginSurface**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluBeginSurface.html) | delimit a NURBS surface definition |
| [**gluBeginTrim**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluBeginTrim.html) | delimit a NURBS trimming loop definition |
| [**gluBuild1DMipmapLevels**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluBuild1DMipmapLevels.html) | builds a subset of one-dimensional mipmap levels |
| [**gluBuild1DMipmaps**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluBuild1DMipmaps.html) | builds a one-dimensional mipmap |
| [**gluBuild2DMipmapLevels**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluBuild2DMipmapLevels.html) | builds a subset of two-dimensional mipmap levels |
| [**gluBuild2DMipmaps**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluBuild2DMipmaps.html) | builds a two-dimensional mipmap |
| [**gluBuild3DMipmapLevels**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluBuild3DMipmapLevels.html) | builds a subset of three-dimensional mipmap levels |
| [**gluBuild3DMipmaps**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluBuild3DMipmaps.html) | builds a three-dimensional mipmap |
| [**gluCheckExtension**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluCheckExtension.html) | determines if an extension name is supported |
| [**gluCylinder**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluCylinder.html) | draw a cylinder |
| [**gluDeleteNurbsRenderer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluDeleteNurbsRenderer.html) | destroy a NURBS object |
| [**gluDeleteQuadric**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluDeleteQuadric.html) | destroy a quadrics object |
| [**gluDeleteTess**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluDeleteTess.html) | destroy a tessellation object |
| [**gluDisk**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluDisk.html) | draw a disk |
| [**gluErrorString**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluErrorString.html) | produce an error string from a GL or GLU error code |
| [**gluGetNurbsProperty**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluGetNurbsProperty.html) | get a NURBS property |
| [**gluGetString**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluGetString.html) | return a string describing the GLU version or GLU extensions |
| [**gluGetTessProperty**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluGetTessProperty.html) | get a tessellation object property |
| [**gluLoadSamplingMatrices**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluLoadSamplingMatrices.html) | load NURBS sampling and culling matrices |
| [**gluLookAt**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluLookAt.html) | define a viewing transformation |
| [**gluNewNurbsRenderer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluNewNurbsRenderer.html) | create a NURBS object |
| [**gluNewQuadric**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluNewQuadric.html) | create a quadrics object |
| [**gluNewTess**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluNewTess.html) | create a tessellation object |
| [**gluNextContour**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluNextContour.html) | mark the beginning of another contour |
| [**gluNurbsCallback**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluNurbsCallback.html) | define a callback for a NURBS object |
| [**gluNurbsCallbackData**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluNurbsCallbackData.html) | set a user data pointer |
| [**gluNurbsCallbackDataEXT**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluNurbsCallbackDataEXT.html) | set a user data pointer |
| [**gluNurbsCurve**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluNurbsCurve.html) | define the shape of a NURBS curve |
| [**gluNurbsProperty**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluNurbsProperty.html) | set a NURBS property |
| [**gluNurbsSurface**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluNurbsSurface.html) | define the shape of a NURBS surface |
| [**gluOrtho2D**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluOrtho2D.html) | define a 2D orthographic projection matrix |
| [**gluPartialDisk**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluPartialDisk.html) | draw an arc of a disk |
| [**gluPerspective**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluPerspective.html) | set up a perspective projection matrix |
| [**gluPickMatrix**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluPickMatrix.html) | define a picking region |
| [**gluProject**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluProject.html) | map object coordinates to window coordinates |
| [**gluPwlCurve**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluPwlCurve.html) | describe a piecewise linear NURBS trimming curve |
| [**gluQuadricCallback**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluQuadricCallback.html) | define a callback for a quadrics object |
| [**gluQuadricDrawStyle**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluQuadricDrawStyle.html) | specify the draw style desired for quadrics |
| [**gluQuadricNormals**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluQuadricNormals.html) | specify what kind of normals are desired for quadrics |
| [**gluQuadricOrientation**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluQuadricOrientation.html) | specify inside/outside orientation for quadrics |
| [**gluQuadricTexture**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluQuadricTexture.html) | specify if texturing is desired for quadrics |
| [**gluScaleImage**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluScaleImage.html) | scale an image to an arbitrary size |
| [**gluSphere**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluSphere.html) | draw a sphere |
| [**gluTessBeginContour**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluTessBeginContour.html) | delimit a contour description |
| [**gluTessBeginPolygon**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluTessBeginPolygon.html) | delimit a polygon description |
| [**gluTessCallback**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluTessCallback.html) | define a callback for a tessellation object |
| [**gluTessEndPolygon**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluTessEndPolygon.html) | delimit a polygon description |
| [**gluTessNormal**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluTessNormal.html) | specify a normal for a polygon |
| [**gluTessProperty**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluTessProperty.html) | set a tessellation object property |
| [**gluTessVertex**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluTessVertex.html) | specify a vertex on a polygon |
| [**gluUnProject**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluUnProject.html) | map window coordinates to object coordinates |
| [**gluUnProject4**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gluUnProject4.html) | map window and clip coordinates to object coordinates |

**GLUT Reference**

|  |  |
| --- | --- |
| **Function** | **Purpose** |
| [**glutAddMenuEntry**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutAddMenuEntry.html) | adds a menu entry to the bottom of the current menu. |
| [**glutAddSubMenu**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutAddSubMenu.html) | adds a sub-menu trigger to the bottom of the current menu. |
| [**glutAttachMenu**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutAttachMenu.html) | attaches/detaches a mouse button for the current window to the identifier of the current menu |
| [**glutBitmapCharacter**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutBitmapCharacter.html) | renders a bitmap character using OpenGL. |
| [**glutBitmapWidth**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutBitmapWidth.html) | returns the width/length of a bitmap character/string. |
| [**glutButtonBoxFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutButtonBoxFunc.html) | sets the dial & button box button callback for the current window. |
| [**glutChangeToMenuEntry**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutChangeToMenuEntry.html) | changes the specified menu item in the current menu into a menu entry. |
| [**glutChangeToSubMenu**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutChangeToSubMenu.html) | changes the specified menu item in the current menu into a sub-menu trigger. |
| [**glutCopyColormap**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutCopyColormap.html) | copies the logical colormap for the layer in use from a specified window to the current window. |
| [**glutCreateMenu**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutCreateMenu.html) | creates a new pop-up menu. |
| [**glutCreateSubWindow**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutCreateSubWindow.html) | creates a subwindow. |
| [**glutCreateWindow**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutCreateWindow.html) | creates a top-level window. |
| [**glutDestroyMenu**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutDestroyMenu.html) | destroys the specified menu. |
| [**glutDestroyWindow**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutDestroyWindow.html) | destroys the specified window. |
| [**glutDeviceGet**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutDeviceGet.html) | retrieves GLUT device information represented by integers. |
| [**glutDialsFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutDialsFunc.html) | sets the dial & button box dials callback for the current window. |
| [**glutDisplayFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutDisplayFunc.html) | sets the display callback for the current window. |
| [**glutEnterGameMode**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutEnterGameMode.html) | enters and leaves GLUT's game mode. |
| [**glutEntryFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutEntryFunc.html) | sets the mouse enter/leave callback for the current window. |
| [**glutEstablishOverlay**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutEstablishOverlay.html) | establishes an overlay (if possible) for the current window. |
| [**glutExtensionSupported**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutExtensionSupported.html) | helps to easily determine whether a given OpenGL extension is supported. |
| [**glutForceJoystickFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutForceJoystickFunc.html) | forces current window's joystick callback to be called. |
| [**glutFullScreen**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutFullScreen.html) | requests that the current window be made full screen. |
| [**glutGameModeGet**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutGameModeGet.html) | retrieves GLUT game mode information represented by integers. |
| [**glutGameModeString**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutGameModeString.html) | sets the game mode configuration via a string. |
| [**glutGet**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutGet.html) | retrieves simple GLUT state represented by integers. |
| [**glutGetColor**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutGetColor.html) | retrieves a red, green, or blue component for a given color index colormap entry for the layer in use's logical colormap for the current window. |
| [**glutGetModifiers**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutGetModifiers.html) | returns the modifier key state when certain callbacks were generated. |
| [**glutIdleFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutIdleFunc.html) | sets the global idle callback. |
| [**glutIgnoreKeyRepeat**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutIgnoreKeyRepeat.html) | determines if auto repeat keystrokes are reported to the current window |
| [**glutInit**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutInit.html) | initialize the GLUT library. |
| [**glutInitDisplayMode**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutInitDisplayMode.html) | sets the initial display mode. |
| [**glutInitDisplayString**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutInitDisplayString.html) | sets the initial display mode via a string. |
| [**glutInitWindowPosition**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutInitWindowPosition.html) | set the initial window position and size respectively. |
| [**glutJoystickFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutJoystickFunc.html) | sets the joystick callback for the current window. |
| [**glutKeyboardFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutKeyboardFunc.html) | sets the keyboard callback for the current window. |
| [**glutKeyboardUpFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutKeyboardUpFunc.html) | sets the keyboard up (key release) callback for the current window. |
| [**glutLayerGet**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutLayerGet.html) | retrieves GLUT state pertaining to the layers of the current window. |
| [**glutMainLoop**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutMainLoop.html) | enters the GLUT event processing loop. |
| [**glutMenuStatusFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutMenuStatusFunc.html) | sets the global menu status callback. |
| [**glutMotionFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutMotionFunc.html) | set the motion and passive motion callbacks respectively for the current window. |
| [**glutMouseFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutMouseFunc.html) | sets the mouse callback for the current window. |
| [**glutOverlayDisplayFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutOverlayDisplayFunc.html) | sets the overlay display callback for the current window. |
| [**glutPopWindow**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutPopWindow.html) | change the stacking order of the current window relative to its siblings. |
| [**glutPositionWindow**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutPositionWindow.html) | requests a change to the position of the current window. |
| [**glutPostOverlayRedisplay**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutPostOverlayRedisplay.html) | marks the overlay of the current or specified window as needing to be redisplayed. |
| [**glutPostRedisplay**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutPostRedisplay.html) | marks the current or specified window as needing to be redisplayed. |
| [**glutRemoveMenuItem**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutRemoveMenuItem.html) | remove the specified menu item. |
| [**glutRemoveOverlay**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutRemoveOverlay.html) | removes the overlay (if one exists) from the current window. |
| [**glutReportErrors**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutReportErrors.html) | for debugging purposes; prints out OpenGL run-time errors. |
| [**glutReshapeFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutReshapeFunc.html) | sets the reshape callback for the current window. |
| [**glutReshapeWindow**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutReshapeWindow.html) | requests a change to the size of the current window. |
| [**glutSetColor**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutSetColor.html) | sets the color of a colormap entry in the layer of use for the current window. |
| [**glutSetCursor**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutSetCursor.html) | changes the cursor image of the current window. |
| [**glutSetKeyRepeat**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutSetKeyRepeat.html) | sets the key repeat mode |
| [**glutSetMenu**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutSetMenu.html) | set/get the current menu |
| [**glutSetWindow**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutSetWindow.html) | set/get the current window |
| [**glutSetWindowTitle**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutSetWindowTitle.html) | change the window or icon title respectively of the current top-level window. |
| [**glutShowOverlay**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutShowOverlay.html) | shows or hides the overlay of the current window |
| [**glutShowWindow**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutShowWindow.html) | change the display status of the current window. |
| [**glutSolidCone**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutSolidCone.html) | render a solid or wireframe cone respectively. |
| [**glutSolidCube**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutSolidCube.html) | render a solid or wireframe cube respectively. |
| [**glutSolidDodecahedron**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutSolidDodecahedron.html) | render a solid or wireframe dodecahedron (12-sided regular solid) respectively. |
| [**glutSolidIcosahedron**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutSolidIcosahedron.html) | render a solid or wireframe icosahedron (20-sided regular solid) respectively. |
| [**glutSolidOctahedron**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutSolidOctahedron.html) | render a solid or wireframe octahedron (8-sided regular solid) respectively. |
| [**glutSolidSphere**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutSolidSphere.html) | render a solid or wireframe sphere respectively. |
| [**glutSolidTeapot**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutSolidTeapot.html) | render a solid or wireframe teapot respectively. |
| [**glutSolidTetrahedron**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutSolidTetrahedron.html) | render a solid or wireframe tetrahedron (4-sided regular solid) respectively. |
| [**glutSolidTorus**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutSolidTorus.html) | render a solid or wireframe torus (doughnut) respectively. |
| [**glutSpaceballButtonFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutSpaceballButtonFunc.html) | sets the Spaceball button callback for the current window. |
| [**glutSpaceballMotionFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutSpaceballMotionFunc.html) | sets the Spaceball motion callback for the current window. |
| [**glutSpaceballRotateFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutSpaceballRotateFunc.html) | sets the Spaceball rotation callback for the current window. |
| [**glutSpecialFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutSpecialFunc.html) | sets the special keyboard callback for the current window. |
| [**glutSpecialUpFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutSpecialUpFunc.html) | sets the special keyboard up (key release) callback for the current window. |
| [**glutStrokeCharacter**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutStrokeCharacter.html) | renders a stroke character using OpenGL. |
| [**glutStrokeWidth**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutStrokeWidth.html) | returns the width/length of a stroke character/string. |
| [**glutSwapBuffers**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutSwapBuffers.html) | swaps the buffers of the current window if double buffered. |
| [**glutTabletButtonFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutTabletButtonFunc.html) | sets the special keyboard callback for the current window. |
| [**glutTabletMotionFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutTabletMotionFunc.html) | sets the special keyboard callback for the current window. |
| [**glutTimerFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutTimerFunc.html) | registers a timer callback to be triggered in a specified number of milliseconds. |
| [**glutUseLayer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutUseLayer.html) | changes the layer in use for the current window. |
| [**glutVideoResizeGet**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutVideoResizeGet.html) | retrieves GLUT video resize information represented by integers. |
| [**glutVisibilityFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutVisibilityFunc.html) | sets the visibility callback for the current window. |
| [**glutWarpPointer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutWarpPointer.html) | glutWarpPointer warps the pointer's location. |
| [**glutWindowStatusFunc**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glutWindowStatusFunc.html) | sets the window status callback for the current window. |

**GLE Reference**

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| **Function** | **Purpose** |
| [**gleExtrusion**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gleExtrusion.html) | Extrude arbitrary 2D contour along arbitrary 3D path. |
| [**gleHelicoid**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gleHelicoid.html) | Generalized torus, spiral with circle contour. |
| [**gleLathe**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gleLathe.html) | Sweep using a Z-axis shear to create an arbitrary contour along a helical path. |
| [**glePolyCone**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glePolyCone.html) | Draw polycone, specified as a polyline with radii. |
| [**glePolyCylinder**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glePolyCylinder.html) | Draw polycylinder, specified as a polyline. |
| [**gleScrew**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gleScrew.html) | Draws screw-type shapes. |
| [**gleSetJoinStyle**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gleSetJoinStyle.html) | Query and Set the GLE join style flags. |
| [**gleSetNumSides**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gleSetNumSides.html) | Query and Set the cylinder roundness. |
| [**gleSpiral**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gleSpiral.html) | Sweep an arbitrary contour along a helical path. |
| [**gleSuperExtrusion**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gleSuperExtrusion.html) | Extrude arbitrary 2D contour along arbitrary 3D path, specifying local affine transformations. |
| [**gleTextureMode**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gleTextureMode.html) | set the type of GLE automatic texture coordinate generation. |
| [**gleToroid**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gleToroid.html) | Generalized torus, lathe with circle contour. |
| [**gleTwistExtrusion**](https://pyopengl.sourceforge.net/documentation/manual-3.0/gleTwistExtrusion.html) | Extrude arbitrary 2D contour along arbitrary 3D path, specifying local rotations (twists). |

**GLX Reference**

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| **Function** | **Purpose** |
| [**glXChooseFBConfig**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXChooseFBConfig.html) | return a list of GLX frame buffer configurations that match the specified attributes |
| [**glXChooseVisual**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXChooseVisual.html) | return a visual that matches specified attributes |
| [**glXCopyContext**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXCopyContext.html) | copy state from one rendering context to another |
| [**glXCreateContext**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXCreateContext.html) | create a new GLX rendering context |
| [**glXCreateGLXPixmap**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXCreateGLXPixmap.html) | create an off-screen GLX rendering area |
| [**glXCreateNewContext**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXCreateNewContext.html) | create a new GLX rendering context |
| [**glXCreatePbuffer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXCreatePbuffer.html) | create an off-screen rendering area |
| [**glXCreatePixmap**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXCreatePixmap.html) | create an off-screen rendering area |
| [**glXCreateWindow**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXCreateWindow.html) | create an on-screen rendering area |
| [**glXDestroyContext**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXDestroyContext.html) | destroy a GLX context |
| [**glXDestroyGLXPixmap**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXDestroyGLXPixmap.html) | destroy a GLX pixmap |
| [**glXDestroyPbuffer**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXDestroyPbuffer.html) | destroy an off-screen rendering area |
| [**glXDestroyPixmap**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXDestroyPixmap.html) | destroy an off-screen rendering area |
| [**glXDestroyWindow**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXDestroyWindow.html) | destroy an on-screen rendering area |
| [**glXFreeContextEXT**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXFreeContextEXT.html) | free client-side memory for imported context |
| [**glXGetClientString**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXGetClientString.html) | return a string describing the client |
| [**glXGetConfig**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXGetConfig.html) | return information about GLX visuals |
| [**glXGetContextIDEXT**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXGetContextIDEXT.html) | get the XID for a context. |
| [**glXGetCurrentContext**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXGetCurrentContext.html) | return the current context |
| [**glXGetCurrentDisplay**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXGetCurrentDisplay.html) | get display for current context |
| [**glXGetCurrentDrawable**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXGetCurrentDrawable.html) | return the current drawable |
| [**glXGetCurrentReadDrawable**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXGetCurrentReadDrawable.html) | return the current drawable |
| [**glXGetFBConfigAttrib**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXGetFBConfigAttrib.html) | return information about a GLX frame buffer configuration |
| [**glXGetFBConfigs**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXGetFBConfigs.html) | list all GLX frame buffer configurations for a given screen |
| [**glXGetProcAddress**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXGetProcAddress.html) | obtain a pointer to an OpenGL or GLX function |
| [**glXGetSelectedEvent**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXGetSelectedEvent.html) | returns GLX events that are selected for a window or a GLX pixel buffer |
| [**glXGetVisualFromFBConfig**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXGetVisualFromFBConfig.html) | return visual that is associated with the frame buffer configuration |
| [**glXImportContextEXT**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXImportContextEXT.html) | import another process's indirect rendering context. |
| [**glXIntro**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXIntro.html) | Introduction to OpenGL in the X window system |
| [**glXIsDirect**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXIsDirect.html) | indicate whether direct rendering is enabled |
| [**glXMakeContextCurrent**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXMakeContextCurrent.html) | attach a GLX context to a GLX drawable |
| [**glXMakeCurrent**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXMakeCurrent.html) | attach a GLX context to a window or a GLX pixmap |
| [**glXQueryContext**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXQueryContext.html) | query context information |
| [**glXQueryContextInfoEXT**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXQueryContextInfoEXT.html) | query context information |
| [**glXQueryDrawable**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXQueryDrawable.html) | returns an attribute assoicated with a GLX drawable |
| [**glXQueryExtension**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXQueryExtension.html) | indicate whether the GLX extension is supported |
| [**glXQueryExtensionsString**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXQueryExtensionsString.html) | return list of supported extensions |
| [**glXQueryServerString**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXQueryServerString.html) | return string describing the server |
| [**glXQueryVersion**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXQueryVersion.html) | return the version numbers of the GLX extension |
| [**glXSelectEvent**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXSelectEvent.html) | select GLX events for a window or a GLX pixel buffer |
| [**glXSwapBuffers**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXSwapBuffers.html) | exchange front and back buffers |
| [**glXUseXFont**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXUseXFont.html) | create bitmap display lists from an X font |
| [**glXWaitGL**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXWaitGL.html) | complete GL execution prior to subsequent X calls |
| [**glXWaitX**](https://pyopengl.sourceforge.net/documentation/manual-3.0/glXWaitX.html) | complete X execution prior to subsequent GL calls |

**MathML rendering**

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