

```
// Vertex Shader
```

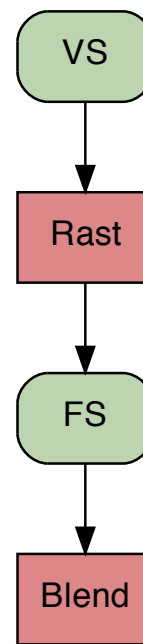
```
varying vec4 vPosition;  
varying vec2 vTexCoord;  
varying vec3 vNormal;  
void main() {  
    vPosition = gl_ModelViewMatrix * gl_Vertex;  
    vNormal = gl_NormalMatrix * gl_Normal;  
    vTexCoord = gl_MultiTexCoord0.st;  
    gl_Position = ftransform();  
}
```

```
// Fragment Shader
```

```
uniform sampler2D Baboon;  
uniform vec3 LightDir;  
varying vec2 vTexCoord;  
varying vec3 vNormal;  
void main() {  
    float df = dot(LightDir, vNormal);  
    vec4 c = df * texture2D(Baboon, vTexCoord);  
    gl_FragColor = vec4(c.rgb, 1);  
}
```

```
// Application
```

```
glTexCoordPointer(2, GL_FLOAT, sizeof(float)*2, &coords[0]);  
glMatrixMode(GL_MODELVIEW);
```



```
// Vertex Shader
layout(location = 0) in vec4 Position;
layout(location = 1) in vec2 TexCoord;

out VSOut {
    vec4 Position;
    vec2 TexCoord;
} Out;

uniform mat4 ModelViewMatrix, MVP;

void main() {
    Out.Position = ModelViewMatrix * Position;
    Out.TexCoord = TexCoord;
    gl_Position = MVP * Out.Position;
}
```

```
// Tessellation Control Shader
// ...
```

```
// Tessellation Evaluation Shader
...
```

```
// Fragment Shader
uniform sampler2D Baboon;
uniform vec3 LightDir = vec3(0,0,1);
out vec4 CrazyColorChannel;

in GSOut {
    vec3 Normal;
    vec2 TexCoord;
} In;

void main() {
    float df = dot(LightDir, In.Normal);
    vec4 c = df * texture(Baboon, In.TexCoord);
    CrazyColorChannel = vec4(c.rgb, 1);
}
```

```
// Geometry Shader
layout(triangles) in;
layout(triangle_strip, max_vertices = 3) out;

in TEOut {
    vec2 TexCoord;
    vec3 Normal;
    float Luminance[2];
} In[3];

out GSOut {
    vec3 Normal;
    vec2 TexCoord;
} Out;

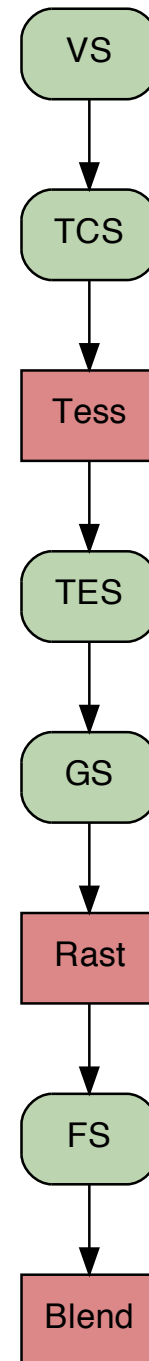
subroutine vec3 NormFunc(vec3, vec3);
subroutine uniform NormFunc NormVar;

subroutine(NormFunc)
vec3 RobustNormal(vec3 A, vec3 B) {
    return normalize(cross(A, B));
}

subroutine(NormFunc)
vec3 CheapNormal(vec3 A, vec3 B) {
    return cross(A, B);
}

void main() {
    vec3 A = In[2].Position - In[0].Position;
    vec3 B = In[1].Position - In[0].Position;
    Out.Normal = NormVar(A, B);

    for (int j = 0; j < 3; j++) {
        Out.TexCoord = In[j].TexCoord;
        gl_Position = gl_in[j].gl_Position;
        EmitVertex();
    }
    EndPrimitive();
}
```



```
QGLFormat format;  
format.setVersion(4,2);  
format.setProfile(QGLFormat::CoreProfile);  
QGLWidget *myWidget = new QGLWidget(format);
```

```
int attribs[] = {  
    GLX_CONTEXT_MAJOR_VERSION_ARB, 4,  
    GLX_CONTEXT_MINOR_VERSION_ARB, 2,  
    GLX_CONTEXT_PROFILE_MASK_ARB, GLX_CONTEXT_CORE_PROFILE_BIT_ARB,  
    NULL  
};  
GLXContext glc = glXCreateContextAttribs(diplay, config, NULL, True, attribs);
```

Core Profile

gl-FragData
gl-ClipVertex
gl-MultiTexCoord3
gl-MultiTexCoord4
gl-MultiTexCoord6
varying
gl-MultiTexCoord7
gl-MultiTexCoord5
gl-FragColor
gl-FogCoord
gl-SecondaryColor
gl-ClipPlane
texture2D()
gl-MultiTexCoord1
gl-MultiTexCoord2
attribute
gl-Color
gl-ModelviewProjection
gl-MultiTexCoord0
transform()

OLD

texelFetch()
texture()
gl-ViewportIndex
gl-TessLevelInner
out
imageStore()
imageAtomicAdd()
textureQueryLod()
gl-ClipDistance[]
layout
gl-Layer
gl-InvocationID
imageLoad()
gl-TessLevelOuter
bitfieldExtract()
gl-PrimitiveIDIn
textureSize()
in

NEW

Jurassic Vertices

```
glBegin(GL_TRIANGLES);  
glColor4f(1, 0, 0, 0);  
glVertex3f(0, 1, 0);  
glVertex3f(1, 1, 0);  
glVertex3f(1, 0, 1);  
glEnd(GL_TRIANGLES);
```

```
glVertexPointer  
glColorPointer  
glNormalPointer
```

```
glNewList  
glCallList
```

```
GL_QUAD_STRIP, GL_QUADS, GL_POLYGON
```

Modern Vertices

```
glVertexAttrib3d  
glVertexAttrib4i  
glVertexAttribI4i  
glVertexAttribL2d  
etc...
```

```
glVertexAttribPointer  
glVertexAttribIPointer  
glVertexAttribLPointer
```

```
GL_POINTS, GL_LINE_STRIP, GL_LINE_LOOP, GL_LINES, GL_TRIANGLE_STRIP, GL_TRIANGLE_FAN, GL_TRIANGLES  
GL_LINE_STRIP_ADJACENCY, GL_LINES_ADJACENCY, GL_TRIANGLE_STRIP_ADJACENCY, GL_TRIANGLES_ADJACENCY  
GL_PATCHES
```

Vertex Array Objects

```
const GLuint PositionSlot = 0;
const GLuint NormalSlot = 1;

GLuint vao;
glGenVertexArrays(1, &vao);
glBindVertexArray(vao);

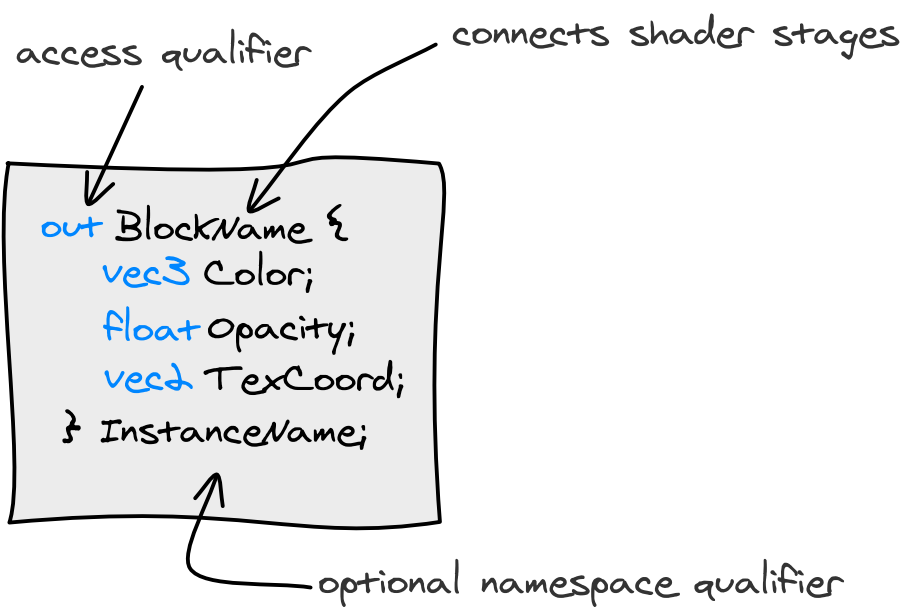
glEnableVertexAttribArray(PositionSlot);
glEnableVertexAttribArray(NormalSlot);

glBindBuffer(GL_ARRAY_BUFFER, positionsVbo);
glVertexAttribPointer(PositionSlot, 3, GL_FLOAT, GL_FALSE,
                      sizeof(float)*3, 0);

glBindBuffer(GL_ARRAY_BUFFER, normalsVbo);
glVertexAttribPointer(NormalSlot, 3, GL_FLOAT, GL_FALSE,
                      sizeof(float)*3, 0);
```

Buffer Objects

All Buffer Targets glBufferData glBufferSubData glMapBufferRange glCopyBufferSubData	GL_PIXEL_PACK_BUFFER glTexImage* glTexSubImage* glDrawPixels
GL_PIXEL_UNPACK_BUFFER glGetTexImage* glGetTexSubImage* glReadPixels	GL_ARRAY_BUFFER glVertexAttrib*
GL_ELEMENT_ARRAY_BUFFER glDrawElements (etc)	GL_DRAW_INDIRECT_BUFFER glDrawArraysIndirect glDrawElementsIndirect
GL_UNIFORM_BUFFER glUniformBlockBinding	GL_TEXTURE_BUFFER glUniformBlockBinding

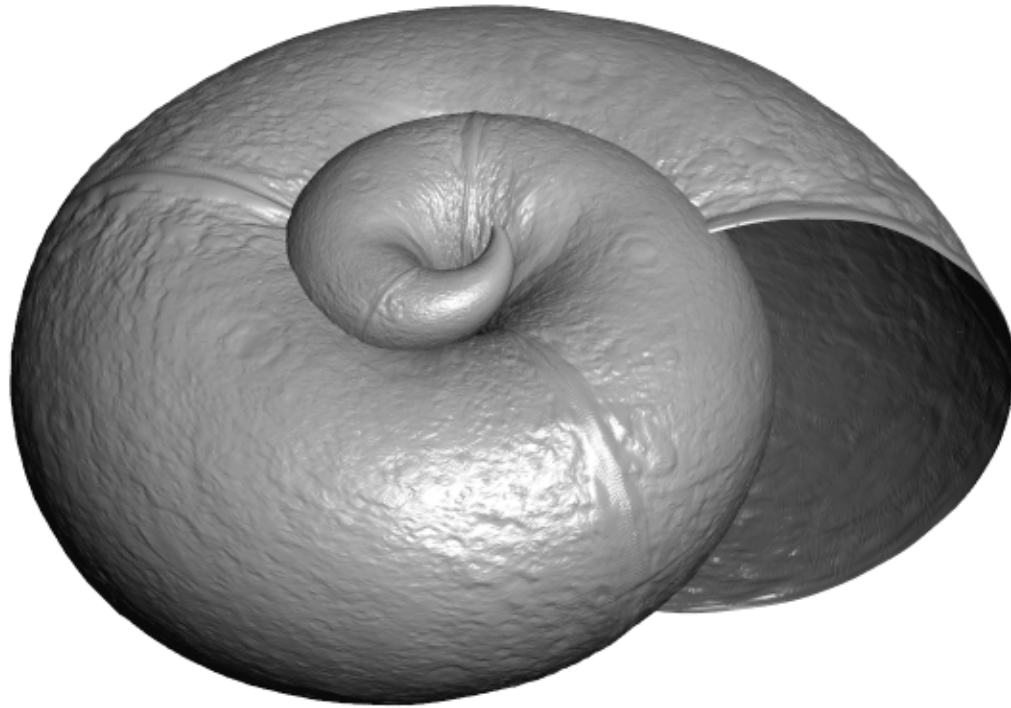


```
-- Vertex Shader  
  
out MyBlock {  
    vec3 Position;  
    vec3 Color[2];  
    float Opacity;  
} Out;  
  
-- Geometry Shader  
  
in MyBlock {  
    vec3 Position;  
    vec3 Color[2];  
    float Opacity;  
} In[];
```

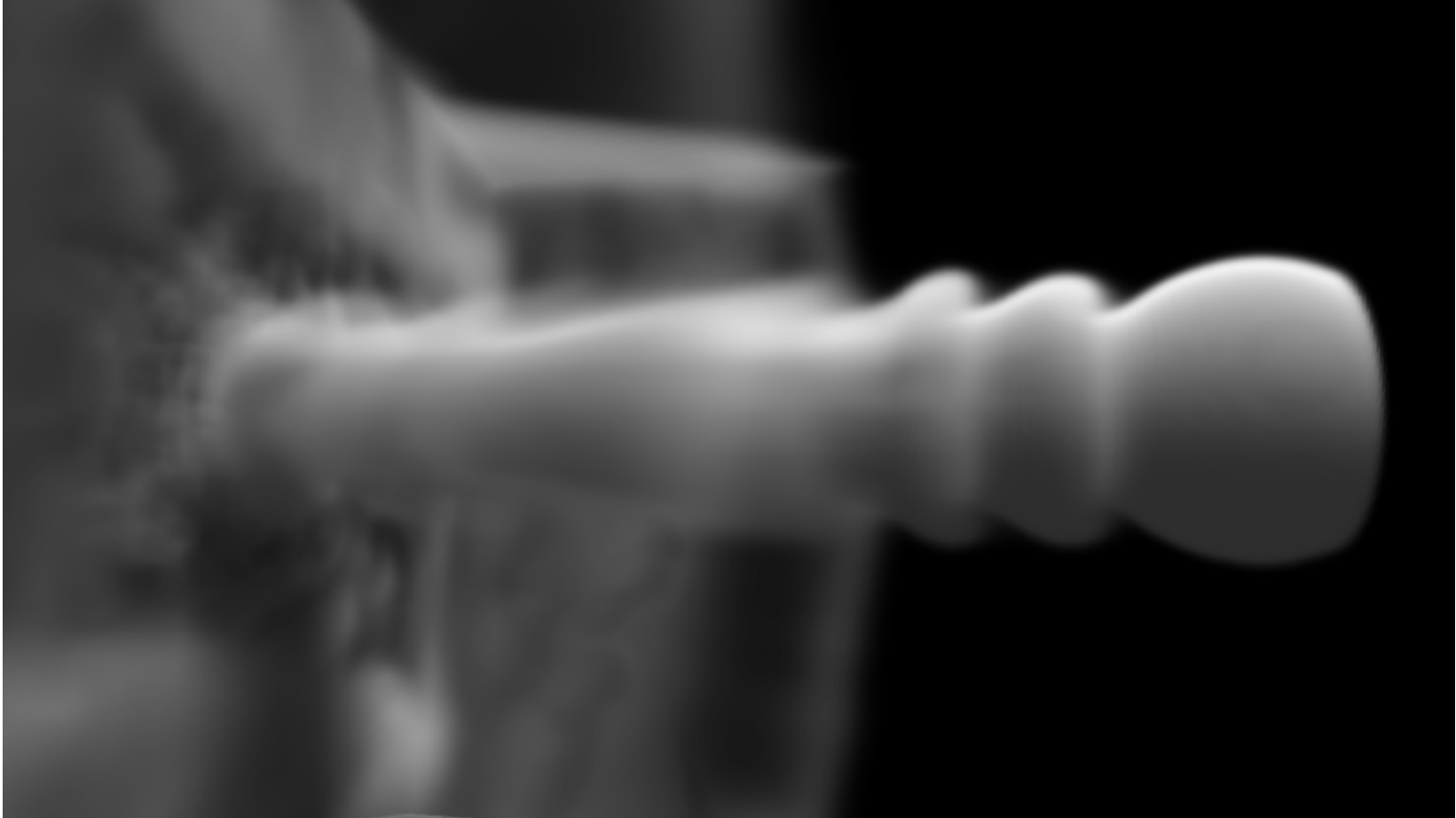
```
-- Vertex Shader  
  
// Built-ins:  
out gl_PerVertex {  
    vec4 gl_Position;  
    float gl_PointSize;  
    float gl_ClipDistance[];  
};  
  
// User-defined:  
in MyBlock {  
    float w;  
} In;  
  
void main()  
{  
    gl_Position = vec4(1, 0, 0, In.w);  
}
```

```
GLuint i = glGetAttribLocation(program, "MyBlock.w");
```

DEMO



DEMO



Binding Vertex Attributes

// Worst: let the compiler decide

```
GLuint foo = glGetAttribLocation(program, "MyBlock.w");
```

// Better: Specify in application code

```
GLuint foo = 3;
```

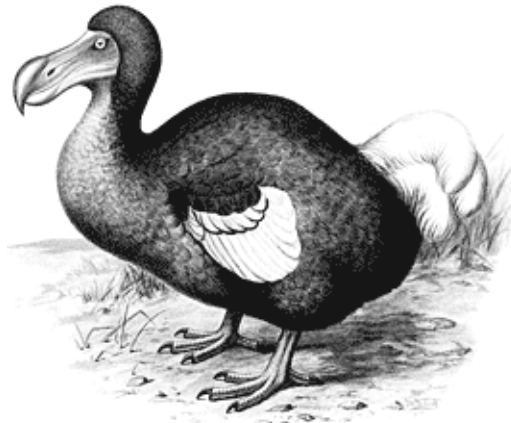
```
glCompileShader(vsHandle);  
glAttachShader(programHandle, vsHandle);  
glBindAttribLocation(programHandle, foo, "MyBlock.w");  
glLinkProgram(programHandle);
```

// Best: Declare in GLSL

```
in MyBlock {  
    layout(location = 3) vec3 w;  
}
```

```
GLuint vao;  
glGenVertexArrays(1, &vao);  
glBindVertexArray(vao);  
glBindBuffer(GL_ARRAY_BUFFER, vbo);  
glVertexAttribPointer(foo, 1, GL_FLOAT, GL_FALSE, stride, 0);  
glEnableVertexAttribArray(foo);
```

vec4 gl_FragColor
vec4 gl_FragData[*n*]



Binding Fragment Outputs

```
// Let the compiler decide  
GLuint colorNumber = glGetFragDataLocation(program, "MyColorVariable");
```

```
// Specify in application code  
GLuint colorNumber = 3;  
glBindFragDataLocation(programHandle, colorNumber, "MyColorVariable");
```

```
// Declare in GLSL  
layout(location = 3) out vec4 factor;
```

```
// Beware, a level of indirection!  
glBindFramebuffer(GL_DRAW_FRAMEBUFFER, myFbo);  
  
GLenum buffers[] = {GL_COLOR_ATTACHMENT0, GL_COLOR_ATTACHMENT1};  
glDrawBuffers(2, &buffers[0]);
```

```

static GLuint LoadProgram(const char* vsSource,
                          const char* gsSource,
                          const char* fsSource)
{
    GLuint programHandle = glCreateProgram();
    GLuint vsHandle = glCreateShader(GL_VERTEX_SHADER);
    glShaderSource(vsHandle, 1, &vsSource, 0);
    glCompileShader(vsHandle);
    glAttachShader(programHandle, vsHandle);
    if (gsSource != NULL) {
        GLuint gsHandle = glCreateShader(GL_GEOMETRY_SHADER);
        glShaderSource(gsHandle, 1, &gsSource, 0);
        glCompileShader(gsHandle);
        glAttachShader(programHandle, gsHandle);
    }
    GLuint fsHandle = glCreateShader(GL_FRAGMENT_SHADER);
    glShaderSource(fsHandle, 1, &fsSource, 0);
    glCompileShader(fsHandle);
    glAttachShader(programHandle, fsHandle);
    glLinkProgram(programHandle);
    GLint linkSuccess;
    glGetProgramiv(programHandle, GL_LINK_STATUS, &linkSuccess);
    if (!linkSuccess) {
        GLchar spew[256];
        glGetProgramInfoLog(programHandle, sizeof(spew), 0, spew);
        fprintf(stderr, "Can't link shaders:\n%s", spew);
        return 0;
    }
    glUseProgram(programHandle);
    return programHandle;
}

```

SCHOOL

```

static GLuint LoadPipeline(
    const char* vsSource,
    const char* gsSource,
    const char* fsSource)
{
    GLuint vsProgram = glCreateShaderProgramv(GL_VERTEX_SHADER, 1, &vsSource);
    GLuint gsProgram = glCreateShaderProgramv(GL_GEOMETRY_SHADER, 1, &gsSource);
    GLuint fsProgram = glCreateShaderProgramv(GL_FRAGMENT_SHADER, 1, &fsSource);

    GLuint pipeline;
    glGenProgramPipelines(1, &pipeline);
    glBindProgramPipeline(pipeline);

    glUseProgramStages(pipeline, GL_VERTEX_SHADER_BIT, vsProgram);
    glUseProgramStages(pipeline, GL_GEOMETRY_SHADER_BIT, gsProgram);
    glUseProgramStages(pipeline, GL_FRAGMENT_SHADER_BIT, fsProgram);

    // glUniform* now heed the "active" shader program rather than glUseProgram
    glActiveShaderProgram(pipeline, vsProgram);
    glUniform1f(fooLocation, 1.0f);

    return pipeline;
}

```

Separable Programs

...

```
glProgramParameteri(programHandle, GL_PROGRAM_BINARY_RETRIEVABLE_HINT, GL_TRUE);  
glLinkProgram(programHandle);
```

```
GLuint bufSize;  
glGetProgramiv(programHandle, GL_PROGRAM_BINARY_LENGTH, &bufSize);
```

```
std::vector buffer(bufSize);
```

```
GLenum binaryFormat;  
glGetProgramBinary(programHandle, bufSize, NULL, &binaryFormat, &buffer[0]);
```

// use a cached program on subsequent runs:

```
glProgramBinary(programHandle, binaryFormat, &buffer[0], bufSize);
```

Binaries!

```
// This goes after glCompileShader but before glLinkProgram...
const char* varyings[4] = { "vPosition", "gl_NextBuffer", "vBirthTime", "vVelocity" };
glTransformFeedbackVaryings(programHandle, 4, varyings, GL_INTERLEAVED_ATTRIBS);

// Create VBO for input on even frames and output on odd frames:
glGenBuffers(1, &BufferA);
glBindBuffer(GL_ARRAY_BUFFER, BufferA);
glBufferData(GL_ARRAY_BUFFER, sizeof(seed_data), &seed_data[0], GL_STREAM_DRAW);

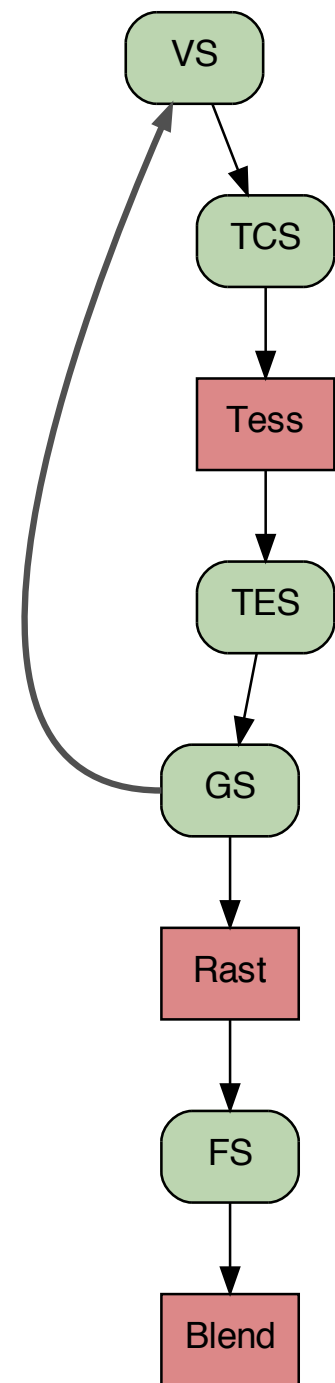
// Create VBO for output on even frames and input on odd frames:
glGenBuffers(1, &BufferB);
glBindBuffer(GL_ARRAY_BUFFER, BufferB);
glBufferData(GL_ARRAY_BUFFER, sizeof(seed_data), 0, GL_STREAM_DRAW);

// Create a transform feedback object:
GLuint Feedback = 0;
glGenTransformFeedbacks(1, &Feedback);
glBindTransformFeedback(GL_TRANSFORM_FEEDBACK, Feedback);
glBindBufferBase(GL_TRANSFORM_FEEDBACK_BUFFER, 0, BufferA);
glBindTransformFeedback(GL_TRANSFORM_FEEDBACK, 0);
```

```
glEnable(GL_RASTERIZER_DISCARD);
glBindBuffer(GL_ARRAY_BUFFER, BufferA);
glVertexAttribPointer(...);
glBindTransformFeedback(GL_TRANSFORM_FEEDBACK, TransformFeedback);
glBeginTransformFeedback(GL_POINTS);
glDrawArrays(GL_POINTS, 0, inCount);
glEndTransformFeedback();
glBindTransformFeedback(GL_TRANSFORM_FEEDBACK, 0);

swap(BufferA, BufferB);

glDisable(GL_RASTERIZER_DISCARD);
glBindBuffer(GL_ARRAY_BUFFER, BufferA);
glVertexAttribPointer(...);
glDrawTransformFeedback(GL_POINTS, TransformFeedback); // similar to glDrawArrays
```



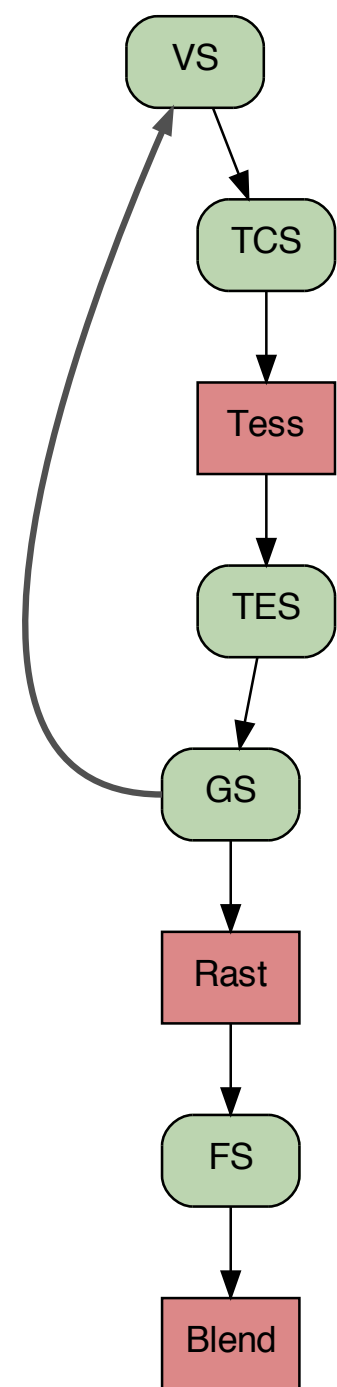
New Transform Feedback

```
// Assign streams in geometry shader
(layout out = 0) out vec4 vPosition;
(layout out = 1) out vec4 vBirthTime;
(layout out = 1) out vec4 vVelocity;
...
EmitStreamVertex(0);
EmitStreamPrimitive(0);
```

```
// Assign varyings to "record" during initialization
const char* varyings[4] = { "vBirthTime", "vVelocity" };
glTransformFeedbackVaryings(programHandle, 2, varyings,
                             GL_INTERLEAVED_ATTRIBS);
```

```
// This time, don't discard rasterization
glBindTransformFeedback(GL_TRANSFORM_FEEDBACK, TransformFeedback);
glBeginTransformFeedback(GL_POINTS);
glDrawArrays(GL_POINTS, offset0, count0);
glPauseTransformFeedback();
glDrawArrays(GL_POINTS, offset1, count1);
glResumeTransformFeedback();
glDrawArrays(GL_POINTS, offset2, count2);
glEndTransformFeedback();
glBindTransformFeedback(GL_TRANSFORM_FEEDBACK, 0);
```

Multiple Streams / Pause / Resume



```
GLuint RecordBuffer, DrawBuffer; // VBOs
GLuint Feedback;                 // TFO

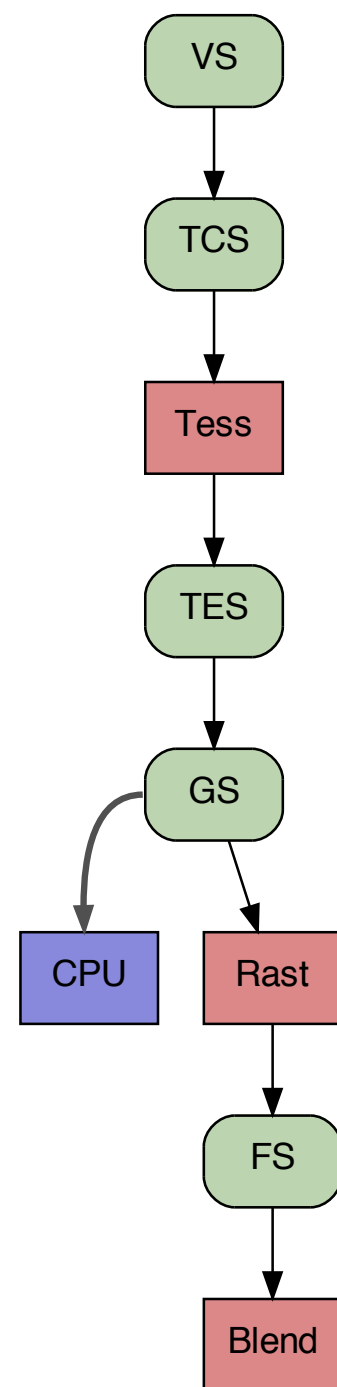
// ...

glGenTransformFeedbacks(1, &Feedback);
glBindTransformFeedback(GL_TRANSFORM_FEEDBACK, Feedback);
glBindBufferBase(GL_TRANSFORM_FEEDBACK_BUFFER, 0, RecordBuffer);
glBindTransformFeedback(GL_TRANSFORM_FEEDBACK, 0);
```

```
glBindBuffer(GL_ARRAY_BUFFER, DrawBuffer);
glVertexAttribPointer(...);
glBindTransformFeedback(GL_TRANSFORM_FEEDBACK, TransformFeedback);
glBeginTransformFeedback(GL_POINTS);
glDrawArrays(GL_POINTS, offset, count);
glEndTransformFeedback();
glBindTransformFeedback(GL_TRANSFORM_FEEDBACK, 0);
```

```
glBindBuffer(GL_ARRAY_BUFFER, RecordBuffer);
void* rawdata = glMapBuffer( GL_ARRAY_BUFFER, GL_READ_ONLY);
// ...do stuff here...
glUnmapBuffer(rawData);
glBindBuffer(GL_ARRAY_BUFFER, 0);
```

Send back to CPU



Texture Formats

```
// LUMINANCE and LUMINANCE_ALPHA et al are gone!
```

```
GLenum internalFormat = GL_RGB;
```

```
GLenum format = GL_RGB;
```

```
GLenum type = GL_UNSIGNED_BYTE;
```

```
glTexImage2D(GL_TEXTURE_2D, 0, internalFormat, width, height, 0, format, type, data);
```

INTERNAL FORMATS

DEPTH_COMPONENT	DEPTH_STENCIL	RED	RG	RGB	RGBA			
R8	R8_SNORM	R16	R16_SNORM	RG8	RG8_SNORM	RG16	RG16_SNORM	R3_G3_B2
RGB4	RGB5	RGB8	RGB8_SNORM	RGB10	RGB12	RGB16	RGB16_SNORM	RGBA2
RGBA4	RGB5_A1	RGBA8	RGBA8_SNORM	RGB10_A2	RGB10_A2UI	RGBA12	RGBA16	RGBA16_SNORM
SRGB8	SRGB8_ALPHA8	RGBA	R16F	RG16F	RGB16F	RGBA16F	R32F	RG32F
RGB32F	RGBA32F	R11F_G11F_B10F	RGB9_E5	R8I	R8UI	R16I	R16UI	R32I
R32UI	RG8I	RG8UI	RG16I	RG16UI	RG32I	RG32UI	RGB8I	RGB8UI
RGB16I	RGB16UI	RGB32I	RGB32UI	RGBA8I	RGBA8UI	RGBA16I	RGBA16UI	RGBA32I
RGBA32UI								

FORMATS

DEPTH_COMPONENT	DEPTH_STENCIL	RED	RG	RGB	RGBA	
STENCIL_INDEX	GREEN	BLUE	BGR	BGRA	RED_INTEGER	
GREEN_INTEGER	BLUE_INTEGER	RG_INTEGER	RGB_INTEGER	RGBA_INTEGER	BGR_INTEGER	
BGRA_INTEGER						

TYPES

UNSIGNED_BYTE	BYTE	UNSIGNED_SHORT	SHORT	
UNSIGNED_INT	INT	HALF_FLOAT	FLOAT	
UNSIGNED_SHORT_4_4_4_4	UNSIGNED_INT_8_8_8_8	UNSIGNED_INT_8_8_8_8_REV	UNSIGNED_INT_10_10_10_2	etc...

Compressed Textures

```
#define GL_COMPRESSED_RED_RGTC1           0x8DBB // Also known as: DXT_BC5, LATC, RGTC, 3Dc, ATI2
#define GL_COMPRESSED_SIGNED_RED_RGTC1    0x8DBC
#define GL_COMPRESSED_RG_RGTC2            0x8DBD
#define GL_COMPRESSED_SIGNED_RG_RGTC2     0x8DBE
```

```
#define GL_COMPRESSED_RGBA_BPTC_UNORM 0x8E8C // Also known as: DXT_BC7
#define GL_COMPRESSED_SRGB_ALPHA_BPTC_UNORM 0x8E8D
#define GL_COMPRESSED_RGB_BPTC_SIGNED_FLOAT 0x8E8E
#define GL_COMPRESSED_RGB_BPTC_UNSIGNED_FLOAT 0x8E8F
```

```
glCompressedTexImage3D (enum target, int level, enum internalformat, sizei width, sizei height,
                        sizei depth, int border, sizei imageSize, const void *data)
```

```
glCompressedTexImage2D (enum target, int level, enum internalformat, sizei width, sizei height,
                        int border, sizei imageSize, const void *data)
```

```
glCompressedTexImageD (enum target, int level, enum internalformat, sizei width, int border,
                      sizei imageSize, const void *data)
```

```
glCompressedTexSubImage3D (enum target, int level, int xoffset, int yoffset, int zoffset,
                           sizei width, sizei height, sizei depth, enum format, sizei imageSize,
                           const void *data)
```

```
glCompressedTexSubImage2D (enum target, int level, int xoffset, int yoffset, sizei width,
                           sizei height, enum format, sizei imageSize, const void *data)
```

[illegible]

Texture Buffers

```
GLuint bufObj;  
glGenBuffers(1, &bufObj);  
glBindBuffer(GL_TEXTURE_BUFFER, bufObj);  
glBufferData(GL_TEXTURE_BUFFER, sizeof(data), data, GL_STREAM_DRAW);  
  
GLenum sizedFormat = GL_RGBA32F;  
glTexBuffer(GL_TEXTURE_BUFFER, sizedFormat, bufObj);
```

```
uniform samplerBuffer Foo;  
...  
int coord = ...;  
vec4 color = texelFetch(Foo, coord);
```

```
glBindBuffer(GL_ARRAY_BUFFER, vbo);    // source  
glBindBuffer(GL_TEXTURE_BUFFER, tbo); // destination  
glBufferData(GL_TEXTURE_BUFFER, 16384, 0, GL_STREAM); // give it a size  
  
GLintptr readoffset = 0, writeoffset = 0;  
glCopyBufferSubData(GL_ARRAY_BUFFER, GL_TEXTURE_BUFFER,  
                    readoffset, writeoffset, 16384);
```

Pixel Buffers

```
GLuint bufObj, texObj;

glGenBuffers(1, &bufObj);
glBindBuffer(GL_PIXEL_UNPACK_BUFFER, bufObj);
glBufferData(GL_PIXEL_UNPACK_BUFFER, sizeof(data), data, GL_STREAM_DRAW);

glGenTextures(1, &texObj);
glBindTexture(GL_TEXTURE_2D, texObj);
glTexImage2D(..., NULL);
```

```
// Render with PBO 'A' while uploading PBO 'B'
glBindTexture(GL_TEXTURE_2D, texObj);
glBindBuffer(GL_PIXEL_UNPACK_BUFFER, pboA);
glTexSubImage2D(GL_TEXTURE_2D, 0, 0, 0, w, h, GL_RGBA, GL_UNSIGNED_BYTE, 0);

glBindBuffer(GL_PIXEL_UNPACK_BUFFER, pboB);
glBufferData(GL_PIXEL_UNPACK_BUFFER, byteCount, 0, GL_STREAM_DRAW);

GLubyte* data = glMapBufferRange(GL_PIXEL_UNPACK_BUFFER, 0, byteCount, GL_MAP_WRITE_BIT);
// write stuff to 'data' here...
glUnmapBuffer(GL_PIXEL_UNPACK_BUFFER); // see also: glFlushMappedBufferRange

glBindBuffer(GL_PIXEL_UNPACK_BUFFER, 0);
std::swap(pboA, pboB);

// render here...
```


Direct State Access

```
uniform vec3 foo = vec3(1, 1, 2);  
uniform vec3 bar = vec3(3, 5, 8);
```

```
// Old way  
glUseProgram(prog1);  
glGetUniformLocation("foo", &loc1);  
glUniform3f(loc1, 3.14, 2.72, 1.62);  
glUseProgram(prog2);  
glGetUniformLocation("bar", &loc2);  
glUniform3f(loc2, 3.14, 2.72, 1.62);
```

```
// New way  
glProgramUniform3f(prog1, loc1, 3.14, 2.72, 1.62);  
glProgramUniform3f(prog2, loc2, 3.14, 2.72, 1.62);
```

also check out [EXT_direct_state_access](#)

Conditional Rendering

```
GLuint query;
glGenQueries(1, &query);
...
glColorMaski(0, GL_FALSE, GL_FALSE, GL_FALSE, GL_FALSE);
glDepthMask(GL_FALSE);
glBeginQuery(GL_ANY_SAMPLES_PASSED, query);
// ...render bounding box...
glEndQuery(...);
glEndQuery(GL_ANY_SAMPLES_PASSED);
glColorMaski(0, GL_TRUE, GL_TRUE, GL_TRUE, GL_TRUE);
glDepthMask(GL_TRUE);

// ...render various stuff while waiting for results...

glBeginConditionalRender(query, GL_QUERY_WAIT);
// ...render full geometry...
glEndConditionalRender();
```

GL_QUERY_NO_WAIT

GL_QUERY_BY_REGION_WAIT, GL_QUERY_BY_REGION_NO_WAIT

Image Load / Store

```
uniform image2D alphaImage;
uniform image1D betaImage;
...
vec4 color = ...;
ivec2 coord = ...;
imageStore(alphaImage, coord, color);
...
color = imageLoad(alphaImage, coord);
...
int i = ...; // 1D coordinate
int foo = imageAtomicAdd(betaImage, i, 17)
```

```
GLuint imageLoc = glGetUniformLocation(prog, "alphaImage");
glUniform1i(imageLoc, 3); // must be < GL_MAX_IMAGE_UNITS

glBindImageTexture(3, texObj, miplevel,
                   GL_FALSE, 0, // <-- for layered textures
                   GL_READ_WRITE, GL_RGBA8);
```

see also: coherent volatile restrict readonly writeonly memoryBarrier()

Stuff I missed...

Atomic Counters

GL_ARB_debug_output

Viewport Arrays

Dual Source Blending

Bindless Graphics [nv_prezo](#)

[NV_bindless_texture](#)

NV_shader_buffer_load

NV_vertex_buffer_unified_memory

```
uniform sampler2D* foo;
```

```
glMakeTextureHandleResidentNV(...);
```