الأكاديمية العربية للعلوم والتكنولوجيا والنقل البحري

Arab Academy for Science, Technology & Maritime Transport

Dr. Khaled Elmenshawy

Name: Muath Hisham Ismail

ID: 19106673

GLis

Functions	Objective	Practical issues	HW / SW
glIsBuffer	glIsBuffer returns GL_TRUE if *buffer* is currently the name of a buffer object. If *buffer* is zero, or is a non-zero value that is not currently the name of a buffer object, or if an error occurs, glIsBuffer returns GL_FALSE.	X	HW
glIsEnabled	glIsEnabled returns GL_TRUE if cap is an enabled capability and returns GL_FALSE otherwise.	X	SW
glIsEnabledi	glIsEnabled returns GL_TRUE if cap is an enabled capability and returns GL_FALSE otherwise.	X	SW
glIsFramebuffer	glIsFramebuffer returns GL_TRUE if framebuffer is currently the name of a framebuffer object. If framebuffer is zero, or if framebuffer is not the name of a framebuffer object, or if an error occurs, glIsFramebuffer returns GL_FALSE.	X	HW
glIsSampler	glIsSampler returns GL_TRUE if id is currently the name of a sampler object. If id is zero, or is a non-zero value that is not currently the name of a sampler object, or if an error occurs, glIsSampler returns GL_FALSE.	X	SW
glIsShader	glIsShader returns GL_TRUE if shader is the name of a shader object previously created with glCreateShader and not yet deleted with glDeleteShader. If shader is zero or a non-zero value that is not the name of a shader object, or if an error occurs, glIsShader returns GL_FALSE.	X	SW
glIsSync	glIsSync returns GL_TRUE if sync is currently the name of a sync object. If sync is not the name of a sync object, or if an error occurs, glIsSync returns GL_FALSE. Note that zero is not the name of a sync object.	X	HW
glIsTexture	glIsTexture returns GL_TRUE if texture is currently the name of a texture. If texture is zero, or is a non-zero value that is not currently the name of a texture, or if an error occurs, glIsTexture returns GL_FALSE.	X	SW

glIsTransformFeedback	glIsTransformFeedback returns GL_TRUE if id is currently the name of a transform feedback object. If id is zero, or if id is not the name of a transform feedback object, or if an error occurs, glIsTransformFeedback returns GL_FALSE. If id is a name returned by glGenTransformFeedbacks, but that has not yet been bound through a call to glBindTransformFeedback, then the name is not a transform feedback object and glIsTransformFeedback returns GL_FALSE.	X	SW
glIsVertexArray	glIsVertexArray returns GL_TRUE if array is currently the name of a vertex array object. If array is zero, or if array is not the name of a vertex array object, or if an error occurs, glIsVertexArray returns GL_FALSE. If array is a name returned by glGenVertexArrays, by that has not yet been bound through a call to glBindVertexArray, then the name is not a vertex array object and glIsVertexArray returns GL_FALSE.	X	SW
glIsProgram	glIsProgram returns GL_TRUE if program is the name of a program object previously created with glCreateProgram and not yet deleted with glDeleteProgram. If program is zero or a non-zero value that is not the name of a program object, or if an error occurs, glIsProgram returns GL_FALSE.	X	SW
glIsProgramPipeline	glIsProgramPipeline returns GL_TRUE if pipeline is currently the name of a program pipeline object. If pipeline is zero, or if pipeline is not the name of a program pipeline object, or if an error occurs, glIsProgramPipeline returns GL_FALSE. If pipeline is a name returned by glGenProgramPipelines, but that has not yet been bound through a call to glBindProgramPipeline, then the name	X	SW

	is not a program pipeline object and glIsProgramPipeline returns GL_FALSE.		
glIsQuery	glIsQuery returns GL_TRUE if id is currently the name of a query object. If id is zero, or is a non-zero value that is not currently the name of a query object, or if an error occurs, glIsQuery returns GL_FALSE. A name returned by glGenQueries, but not yet associated with a query object by calling glBeginQuery, is not the name of a query object.	X	HW
glIsRenderbuffer	glIsRenderbuffer returns GL_TRUE if renderbuffer is currently the name of a renderbuffer object. If renderbuffer is zero, or if renderbuffer is not the name of a renderbuffer object, or if an error occurs, glIsRenderbuffer returns GL_FALSE. If renderbuffer is a name returned by glGenRenderbuffers, by that has not yet been bound through a call to glBindRenderbuffer or glFramebufferRenderbuffer, then the name is not a renderbuffer object and glIsRenderbuffer returns GL_FALSE.	X	HW