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

```
 1: @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@ mkc: starting glversion.cpp
 2: checksource glversion.cpp
 3: ident glversion.cpp
 4: glversion.cpp:
 5:      $Id: glversion.cpp,v 1.16 2019-02-22 15:38:20-08 - - $
 6: cpplint.py.perl glversion.cpp
 7: Done processing glversion.cpp
 8: g++ -g -O0 -Wall -Wextra -Wpedantic -Wshadow -fdiagnostics-color=never -
std=gnu++17 -Wold-style-cast glversion.cpp -o glversion -lm -lglut -lGLU -lGL -
lX11 -ldrm -lm
 9: rm -f glversion.o
10: @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@ mkc: finished glversion.cpp
```

```
     1: libGL error: No matching fbConfigs or visuals found
     2: libGL error: failed to load driver: swrast
     3: freeglut (glversion):  ERROR:  Internal error <FBConfig with necessary c
apabilities not found> in function fgOpenWindow
```