

src/desktop.rs

```
const VERTEX: &str = r"#version 150 core
in vec2 pos;
in vec3 color;
in vec2 tcoord;
out vec3 Color;
out vec2 coord;
void main() {
    Color = color;
    coord = tcoord;
    gl_Position = vec4(pos, 0.0, 1.0);
}";
```

```
const FRAGMENT: &str = r"#version 150
core
in vec3 Color;
in vec2 coord;
out vec4 outColor;
uniform sampler2D sampler;
void main() {
    outColor = texture(sampler, coord);
}";
```

```
pub fn draw(&self, gb: &GameBoy) { unsafe {  
    gl::ClearColor(0.0, 0.0, 1.0, 1.0);  
    gl::Clear(gl::COLOR_BUFFER_BIT);  
  
    gl::TexImage2D(  
        gl::TEXTURE_2D, 0, gl::RGB as i32,  
        gb.width() as i32, gb.height() as i32,  
        0, gl::RGBA, gl::UNSIGNED_BYTE,  
        gb.data().as_ptr() as *const _,  
    );  
    assert_eq!(gl::GetError(), 0);  
  
    gl::DrawElements(  
        gl::TRIANGLES, 6,  
        gl::UNSIGNED_INT, std::ptr::null());  
}
```