

OpenGL. Debugging tools

Debug output is an OpenGL feature, that provides a method for the driver to provide textual message information back to the application

The debug heart is a message event

Message event types:

- 1) GL error
- 2) slow path
- 3) app's performance tip
- 4) An important state change
- 5) app's debugging message

If you want to retrieve these message events, just use `glEnable(GL_DEBUG_OUTPUT)` and run your app in debug contexts.

Message Components:

- 1) The message source, by GLenum
- 2) The message type, by GLenum
- 3) The message severity (level), by GLenum
- 4) An ID, as a GLuint
- 5) A null-terminated string describing the message