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Cogl Reference Manual

for Cogl &version;

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Cogl - a modern 3D graphics API

```
<section id="cogl-intro">
  <title>About Cogl</title>

  <para>Cogl is a modern 3D graphics API with associated utility
  APIs designed to expose the features of 3D graphics hardware
```

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  using a more object oriented design than OpenGL. The library has
  primarily been driven by the practical needs of Clutter but it
  is not tied to any one toolkit or even constrained to developing
  UI toolkits.</para>

</section>

<xi:include href="xml/cogl.xml"/>
<xi:include href="xml/cogl-color.xml"/>
<xi:include href="xml/cogl-texture.xml"/>
<xi:include href="blend-strings.xml"/>
<xi:include href="xml/cogl-material.xml"/>
<xi:include href="xml/cogl-primitives.xml"/>
<xi:include href="xml/cogl-paths.xml"/>
<xi:include href="xml/cogl-clipping.xml"/>
<xi:include href="xml/cogl-vertex-buffer.xml"/>
<xi:include href="xml/cogl-matrix.xml"/>
<xi:include href="xml/cogl-shaders.xml"/>
<xi:include href="xml/cogl-offscreen.xml"/>
<xi:include href="xml/cogl-bitmap.xml"/>
<xi:include href="xml/cogl-fixed.xml"/>
<xi:include href="xml/cogl-gtype.xml"/>
```

Cogl experimental API

```
<section id="cogl-experimental">
  <title>About the experimental API</title>

  <para>Cogl has some experimental API developers are welcomed to play
  with. The main drawback when using those is that there is no API
  stability guarantee, functions flagged as experimental could be changed
  or removed in future versions of the library. To use this experimental
  API you will need to define
  <literal>COGL_ENABLE_EXPERIMENTAL_API</literal> before including
  <filename class="headerfile">&lt;clutter/clutter.h&gt;</filename> or
  <filename class="headerfile">&lt;cogl/cogl.h&gt;</filename>.</para>

</section>

<xi:include href="xml/cogl-buffer.xml"/>
<xi:include href="xml/cogl-vector.xml"/>
<xi:include href="xml/cogl-texture-3d.xml"/>
<xi:include href="xml/cogl-quaternion.xml"/>
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Cogl deprecated API

```
<section id="cogl-deprecated">

  <title>About the deprecated API</title>

  <para>Cogl has evolved from once being a thin abstraction over
  OpenGL and GLES where a lot of OpenGL's state machine style APIs
  were simply rebranded as Cogl API into the more distinguished API
  style we have today. The result of this evolution though is that
  some of the APIs are considered deprecated and because we plan to
  remove them at the next opportunity we have to break the API
  developers should aim to avoid these functions to keep their code
  working with future major versions of Cogl.</para>

</section>

<xi:include href="xml/cogl-deprecated.xml"/>
<xi:include href="xml/cogl-texture-deprecated.xml"/>
<xi:include href="xml/cogl-material-deprecated.xml"/>
<xi:include href="xml/cogl-clipping-deprecated.xml"/>
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<xi:include href="xml/cogl-shaders-deprecated.xml"/>
<xi:include href="xml/cogl-offscreen-deprecated.xml"/>
```

Glossaries

```
<xi:include href="xml/annotation-glossary.xml"><xi:fallback /></xi:include>
```

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Index of deprecated symbols

Index of new symbols in 0.8

Index of new symbols in 1.0

Index of new symbols in 1.2

Index of new symbols in 1.4

Index of new symbols in 1.6

Index of new symbols in 1.8

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