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The example code from the OpenGL 4 Shading Language Cookbook, 3rd Edition, by David Wolff and published by Packt Publishing. The example code builds with CMake. Note that the examples for Chapter 10 will not function on MacOS due to lack of support for compute shaders on that platform. It can be ...

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number, the language accepted is a previous version of the shading language, which will be supported depending on the version and type of context in the OpenGL API. See the OpenGL Graphics System Specification, Version 4.3, for details on what language versions are supported.

The OpenGL Shading Language 4 - Khronos Group

The third edition of "OpenGL Shading Language" is an excellent introduction to shader programming with GLSL. It provides an in-depth and comprehensive discussion of the shading language itself as well as the C shader API used to create and manage shaders in the host program.

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