获取opengl信息

cout << "opengl version = " << glGetString(GL\_VERSION) << endl;

cout << "opengl verdon = " << glGetString(GL\_VENDOR) << endl;

cout << "opengl renderer = " << glGetString(GL\_RENDERER) << endl;

cout << "glsl version = " << glGetString(GL\_SHADING\_LANGUAGE\_VERSION) << endl;

