

opengl\_wrap.c

```
$GL_FALSE = GL_FALSE
    [ Constant : int ]

$GL_TRUE = GL_TRUE
    [ Constant : int ]

$GL_BYTE = GL_BYTE
    [ Constant : int ]

$GL_UNSIGNED_BYTE = GL_UNSIGNED_BYTE
    [ Constant : int ]

$GL_SHORT = GL_SHORT
    [ Constant : int ]

$GL_UNSIGNED_SHORT = GL_UNSIGNED_SHORT
    [ Constant : int ]

$GL_INT = GL_INT
    [ Constant : int ]

$GL_UNSIGNED_INT = GL_UNSIGNED_INT
    [ Constant : int ]

$GL_FLOAT = GL_FLOAT
    [ Constant : int ]

$GL_2_BYTES = GL_2_BYTES
    [ Constant : int ]

$GL_3_BYTES = GL_3_BYTES
    [ Constant : int ]

$GL_4_BYTES = GL_4_BYTES
    [ Constant : int ]
    GL_DOUBLE_EXT = 0x140A,

$GL_LINES = GL_LINES
    [ Constant : int ]

$GL_POINTS = GL_POINTS
    [ Constant : int ]

$GL_LINE_STRIP = GL_LINE_STRIP
    [ Constant : int ]

$GL_LINE_LOOP = GL_LINE_LOOP
    [ Constant : int ]

$GL_TRIANGLES = GL_TRIANGLES
    [ Constant : int ]

$GL_TRIANGLE_STRIP = GL_TRIANGLE_STRIP
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    [ Constant : int ]

$GL_TRIANGLE_FAN = GL_TRIANGLE_FAN
    [ Constant : int ]

$GL_QUADS = GL_QUADS
    [ Constant : int ]

$GL_QUAD_STRIP = GL_QUAD_STRIP
    [ Constant : int ]

$GL_POLYGON = GL_POLYGON
    [ Constant : int ]

$GL_EDGE_FLAG = GL_EDGE_FLAG
    [ Constant : int ]

$GL_MATRIX_MODE = GL_MATRIX_MODE
    [ Constant : int ]

$GL_MODELVIEW = GL_MODELVIEW
    [ Constant : int ]

$GL_PROJECTION = GL_PROJECTION
    [ Constant : int ]

$GL_TEXTURE = GL_TEXTURE
    [ Constant : int ]

$GL_POINT_SMOOTH = GL_POINT_SMOOTH
    [ Constant : int ]

$GL_POINT_SIZE = GL_POINT_SIZE
    [ Constant : int ]

$GL_POINT_SIZE_GRANULARITY = GL_POINT_SIZE_GRANULARITY
    [ Constant : int ]

$GL_POINT_SIZE_RANGE = GL_POINT_SIZE_RANGE
    [ Constant : int ]

$GL_LINE_SMOOTH = GL_LINE_SMOOTH
    [ Constant : int ]

$GL_LINE_STIPPLE = GL_LINE_STIPPLE
    [ Constant : int ]

$GL_LINE_STIPPLE_PATTERN = GL_LINE_STIPPLE_PATTERN
    [ Constant : int ]

$GL_LINE_STIPPLE_REPEAT = GL_LINE_STIPPLE_REPEAT
    [ Constant : int ]

$GL_LINE_WIDTH = GL_LINE_WIDTH
    [ Constant : int ]

$GL_LINE_WIDTH_GRANULARITY = GL_LINE_WIDTH_GRANULARITY
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    [ Constant : int ]

$GL_LINE_WIDTH_RANGE = GL_LINE_WIDTH_RANGE
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$GL_POINT = GL_POINT
    [ Constant : int ]

$GL_LINE = GL_LINE
    [ Constant : int ]

$GL_FILL = GL_FILL
    [ Constant : int ]

$GL_CCW = GL_CCW
    [ Constant : int ]

$GL_CW = GL_CW
    [ Constant : int ]

$GL_FRONT = GL_FRONT
    [ Constant : int ]

$GL_BACK = GL_BACK
    [ Constant : int ]

$GL_CULL_FACE = GL_CULL_FACE
    [ Constant : int ]

$GL_CULL_FACE_MODE = GL_CULL_FACE_MODE
    [ Constant : int ]

$GL_POLYGON_SMOOTH = GL_POLYGON_SMOOTH
    [ Constant : int ]

$GL_POLYGON_STIPPLE = GL_POLYGON_STIPPLE
    [ Constant : int ]

$GL_FRONT_FACE = GL_FRONT_FACE
    [ Constant : int ]

$GL_POLYGON_MODE = GL_POLYGON_MODE
    [ Constant : int ]

$GL_COMPILE = GL_COMPILE
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$GL_COMPILE_AND_EXECUTE = GL_COMPILE_AND_EXECUTE
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$GL_LIST_BASE = GL_LIST_BASE
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$GL_LIST_INDEX = GL_LIST_INDEX
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$GL_LIST_MODE = GL_LIST_MODE
```

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        [ Constant : int ]

$GL_NEVER = GL_NEVER
        [ Constant : int ]

$GL_LESS = GL_LESS
        [ Constant : int ]

$GL_GEQUAL = GL_GEQUAL
        [ Constant : int ]

$GL_LEQUAL = GL_LEQUAL
        [ Constant : int ]

$GL_GREATER = GL_GREATER
        [ Constant : int ]

$GL_NOTEQUAL = GL_NOTEQUAL
        [ Constant : int ]

$GL_EQUAL = GL_EQUAL
        [ Constant : int ]

$GL_ALWAYS = GL_ALWAYS
        [ Constant : int ]

$GL_DEPTH_TEST = GL_DEPTH_TEST
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$GL_DEPTH_BITS = GL_DEPTH_BITS
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$GL_DEPTH_CLEAR_VALUE = GL_DEPTH_CLEAR_VALUE
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$GL_DEPTH_FUNC = GL_DEPTH_FUNC
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$GL_DEPTH_RANGE = GL_DEPTH_RANGE
        [ Constant : int ]

$GL_DEPTH_WRITEMASK = GL_DEPTH_WRITEMASK
        [ Constant : int ]

$GL_DEPTH_COMPONENT = GL_DEPTH_COMPONENT
        [ Constant : int ]

$GL_LIGHTING = GL_LIGHTING
        [ Constant : int ]

$GL_LIGHT0 = GL_LIGHT0
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$GL_LIGHT1 = GL_LIGHT1
        [ Constant : int ]

$GL_LIGHT2 = GL_LIGHT2
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```
    [ Constant : int ]

$GL_LIGHT3 = GL_LIGHT3
    [ Constant : int ]

$GL_LIGHT4 = GL_LIGHT4
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$GL_LIGHT5 = GL_LIGHT5
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$GL_LIGHT6 = GL_LIGHT6
    [ Constant : int ]

$GL_LIGHT7 = GL_LIGHT7
    [ Constant : int ]

$GL_SPOT_EXPONENT = GL_SPOT_EXPONENT
    [ Constant : int ]

$GL_SPOT_CUTOFF = GL_SPOT_CUTOFF
    [ Constant : int ]

$GL_CONSTANT_ATTENUATION = GL_CONSTANT_ATTENUATION
    [ Constant : int ]

$GL_LINEAR_ATTENUATION = GL_LINEAR_ATTENUATION
    [ Constant : int ]

$GL_QUADRATIC_ATTENUATION = GL_QUADRATIC_ATTENUATION
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$GL_AMBIENT = GL_AMBIENT
    [ Constant : int ]

$GL_DIFFUSE = GL_DIFFUSE
    [ Constant : int ]

$GL_SPECULAR = GL_SPECULAR
    [ Constant : int ]

$GL_SHININESS = GL_SHININESS
    [ Constant : int ]

$GL_EMISSION = GL_EMISSION
    [ Constant : int ]

$GL_POSITION = GL_POSITION
    [ Constant : int ]

$GL_SPOT_DIRECTION = GL_SPOT_DIRECTION
    [ Constant : int ]

$GL_AMBIENT_AND_DIFFUSE = GL_AMBIENT_AND_DIFFUSE
    [ Constant : int ]

$GL_COLOR_INDEXES = GL_COLOR_INDEXES
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[ Constant : int ]

$GL_LIGHT_MODEL_TWO_SIDE = GL_LIGHT_MODEL_TWO_SIDE
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$GL_LIGHT_MODEL_LOCAL_VIEWER = GL_LIGHT_MODEL_LOCAL_VIEWER
[ Constant : int ]

$GL_LIGHT_MODEL_AMBIENT = GL_LIGHT_MODEL_AMBIENT
[ Constant : int ]

$GL_FRONT_AND_BACK = GL_FRONT_AND_BACK
[ Constant : int ]

$GL_SHADE_MODEL = GL_SHADE_MODEL
[ Constant : int ]

$GL_FLAT = GL_FLAT
[ Constant : int ]

$GL_SMOOTH = GL_SMOOTH
[ Constant : int ]

$GL_COLOR_MATERIAL = GL_COLOR_MATERIAL
[ Constant : int ]

$GL_COLOR_MATERIAL_FACE = GL_COLOR_MATERIAL_FACE
[ Constant : int ]

$GL_COLOR_MATERIAL_PARAMETER = GL_COLOR_MATERIAL_PARAMETER
[ Constant : int ]

$GL_NORMALIZE = GL_NORMALIZE
[ Constant : int ]

$GL_CLIP_PLANE0 = GL_CLIP_PLANE0
[ Constant : int ]

$GL_CLIP_PLANE1 = GL_CLIP_PLANE1
[ Constant : int ]

$GL_CLIP_PLANE2 = GL_CLIP_PLANE2
[ Constant : int ]

$GL_CLIP_PLANE3 = GL_CLIP_PLANE3
[ Constant : int ]

$GL_CLIP_PLANE4 = GL_CLIP_PLANE4
[ Constant : int ]

$GL_CLIP_PLANE5 = GL_CLIP_PLANE5
[ Constant : int ]

$GL_ACCUM_RED_BITS = GL_ACCUM_RED_BITS
[ Constant : int ]

$GL_ACCUM_GREEN_BITS = GL_ACCUM_GREEN_BITS
```

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[ Constant : int ]

$GL_ACCUM_BLUE_BITS = GL_ACCUM_BLUE_BITS
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$GL_ACCUM_ALPHA_BITS = GL_ACCUM_ALPHA_BITS
[ Constant : int ]

$GL_ACCUM_CLEAR_VALUE = GL_ACCUM_CLEAR_VALUE
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$GL_ACCUM = GL_ACCUM
[ Constant : int ]

$GL_ADD = GL_ADD
[ Constant : int ]

$GL_LOAD = GL_LOAD
[ Constant : int ]

$GL_MULT = GL_MULT
[ Constant : int ]

$GL_RETURN = GL_RETURN
[ Constant : int ]

$GL_ALPHA_TEST = GL_ALPHA_TEST
[ Constant : int ]

$GL_ALPHA_TEST_REF = GL_ALPHA_TEST_REF
[ Constant : int ]

$GL_ALPHA_TEST_FUNC = GL_ALPHA_TEST_FUNC
[ Constant : int ]

$GL_BLEND = GL_BLEND
[ Constant : int ]

$GL_BLEND_SRC = GL_BLEND_SRC
[ Constant : int ]

$GL_BLEND_DST = GL_BLEND_DST
[ Constant : int ]

$GL_ZERO = GL_ZERO
[ Constant : int ]

$GL_ONE = GL_ONE
[ Constant : int ]

$GL_SRC_COLOR = GL_SRC_COLOR
[ Constant : int ]

$GL_ONE_MINUS_SRC_COLOR = GL_ONE_MINUS_SRC_COLOR
[ Constant : int ]

$GL_DST_COLOR = GL_DST_COLOR
```

```
    [ Constant : int ]

$GL_ONE_MINUS_DST_COLOR = GL_ONE_MINUS_DST_COLOR
    [ Constant : int ]

$GL_SRC_ALPHA = GL_SRC_ALPHA
    [ Constant : int ]

$GL_ONE_MINUS_SRC_ALPHA = GL_ONE_MINUS_SRC_ALPHA
    [ Constant : int ]

$GL_DST_ALPHA = GL_DST_ALPHA
    [ Constant : int ]

$GL_ONE_MINUS_DST_ALPHA = GL_ONE_MINUS_DST_ALPHA
    [ Constant : int ]

$GL_SRC_ALPHA_SATURATE = GL_SRC_ALPHA_SATURATE
    [ Constant : int ]

$GL_FEEDBACK = GL_FEEDBACK
    [ Constant : int ]

$GL_RENDER = GL_RENDER
    [ Constant : int ]

$GL_SELECT = GL_SELECT
    [ Constant : int ]

$GL_2D = GL_2D
    [ Constant : int ]

$GL_3D = GL_3D
    [ Constant : int ]

$GL_3D_COLOR = GL_3D_COLOR
    [ Constant : int ]

$GL_3D_COLOR_TEXTURE = GL_3D_COLOR_TEXTURE
    [ Constant : int ]

$GL_4D_COLOR_TEXTURE = GL_4D_COLOR_TEXTURE
    [ Constant : int ]

$GL_POINT_TOKEN = GL_POINT_TOKEN
    [ Constant : int ]

$GL_LINE_TOKEN = GL_LINE_TOKEN
    [ Constant : int ]

$GL_LINE_RESET_TOKEN = GL_LINE_RESET_TOKEN
    [ Constant : int ]

$GL_POLYGON_TOKEN = GL_POLYGON_TOKEN
    [ Constant : int ]

$GL_BITMAP_TOKEN = GL_BITMAP_TOKEN
```

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    [ Constant : int ]

$GL_DRAW_PIXEL_TOKEN = GL_DRAW_PIXEL_TOKEN
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$GL_COPY_PIXEL_TOKEN = GL_COPY_PIXEL_TOKEN
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$GL_PASS_THROUGH_TOKEN = GL_PASS_THROUGH_TOKEN
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$GL_FOG = GL_FOG
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$GL_FOG_MODE = GL_FOG_MODE
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$GL_FOG_DENSITY = GL_FOG_DENSITY
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$GL_FOG_COLOR = GL_FOG_COLOR
    [ Constant : int ]

$GL_FOG_INDEX = GL_FOG_INDEX
    [ Constant : int ]

$GL_FOG_START = GL_FOG_START
    [ Constant : int ]

$GL_FOG_END = GL_FOG_END
    [ Constant : int ]

$GL_LINEAR = GL_LINEAR
    [ Constant : int ]

$GL_EXP = GL_EXP
    [ Constant : int ]

$GL_EXP2 = GL_EXP2
    [ Constant : int ]

$GL_LOGIC_OP = GL_LOGIC_OP
    [ Constant : int ]

$GL_LOGIC_OP_MODE = GL_LOGIC_OP_MODE
    [ Constant : int ]

$GL_CLEAR = GL_CLEAR
    [ Constant : int ]

$GL_SET = GL_SET
    [ Constant : int ]

$GL_COPY = GL_COPY
    [ Constant : int ]

$GL_COPY_INVERTED = GL_COPY_INVERTED
```

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        [ Constant : int ]

$GL_NOOP = GL_NOOP
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$GL_INVERT = GL_INVERT
        [ Constant : int ]

$GL_AND = GL_AND
        [ Constant : int ]

$GL_NAND = GL_NAND
        [ Constant : int ]

$GL_OR = GL_OR
        [ Constant : int ]

$GL_NOR = GL_NOR
        [ Constant : int ]

$GL_XOR = GL_XOR
        [ Constant : int ]

$GL_EQUIV = GL_EQUIV
        [ Constant : int ]

$GL_AND_REVERSE = GL_AND_REVERSE
        [ Constant : int ]

$GL_AND_INVERTED = GL_AND_INVERTED
        [ Constant : int ]

$GL_OR_REVERSE = GL_OR_REVERSE
        [ Constant : int ]

$GL_OR_INVERTED = GL_OR_INVERTED
        [ Constant : int ]

$GL_STENCIL_TEST = GL_STENCIL_TEST
        [ Constant : int ]

$GL_STENCIL_WRITEMASK = GL_STENCIL_WRITEMASK
        [ Constant : int ]

$GL_STENCIL_BITS = GL_STENCIL_BITS
        [ Constant : int ]

$GL_STENCIL_FUNC = GL_STENCIL_FUNC
        [ Constant : int ]

$GL_STENCIL_VALUE_MASK = GL_STENCIL_VALUE_MASK
        [ Constant : int ]

$GL_STENCIL_REF = GL_STENCIL_REF
        [ Constant : int ]

$GL_STENCIL_FAIL = GL_STENCIL_FAIL
```

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[ Constant : int ]

$GL_STENCIL_PASS_DEPTH_PASS = GL_STENCIL_PASS_DEPTH_PASS
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$GL_STENCIL_PASS_DEPTH_FAIL = GL_STENCIL_PASS_DEPTH_FAIL
    [ Constant : int ]

$GL_STENCIL_CLEAR_VALUE = GL_STENCIL_CLEAR_VALUE
    [ Constant : int ]

$GL_STENCIL_INDEX = GL_STENCIL_INDEX
    [ Constant : int ]

$GL_KEEP = GL_KEEP
    [ Constant : int ]

$GL_REPLACE = GL_REPLACE
    [ Constant : int ]

$GL_INCR = GL_INCR
    [ Constant : int ]

$GL_DECR = GL_DECR
    [ Constant : int ]

$GL_NONE = GL_NONE
    [ Constant : int ]

$GL_LEFT = GL_LEFT
    [ Constant : int ]

$GL_RIGHT = GL_RIGHT
    [ Constant : int ]
    GL_FRONT = 0x0404, GL_BACK = 0x0405, GL_FRONT_AND_BACK = 0x0408,

$GL_FRONT_LEFT = GL_FRONT_LEFT
    [ Constant : int ]

$GL_FRONT_RIGHT = GL_FRONT_RIGHT
    [ Constant : int ]

$GL_BACK_LEFT = GL_BACK_LEFT
    [ Constant : int ]

$GL_BACK_RIGHT = GL_BACK_RIGHT
    [ Constant : int ]

$GL_AUX0 = GL_AUX0
    [ Constant : int ]

$GL_AUX1 = GL_AUX1
    [ Constant : int ]

$GL_AUX2 = GL_AUX2
    [ Constant : int ]
```

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$GL_AUX3 = GL_AUX3
    [ Constant : int ]

$GL_COLOR_INDEX = GL_COLOR_INDEX
    [ Constant : int ]

$GL_RED = GL_RED
    [ Constant : int ]

$GL_GREEN = GL_GREEN
    [ Constant : int ]

$GL_BLUE = GL_BLUE
    [ Constant : int ]

$GL_ALPHA = GL_ALPHA
    [ Constant : int ]

$GL_LUMINANCE = GL_LUMINANCE
    [ Constant : int ]

$GL_LUMINANCE_ALPHA = GL_LUMINANCE_ALPHA
    [ Constant : int ]

$GL_ALPHA_BITS = GL_ALPHA_BITS
    [ Constant : int ]

$GL_RED_BITS = GL_RED_BITS
    [ Constant : int ]

$GL_GREEN_BITS = GL_GREEN_BITS
    [ Constant : int ]

$GL_BLUE_BITS = GL_BLUE_BITS
    [ Constant : int ]

$GL_INDEX_BITS = GL_INDEX_BITS
    [ Constant : int ]

$GL_SUBPIXEL_BITS = GL_SUBPIXEL_BITS
    [ Constant : int ]

$GL_AUX_BUFFERS = GL_AUX_BUFFERS
    [ Constant : int ]

$GL_READ_BUFFER = GL_READ_BUFFER
    [ Constant : int ]

$GL_DRAW_BUFFER = GL_DRAW_BUFFER
    [ Constant : int ]

$GL_DOUBLEBUFFER = GL_DOUBLEBUFFER
    [ Constant : int ]

$GL_STEREO = GL_STEREO
    [ Constant : int ]
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```
$GL_BITMAP = GL_BITMAP
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$GL_COLOR = GL_COLOR
    [ Constant : int ]

$GL_DEPTH = GL_DEPTH
    [ Constant : int ]

$GL_STENCIL = GL_STENCIL
    [ Constant : int ]

$GL_DITHER = GL_DITHER
    [ Constant : int ]

$GL_RGB = GL_RGB
    [ Constant : int ]

$GL_RGBA = GL_RGBA
    [ Constant : int ]

$GL_MAX_MODELVIEW_STACK_DEPTH = GL_MAX_MODELVIEW_STACK_DEPTH
    [ Constant : int ]

$GL_MAX_PROJECTION_STACK_DEPTH = GL_MAX_PROJECTION_STACK_DEPTH
    [ Constant : int ]

$GL_MAX_TEXTURE_STACK_DEPTH = GL_MAX_TEXTURE_STACK_DEPTH
    [ Constant : int ]

$GL_MAX_ATTRIB_STACK_DEPTH = GL_MAX_ATTRIB_STACK_DEPTH
    [ Constant : int ]

$GL_MAX_NAME_STACK_DEPTH = GL_MAX_NAME_STACK_DEPTH
    [ Constant : int ]

$GL_MAX_LIST_NESTING = GL_MAX_LIST_NESTING
    [ Constant : int ]

$GL_MAX_LIGHTS = GL_MAX_LIGHTS
    [ Constant : int ]

$GL_MAX_CLIP_PLANES = GL_MAX_CLIP_PLANES
    [ Constant : int ]

$GL_MAX_VIEWPORT_DIMS = GL_MAX_VIEWPORT_DIMS
    [ Constant : int ]

$GL_MAX_PIXEL_MAP_TABLE = GL_MAX_PIXEL_MAP_TABLE
    [ Constant : int ]

$GL_MAX_EVAL_ORDER = GL_MAX_EVAL_ORDER
    [ Constant : int ]

$GL_MAX_TEXTURE_SIZE = GL_MAX_TEXTURE_SIZE
    [ Constant : int ]
```

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$GL_ATTRIB_STACK_DEPTH = GL_ATTRIB_STACK_DEPTH
    [ Constant : int ]

$GL_COLOR_CLEAR_VALUE = GL_COLOR_CLEAR_VALUE
    [ Constant : int ]

$GL_COLOR_WRITEMASK = GL_COLOR_WRITEMASK
    [ Constant : int ]

$GL_CURRENT_INDEX = GL_CURRENT_INDEX
    [ Constant : int ]

$GL_CURRENT_COLOR = GL_CURRENT_COLOR
    [ Constant : int ]

$GL_CURRENT_NORMAL = GL_CURRENT_NORMAL
    [ Constant : int ]

$GL_CURRENT_RASTER_COLOR = GL_CURRENT_RASTER_COLOR
    [ Constant : int ]

$GL_CURRENT_RASTER_DISTANCE = GL_CURRENT_RASTER_DISTANCE
    [ Constant : int ]

$GL_CURRENT_RASTER_INDEX = GL_CURRENT_RASTER_INDEX
    [ Constant : int ]

$GL_CURRENT_RASTER_POSITION = GL_CURRENT_RASTER_POSITION
    [ Constant : int ]

$GL_CURRENT_RASTER_TEXTURE_COORDS = GL_CURRENT_RASTER_TEXTURE_COORDS
    [ Constant : int ]

$GL_CURRENT_RASTER_POSITION_VALID = GL_CURRENT_RASTER_POSITION_VALID
    [ Constant : int ]

$GL_CURRENT_TEXTURE_COORDS = GL_CURRENT_TEXTURE_COORDS
    [ Constant : int ]

$GL_INDEX_CLEAR_VALUE = GL_INDEX_CLEAR_VALUE
    [ Constant : int ]

$GL_INDEX_MODE = GL_INDEX_MODE
    [ Constant : int ]

$GL_INDEX_WRITEMASK = GL_INDEX_WRITEMASK
    [ Constant : int ]

$GL_MODELVIEW_MATRIX = GL_MODELVIEW_MATRIX
    [ Constant : int ]

$GL_MODELVIEW_STACK_DEPTH = GL_MODELVIEW_STACK_DEPTH
    [ Constant : int ]

$GL_NAME_STACK_DEPTH = GL_NAME_STACK_DEPTH
    [ Constant : int ]
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```
$GL_PROJECTION_MATRIX = GL_PROJECTION_MATRIX
    [ Constant : int ]

$GL_PROJECTION_STACK_DEPTH = GL_PROJECTION_STACK_DEPTH
    [ Constant : int ]

$GL_RENDER_MODE = GL_RENDER_MODE
    [ Constant : int ]

$GL_RGBA_MODE = GL_RGBA_MODE
    [ Constant : int ]

$GL_TEXTURE_MATRIX = GL_TEXTURE_MATRIX
    [ Constant : int ]

$GL_TEXTURE_STACK_DEPTH = GL_TEXTURE_STACK_DEPTH
    [ Constant : int ]

$GL_VIEWPORT = GL_VIEWPORT
    [ Constant : int ]

$GL_AUTO_NORMAL = GL_AUTO_NORMAL
    [ Constant : int ]

$GL_MAP1_COLOR_4 = GL_MAP1_COLOR_4
    [ Constant : int ]

$GL_MAP1_GRID_DOMAIN = GL_MAP1_GRID_DOMAIN
    [ Constant : int ]

$GL_MAP1_GRID_SEGMENTS = GL_MAP1_GRID_SEGMENTS
    [ Constant : int ]

$GL_MAP1_INDEX = GL_MAP1_INDEX
    [ Constant : int ]

$GL_MAP1_NORMAL = GL_MAP1_NORMAL
    [ Constant : int ]

$GL_MAP1_TEXTURE_COORD_1 = GL_MAP1_TEXTURE_COORD_1
    [ Constant : int ]

$GL_MAP1_TEXTURE_COORD_2 = GL_MAP1_TEXTURE_COORD_2
    [ Constant : int ]

$GL_MAP1_TEXTURE_COORD_3 = GL_MAP1_TEXTURE_COORD_3
    [ Constant : int ]

$GL_MAP1_TEXTURE_COORD_4 = GL_MAP1_TEXTURE_COORD_4
    [ Constant : int ]

$GL_MAP1_VERTEX_3 = GL_MAP1_VERTEX_3
    [ Constant : int ]

$GL_MAP1_VERTEX_4 = GL_MAP1_VERTEX_4
    [ Constant : int ]
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$GL_MAP2_COLOR_4 = GL_MAP2_COLOR_4
    [ Constant : int ]

$GL_MAP2_GRID_DOMAIN = GL_MAP2_GRID_DOMAIN
    [ Constant : int ]

$GL_MAP2_GRID_SEGMENTS = GL_MAP2_GRID_SEGMENTS
    [ Constant : int ]

$GL_MAP2_INDEX = GL_MAP2_INDEX
    [ Constant : int ]

$GL_MAP2_NORMAL = GL_MAP2_NORMAL
    [ Constant : int ]

$GL_MAP2_TEXTURE_COORD_1 = GL_MAP2_TEXTURE_COORD_1
    [ Constant : int ]

$GL_MAP2_TEXTURE_COORD_2 = GL_MAP2_TEXTURE_COORD_2
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$GL_MAP2_TEXTURE_COORD_3 = GL_MAP2_TEXTURE_COORD_3
    [ Constant : int ]

$GL_MAP2_TEXTURE_COORD_4 = GL_MAP2_TEXTURE_COORD_4
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$GL_MAP2_VERTEX_3 = GL_MAP2_VERTEX_3
    [ Constant : int ]

$GL_MAP2_VERTEX_4 = GL_MAP2_VERTEX_4
    [ Constant : int ]

$GL_COEFF = GL_COEFF
    [ Constant : int ]

$GL_DOMAIN = GL_DOMAIN
    [ Constant : int ]

$GL_ORDER = GL_ORDER
    [ Constant : int ]

$GL_FOG_HINT = GL_FOG_HINT
    [ Constant : int ]

$GL_LINE_SMOOTH_HINT = GL_LINE_SMOOTH_HINT
    [ Constant : int ]

$GL_PERSPECTIVE_CORRECTION_HINT = GL_PERSPECTIVE_CORRECTION_HINT
    [ Constant : int ]

$GL_POINT_SMOOTH_HINT = GL_POINT_SMOOTH_HINT
    [ Constant : int ]

$GL_POLYGON_SMOOTH_HINT = GL_POLYGON_SMOOTH_HINT
    [ Constant : int ]
```

```
$GL_DONT_CARE = GL_DONT_CARE
    [ Constant : int ]

$GL_FASTEST = GL_FASTEST
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$GL_NICEST = GL_NICEST
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$GL_SCISSOR_TEST = GL_SCISSOR_TEST
    [ Constant : int ]

$GL_SCISSOR_BOX = GL_SCISSOR_BOX
    [ Constant : int ]

$GL_MAP_COLOR = GL_MAP_COLOR
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$GL_MAP_STENCIL = GL_MAP_STENCIL
    [ Constant : int ]

$GL_INDEX_SHIFT = GL_INDEX_SHIFT
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$GL_INDEX_OFFSET = GL_INDEX_OFFSET
    [ Constant : int ]

$GL_RED_SCALE = GL_RED_SCALE
    [ Constant : int ]

$GL_RED_BIAS = GL_RED_BIAS
    [ Constant : int ]

$GL_GREEN_SCALE = GL_GREEN_SCALE
    [ Constant : int ]

$GL_GREEN_BIAS = GL_GREEN_BIAS
    [ Constant : int ]

$GL_BLUE_SCALE = GL_BLUE_SCALE
    [ Constant : int ]

$GL_BLUE_BIAS = GL_BLUE_BIAS
    [ Constant : int ]

$GL_ALPHA_SCALE = GL_ALPHA_SCALE
    [ Constant : int ]

$GL_ALPHA_BIAS = GL_ALPHA_BIAS
    [ Constant : int ]

$GL_DEPTH_SCALE = GL_DEPTH_SCALE
    [ Constant : int ]

$GL_DEPTH_BIAS = GL_DEPTH_BIAS
    [ Constant : int ]
```

```
$GL_PIXEL_MAP_S_TO_S_SIZE = GL_PIXEL_MAP_S_TO_S_SIZE
    [ Constant : int ]

$GL_PIXEL_MAP_I_TO_I_SIZE = GL_PIXEL_MAP_I_TO_I_SIZE
    [ Constant : int ]

$GL_PIXEL_MAP_I_TO_R_SIZE = GL_PIXEL_MAP_I_TO_R_SIZE
    [ Constant : int ]

$GL_PIXEL_MAP_I_TO_G_SIZE = GL_PIXEL_MAP_I_TO_G_SIZE
    [ Constant : int ]

$GL_PIXEL_MAP_I_TO_B_SIZE = GL_PIXEL_MAP_I_TO_B_SIZE
    [ Constant : int ]

$GL_PIXEL_MAP_I_TO_A_SIZE = GL_PIXEL_MAP_I_TO_A_SIZE
    [ Constant : int ]

$GL_PIXEL_MAP_R_TO_R_SIZE = GL_PIXEL_MAP_R_TO_R_SIZE
    [ Constant : int ]

$GL_PIXEL_MAP_G_TO_G_SIZE = GL_PIXEL_MAP_G_TO_G_SIZE
    [ Constant : int ]

$GL_PIXEL_MAP_B_TO_B_SIZE = GL_PIXEL_MAP_B_TO_B_SIZE
    [ Constant : int ]

$GL_PIXEL_MAP_A_TO_A_SIZE = GL_PIXEL_MAP_A_TO_A_SIZE
    [ Constant : int ]

$GL_PIXEL_MAP_S_TO_S = GL_PIXEL_MAP_S_TO_S
    [ Constant : int ]

$GL_PIXEL_MAP_I_TO_I = GL_PIXEL_MAP_I_TO_I
    [ Constant : int ]

$GL_PIXEL_MAP_I_TO_R = GL_PIXEL_MAP_I_TO_R
    [ Constant : int ]

$GL_PIXEL_MAP_I_TO_G = GL_PIXEL_MAP_I_TO_G
    [ Constant : int ]

$GL_PIXEL_MAP_I_TO_B = GL_PIXEL_MAP_I_TO_B
    [ Constant : int ]

$GL_PIXEL_MAP_I_TO_A = GL_PIXEL_MAP_I_TO_A
    [ Constant : int ]

$GL_PIXEL_MAP_R_TO_R = GL_PIXEL_MAP_R_TO_R
    [ Constant : int ]

$GL_PIXEL_MAP_G_TO_G = GL_PIXEL_MAP_G_TO_G
    [ Constant : int ]

$GL_PIXEL_MAP_B_TO_B = GL_PIXEL_MAP_B_TO_B
    [ Constant : int ]
```

```
$GL_PIXEL_MAP_A_TO_A = GL_PIXEL_MAP_A_TO_A
    [ Constant : int ]

$GL_PACK_ALIGNMENT = GL_PACK_ALIGNMENT
    [ Constant : int ]

$GL_PACK_LSB_FIRST = GL_PACK_LSB_FIRST
    [ Constant : int ]

$GL_PACK_ROW_LENGTH = GL_PACK_ROW_LENGTH
    [ Constant : int ]

$GL_PACK_SKIP_PIXELS = GL_PACK_SKIP_PIXELS
    [ Constant : int ]

$GL_PACK_SKIP_ROWS = GL_PACK_SKIP_ROWS
    [ Constant : int ]

$GL_PACK_SWAP_BYTES = GL_PACK_SWAP_BYTES
    [ Constant : int ]

$GL_UNPACK_ALIGNMENT = GL_UNPACK_ALIGNMENT
    [ Constant : int ]

$GL_UNPACK_LSB_FIRST = GL_UNPACK_LSB_FIRST
    [ Constant : int ]

$GL_UNPACK_ROW_LENGTH = GL_UNPACK_ROW_LENGTH
    [ Constant : int ]

$GL_UNPACK_SKIP_PIXELS = GL_UNPACK_SKIP_PIXELS
    [ Constant : int ]

$GL_UNPACK_SKIP_ROWS = GL_UNPACK_SKIP_ROWS
    [ Constant : int ]

$GL_UNPACK_SWAP_BYTES = GL_UNPACK_SWAP_BYTES
    [ Constant : int ]

$GL_ZOOM_X = GL_ZOOM_X
    [ Constant : int ]

$GL_ZOOM_Y = GL_ZOOM_Y
    [ Constant : int ]

$GL_TEXTURE_ENV = GL_TEXTURE_ENV
    [ Constant : int ]

$GL_TEXTURE_ENV_MODE = GL_TEXTURE_ENV_MODE
    [ Constant : int ]

$GL_TEXTURE_1D = GL_TEXTURE_1D
    [ Constant : int ]

$GL_TEXTURE_2D = GL_TEXTURE_2D
    [ Constant : int ]
```

```
$GL_TEXTURE_WRAP_S = GL_TEXTURE_WRAP_S
    [ Constant : int ]

$GL_TEXTURE_WRAP_T = GL_TEXTURE_WRAP_T
    [ Constant : int ]

$GL_TEXTURE_MAG_FILTER = GL_TEXTURE_MAG_FILTER
    [ Constant : int ]

$GL_TEXTURE_MIN_FILTER = GL_TEXTURE_MIN_FILTER
    [ Constant : int ]

$GL_TEXTURE_ENV_COLOR = GL_TEXTURE_ENV_COLOR
    [ Constant : int ]

$GL_TEXTURE_GEN_S = GL_TEXTURE_GEN_S
    [ Constant : int ]

$GL_TEXTURE_GEN_T = GL_TEXTURE_GEN_T
    [ Constant : int ]

$GL_TEXTURE_GEN_MODE = GL_TEXTURE_GEN_MODE
    [ Constant : int ]

$GL_TEXTURE_BORDER_COLOR = GL_TEXTURE_BORDER_COLOR
    [ Constant : int ]

$GL_TEXTURE_WIDTH = GL_TEXTURE_WIDTH
    [ Constant : int ]

$GL_TEXTURE_HEIGHT = GL_TEXTURE_HEIGHT
    [ Constant : int ]

$GL_TEXTURE_BORDER = GL_TEXTURE_BORDER
    [ Constant : int ]

$GL_TEXTURE_COMPONENTS = GL_TEXTURE_COMPONENTS
    [ Constant : int ]

$GL_NEAREST_MIPMAP_NEAREST = GL_NEAREST_MIPMAP_NEAREST
    [ Constant : int ]

$GL_NEAREST_MIPMAP_LINEAR = GL_NEAREST_MIPMAP_LINEAR
    [ Constant : int ]

$GL_LINEAR_MIPMAP_NEAREST = GL_LINEAR_MIPMAP_NEAREST
    [ Constant : int ]

$GL_LINEAR_MIPMAP_LINEAR = GL_LINEAR_MIPMAP_LINEAR
    [ Constant : int ]

$GL_OBJECT_LINEAR = GL_OBJECT_LINEAR
    [ Constant : int ]

$GL_OBJECT_PLANE = GL_OBJECT_PLANE
    [ Constant : int ]
```

```
$GL_EYE_LINEAR = GL_EYE_LINEAR
    [ Constant : int ]

$GL_EYE_PLANE = GL_EYE_PLANE
    [ Constant : int ]

$GL_SPHERE_MAP = GL_SPHERE_MAP
    [ Constant : int ]

$GL_DECAL = GL_DECAL
    [ Constant : int ]

$GL_MODULATE = GL_MODULATE
    [ Constant : int ]

$GL_NEAREST = GL_NEAREST
    [ Constant : int ]

$GL_REPEAT = GL_REPEAT
    [ Constant : int ]

$GL_CLAMP = GL_CLAMP
    [ Constant : int ]

$GL_S = GL_S
    [ Constant : int ]

$GL_T = GL_T
    [ Constant : int ]

$GL_R = GL_R
    [ Constant : int ]

$GL_Q = GL_Q
    [ Constant : int ]

$GL_TEXTURE_GEN_R = GL_TEXTURE_GEN_R
    [ Constant : int ]

$GL_TEXTURE_GEN_Q = GL_TEXTURE_GEN_Q
    [ Constant : int ]

$GL_VENDOR = GL_VENDOR
    [ Constant : int ]

$GL_RENDERER = GL_RENDERER
    [ Constant : int ]

$GL_VERSION = GL_VERSION
    [ Constant : int ]

$GL_EXTENSIONS = GL_EXTENSIONS
    [ Constant : int ]

$GL_INVALID_VALUE = GL_INVALID_VALUE
    [ Constant : int ]
```

```
$GL_INVALID_ENUM = GL_INVALID_ENUM
    [ Constant : int ]

$GL_INVALID_OPERATION = GL_INVALID_OPERATION
    [ Constant : int ]

$GL_STACK_OVERFLOW = GL_STACK_OVERFLOW
    [ Constant : int ]

$GL_STACK_UNDERFLOW = GL_STACK_UNDERFLOW
    [ Constant : int ]

$GL_OUT_OF_MEMORY = GL_OUT_OF_MEMORY
    [ Constant : int ]

$GL_VERTEX_ARRAY_EXT = GL_VERTEX_ARRAY_EXT
    [ Constant : int ]

$GL_NORMAL_ARRAY_EXT = GL_NORMAL_ARRAY_EXT
    [ Constant : int ]

$GL_COLOR_ARRAY_EXT = GL_COLOR_ARRAY_EXT
    [ Constant : int ]

$GL_INDEX_ARRAY_EXT = GL_INDEX_ARRAY_EXT
    [ Constant : int ]

$GL_TEXTURE_COORD_ARRAY_EXT = GL_TEXTURE_COORD_ARRAY_EXT
    [ Constant : int ]

$GL_EDGE_FLAG_ARRAY_EXT = GL_EDGE_FLAG_ARRAY_EXT
    [ Constant : int ]

$GL_VERTEX_ARRAY_SIZE_EXT = GL_VERTEX_ARRAY_SIZE_EXT
    [ Constant : int ]

$GL_VERTEX_ARRAY_TYPE_EXT = GL_VERTEX_ARRAY_TYPE_EXT
    [ Constant : int ]

$GL_VERTEX_ARRAY_STRIDE_EXT = GL_VERTEX_ARRAY_STRIDE_EXT
    [ Constant : int ]

$GL_VERTEX_ARRAY_COUNT_EXT = GL_VERTEX_ARRAY_COUNT_EXT
    [ Constant : int ]

$GL_NORMAL_ARRAY_TYPE_EXT = GL_NORMAL_ARRAY_TYPE_EXT
    [ Constant : int ]

$GL_NORMAL_ARRAY_STRIDE_EXT = GL_NORMAL_ARRAY_STRIDE_EXT
    [ Constant : int ]

$GL_NORMAL_ARRAY_COUNT_EXT = GL_NORMAL_ARRAY_COUNT_EXT
    [ Constant : int ]

$GL_COLOR_ARRAY_SIZE_EXT = GL_COLOR_ARRAY_SIZE_EXT
    [ Constant : int ]
```

```
$GL_COLOR_ARRAY_TYPE_EXT = GL_COLOR_ARRAY_TYPE_EXT
    [ Constant : int ]

$GL_COLOR_ARRAY_STRIDE_EXT = GL_COLOR_ARRAY_STRIDE_EXT
    [ Constant : int ]

$GL_COLOR_ARRAY_COUNT_EXT = GL_COLOR_ARRAY_COUNT_EXT
    [ Constant : int ]

$GL_INDEX_ARRAY_TYPE_EXT = GL_INDEX_ARRAY_TYPE_EXT
    [ Constant : int ]

$GL_INDEX_ARRAY_STRIDE_EXT = GL_INDEX_ARRAY_STRIDE_EXT
    [ Constant : int ]

$GL_INDEX_ARRAY_COUNT_EXT = GL_INDEX_ARRAY_COUNT_EXT
    [ Constant : int ]

$GL_TEXTURE_COORD_ARRAY_SIZE_EXT = GL_TEXTURE_COORD_ARRAY_SIZE_EXT
    [ Constant : int ]

$GL_TEXTURE_COORD_ARRAY_TYPE_EXT = GL_TEXTURE_COORD_ARRAY_TYPE_EXT
    [ Constant : int ]

$GL_TEXTURE_COORD_ARRAY_STRIDE_EXT = GL_TEXTURE_COORD_ARRAY_STRIDE_EXT
    [ Constant : int ]

$GL_TEXTURE_COORD_ARRAY_COUNT_EXT = GL_TEXTURE_COORD_ARRAY_COUNT_EXT
    [ Constant : int ]

$GL_EDGE_FLAG_ARRAY_STRIDE_EXT = GL_EDGE_FLAG_ARRAY_STRIDE_EXT
    [ Constant : int ]

$GL_EDGE_FLAG_ARRAY_COUNT_EXT = GL_EDGE_FLAG_ARRAY_COUNT_EXT
    [ Constant : int ]

$GL_VERTEX_ARRAY_POINTER_EXT = GL_VERTEX_ARRAY_POINTER_EXT
    [ Constant : int ]

$GL_NORMAL_ARRAY_POINTER_EXT = GL_NORMAL_ARRAY_POINTER_EXT
    [ Constant : int ]

$GL_COLOR_ARRAY_POINTER_EXT = GL_COLOR_ARRAY_POINTER_EXT
    [ Constant : int ]

$GL_INDEX_ARRAY_POINTER_EXT = GL_INDEX_ARRAY_POINTER_EXT
    [ Constant : int ]

$GL_TEXTURE_COORD_ARRAY_POINTER_EXT = GL_TEXTURE_COORD_ARRAY_POINTER_EXT
    [ Constant : int ]

$GL_EDGE_FLAG_ARRAY_POINTER_EXT = GL_EDGE_FLAG_ARRAY_POINTER_EXT
    [ Constant : int ]

$GL_NO_ERROR = (GL_FALSE)
    [ Constant : int ]
```

```
$GL_CURRENT_BIT = GL_CURRENT_BIT
    [ Constant : int ]

$GL_POINT_BIT = GL_POINT_BIT
    [ Constant : int ]

$GL_LINE_BIT = GL_LINE_BIT
    [ Constant : int ]

$GL_POLYGON_BIT = GL_POLYGON_BIT
    [ Constant : int ]

$GL_POLYGON_STIPPLE_BIT = GL_POLYGON_STIPPLE_BIT
    [ Constant : int ]

$GL_PIXEL_MODE_BIT = GL_PIXEL_MODE_BIT
    [ Constant : int ]

$GL_LIGHTING_BIT = GL_LIGHTING_BIT
    [ Constant : int ]

$GL_FOG_BIT = GL_FOG_BIT
    [ Constant : int ]

$GL_DEPTH_BUFFER_BIT = GL_DEPTH_BUFFER_BIT
    [ Constant : int ]

$GL_ACCUM_BUFFER_BIT = GL_ACCUM_BUFFER_BIT
    [ Constant : int ]

$GL_STENCIL_BUFFER_BIT = GL_STENCIL_BUFFER_BIT
    [ Constant : int ]

$GL_VIEWPORT_BIT = GL_VIEWPORT_BIT
    [ Constant : int ]

$GL_TRANSFORM_BIT = GL_TRANSFORM_BIT
    [ Constant : int ]

$GL_ENABLE_BIT = GL_ENABLE_BIT
    [ Constant : int ]

$GL_COLOR_BUFFER_BIT = GL_COLOR_BUFFER_BIT
    [ Constant : int ]

$GL_HINT_BIT = GL_HINT_BIT
    [ Constant : int ]

$GL_EVAL_BIT = GL_EVAL_BIT
    [ Constant : int ]

$GL_LIST_BIT = GL_LIST_BIT
    [ Constant : int ]

$GL_TEXTURE_BIT = GL_TEXTURE_BIT
    [ Constant : int ]
```

```
$GL_SCISSOR_BIT = GL_SCISSOR_BIT
    [ Constant : int ]

$GL_ALL_ATTRIB_BITS = GL_ALL_ATTRIB_BITS
    [ Constant : int ]

glClearIndex c
    [ returns void ]

glClearColor red green blue alpha
    [ returns void ]

glClear mask
    [ returns void ]

glIndexMask mask
    [ returns void ]

glColorMask red green blue alpha
    [ returns void ]

glAlphaFunc func ref
    [ returns void ]

glBlendFunc sfactor dfactor
    [ returns void ]

glLogicOp opcode
    [ returns void ]

glCullFace mode
    [ returns void ]

glFrontFace mode
    [ returns void ]

glPointSize size
    [ returns void ]

glLineWidth width
    [ returns void ]

glLineStipple factor pattern
    [ returns void ]

glPolygonMode face mode
    [ returns void ]

glPolygonStipple mask
    [ returns void ]

glGetPolygonStipple mask
    [ returns void ]

glEdgeFlag flag
    [ returns void ]
```

```
glEdgeFlagv flag
    [ returns void ]

glScissor x y width height
    [ returns void ]

glClipPlane plane equation
    [ returns void ]

glGetClipPlane plane equation
    [ returns void ]

glDrawBuffer mode
    [ returns void ]

glReadBuffer mode
    [ returns void ]

glEnable cap
    [ returns void ]

glDisable cap
    [ returns void ]

glIsEnabled cap
    [ returns GLboolean ]

glGetBooleanv pname params
    [ returns void ]

glGetDoublev pname params
    [ returns void ]

glGetFloatv pname params
    [ returns void ]

glGetIntegerv pname params
    [ returns void ]

glPushAttrib mask
    [ returns void ]

glPopAttrib
    [ returns void ]

glRenderMode mode
    [ returns GLint ]

glGetError
    [ returns GLenum ]

glGetString name
    [ returns GLubyte * ]

glFinish
    [ returns void ]
```

```
glFlush
    [ returns void ]

glHint target mode
    [ returns void ]

glClearDepth depth
    [ returns void ]

glDepthFunc func
    [ returns void ]

glDepthMask flag
    [ returns void ]

glDepthRange near_val far_val
    [ returns void ]

glClearAccum red green blue alpha
    [ returns void ]

glAccum op value
    [ returns void ]

glMatrixMode mode
    [ returns void ]

glOrtho left right bottom top near_val far_val
    [ returns void ]

glFrustum left right bottom top near_val far_val
    [ returns void ]

glViewport x y width height
    [ returns void ]

glPushMatrix
    [ returns void ]

glPopMatrix
    [ returns void ]

glLoadIdentity
    [ returns void ]

glLoadMatrixd m
    [ returns void ]

glLoadMatrixf m
    [ returns void ]

glMultMatrixd m
    [ returns void ]

glMultMatrixf m
    [ returns void ]
```

```
glRotated angle x y z
    [ returns void ]

glRotatef angle x y z
    [ returns void ]

glScaled x y z
    [ returns void ]

glScalef x y z
    [ returns void ]

glTranslated x y z
    [ returns void ]

glTranslatef x y z
    [ returns void ]

glIsList list
    [ returns GLboolean ]

glDeleteLists list range
    [ returns void ]

glGenLists range
    [ returns GLuint ]

glNewList list mode
    [ returns void ]

glEndList
    [ returns void ]

glCallList list
    [ returns void ]

glCallLists n type lists
    [ returns void ]

glListBase base
    [ returns void ]

glBegin mode
    [ returns void ]

glEnd
    [ returns void ]

glVertex2d x y
    [ returns void ]

glVertex2f x y
    [ returns void ]

glVertex2i x y
    [ returns void ]
```

```
glVertex2s x y
    [ returns void ]

glVertex3d x y z
    [ returns void ]

glVertex3f x y z
    [ returns void ]

glVertex3i x y z
    [ returns void ]

glVertex3s x y z
    [ returns void ]

glVertex4d x y z w
    [ returns void ]

glVertex4f x y z w
    [ returns void ]

glVertex4i x y z w
    [ returns void ]

glVertex4s x y z w
    [ returns void ]

glVertex2dv v
    [ returns void ]

glVertex2fv v
    [ returns void ]

glVertex2iv v
    [ returns void ]

glVertex2sv v
    [ returns void ]

glVertex3dv v
    [ returns void ]

glVertex3fv v
    [ returns void ]

glVertex3iv v
    [ returns void ]

glVertex3sv v
    [ returns void ]

glVertex4dv v
    [ returns void ]

glVertex4fv v
    [ returns void ]
```

```
glVertex4iv v
    [ returns void ]

glVertex4sv v
    [ returns void ]

glNormal3b nx ny nz
    [ returns void ]

glNormal3d nx ny nz
    [ returns void ]

glNormal3f nx ny nz
    [ returns void ]

glNormal3i nx ny nz
    [ returns void ]

glNormal3s nx ny nz
    [ returns void ]

glNormal3bv v
    [ returns void ]

glNormal3dv v
    [ returns void ]

glNormal3fv v
    [ returns void ]

glNormal3iv v
    [ returns void ]

glNormal3sv v
    [ returns void ]

glIndexd c
    [ returns void ]

glIndexf c
    [ returns void ]

glIndexi c
    [ returns void ]

glIndexs c
    [ returns void ]

glIndexdv c
    [ returns void ]

glIndexfv c
    [ returns void ]

glIndexiv c
    [ returns void ]
```

```
glIndexsv c
    [ returns void ]

glColor3b red green blue
    [ returns void ]

glColor3d red green blue
    [ returns void ]

glColor3f red green blue
    [ returns void ]

glColor3i red green blue
    [ returns void ]

glColor3s red green blue
    [ returns void ]

glColor3ub red green blue
    [ returns void ]

glColor3ui red green blue
    [ returns void ]

glColor3us red green blue
    [ returns void ]

glColor4b red green blue alpha
    [ returns void ]

glColor4d red green blue alpha
    [ returns void ]

glColor4f red green blue alpha
    [ returns void ]

glColor4i red green blue alpha
    [ returns void ]

glColor4s red green blue alpha
    [ returns void ]

glColor4ub red green blue alpha
    [ returns void ]

glColor4ui red green blue alpha
    [ returns void ]

glColor4us red green blue alpha
    [ returns void ]

glColor3bv v
    [ returns void ]

glColor3dv v
    [ returns void ]
```

```
glColor3fv v
    [ returns void ]

glColor3iv v
    [ returns void ]

glColor3sv v
    [ returns void ]

glColor3ubv v
    [ returns void ]

glColor3uiv v
    [ returns void ]

glColor3usv v
    [ returns void ]

glColor4bv v
    [ returns void ]

glColor4dv v
    [ returns void ]

glColor4fv v
    [ returns void ]

glColor4iv v
    [ returns void ]

glColor4sv v
    [ returns void ]

glColor4ubv v
    [ returns void ]

glColor4uiv v
    [ returns void ]

glColor4usv v
    [ returns void ]

glTexCoord1d s
    [ returns void ]

glTexCoord1f s
    [ returns void ]

glTexCoord1i s
    [ returns void ]

glTexCoord1s s
    [ returns void ]

glTexCoord2d s t
    [ returns void ]
```

```
glTexCoord2f s t  
    [ returns void ]  
  
glTexCoord2i s t  
    [ returns void ]  
  
glTexCoord2s s t  
    [ returns void ]  
  
glTexCoord3d s t r  
    [ returns void ]  
  
glTexCoord3f s t r  
    [ returns void ]  
  
glTexCoord3i s t r  
    [ returns void ]  
  
glTexCoord3s s t r  
    [ returns void ]  
  
glTexCoord4d s t r q  
    [ returns void ]  
  
glTexCoord4f s t r q  
    [ returns void ]  
  
glTexCoord4i s t r q  
    [ returns void ]  
  
glTexCoord4s s t r q  
    [ returns void ]  
  
glTexCoord1dv v  
    [ returns void ]  
  
glTexCoord1fv v  
    [ returns void ]  
  
glTexCoord1iv v  
    [ returns void ]  
  
glTexCoord1sv v  
    [ returns void ]  
  
glTexCoord2dv v  
    [ returns void ]  
  
glTexCoord2fv v  
    [ returns void ]  
  
glTexCoord2iv v  
    [ returns void ]  
  
glTexCoord2sv v  
    [ returns void ]
```

```
glTexCoord3dv v
    [ returns void ]

glTexCoord3fv v
    [ returns void ]

glTexCoord3iv v
    [ returns void ]

glTexCoord3sv v
    [ returns void ]

glTexCoord4dv v
    [ returns void ]

glTexCoord4fv v
    [ returns void ]

glTexCoord4iv v
    [ returns void ]

glTexCoord4sv v
    [ returns void ]

glRasterPos2d x y
    [ returns void ]

glRasterPos2f x y
    [ returns void ]

glRasterPos2i x y
    [ returns void ]

glRasterPos2s x y
    [ returns void ]

glRasterPos3d x y z
    [ returns void ]

glRasterPos3f x y z
    [ returns void ]

glRasterPos3i x y z
    [ returns void ]

glRasterPos3s x y z
    [ returns void ]

glRasterPos4d x y z w
    [ returns void ]

glRasterPos4f x y z w
    [ returns void ]

glRasterPos4i x y z w
    [ returns void ]
```

```
glRasterPos4s x y z w
    [ returns void ]

glRasterPos2dv v
    [ returns void ]

glRasterPos2fv v
    [ returns void ]

glRasterPos2iv v
    [ returns void ]

glRasterPos2sv v
    [ returns void ]

glRasterPos3dv v
    [ returns void ]

glRasterPos3fv v
    [ returns void ]

glRasterPos3iv v
    [ returns void ]

glRasterPos3sv v
    [ returns void ]

glRasterPos4dv v
    [ returns void ]

glRasterPos4fv v
    [ returns void ]

glRasterPos4iv v
    [ returns void ]

glRasterPos4sv v
    [ returns void ]

glRectd x1 y1 x2 y2
    [ returns void ]

glRectf x1 y1 x2 y2
    [ returns void ]

glRecti x1 y1 x2 y2
    [ returns void ]

glRects x1 y1 x2 y2
    [ returns void ]

glRectdv v1 v2
    [ returns void ]

glRectfv v1 v2
    [ returns void ]
```

```
glRectiv v1 v2
    [ returns void ]

glRectsv v1 v2
    [ returns void ]

glShadeModel mode
    [ returns void ]

glLightf light pname param
    [ returns void ]

glLighti light pname param
    [ returns void ]

glLightfv light pname params
    [ returns void ]

glLightiv light pname params
    [ returns void ]

glGetLightfv light pname params
    [ returns void ]

glGetLightiv light pname params
    [ returns void ]

glLightModelf pname param
    [ returns void ]

glLightModeli pname param
    [ returns void ]

glLightModelfv pname params
    [ returns void ]

glLightModeliv pname params
    [ returns void ]

glMaterialf face pname param
    [ returns void ]

glMateriali face pname param
    [ returns void ]

glMaterialfv face pname params
    [ returns void ]

glMaterialiv face pname params
    [ returns void ]

glGetMaterialfv face pname params
    [ returns void ]

glGetMaterialiv face pname params
    [ returns void ]
```

```
glColorMaterial face mode
    [ returns void ]

glPixelZoom xfactor yfactor
    [ returns void ]

glPixelStoref pname param
    [ returns void ]

glPixelStorei pname param
    [ returns void ]

glPixelTransferf pname param
    [ returns void ]

glPixelTransferi pname param
    [ returns void ]

glPixelMapfv map mapsize values
    [ returns void ]

glPixelMapuiv map mapsize values
    [ returns void ]

glPixelMapusv map mapsize values
    [ returns void ]

glGetPixelMapfv map values
    [ returns void ]

glGetPixelMapuiv map values
    [ returns void ]

glGetPixelMapusv map values
    [ returns void ]

glBitmap width height xorig yorig xmove ymove bitmap
    [ returns void ]

glReadPixels x y width height format type pixels
    [ returns void ]

glDrawPixels width height format type pixels
    [ returns void ]

glCopyPixels x y width height type
    [ returns void ]

glStencilFunc func ref mask
    [ returns void ]

glStencilMask mask
    [ returns void ]

glStencilOp fail zfail zpass
    [ returns void ]
```

```
glClearStencil s
    [ returns void ]

glTexGend coord pname param
    [ returns void ]

glTexGenf coord pname param
    [ returns void ]

glTexGeni coord pname param
    [ returns void ]

glTexGendv coord pname params
    [ returns void ]

glTexGenfv coord pname params
    [ returns void ]

glTexGeniv coord pname params
    [ returns void ]

glGetTexGendv coord pname params
    [ returns void ]

glGetTexGenfv coord pname params
    [ returns void ]

glGetTexGeniv coord pname params
    [ returns void ]

glTexEnvf target pname param
    [ returns void ]

glTexEnvi target pname param
    [ returns void ]

glTexEnvfv target pname params
    [ returns void ]

glTexEnviv target pname params
    [ returns void ]

glGetTexEnvfv target pname params
    [ returns void ]

glGetTexEnviv target pname params
    [ returns void ]

glTexParameterf target pname param
    [ returns void ]

glTexParameteri target pname param
    [ returns void ]

glTexParameterfv target pname params
    [ returns void ]
```

```
glTexParameteriv target pname params
    [ returns void ]

glGetTexParameterfv target pname params
    [ returns void ]

glGetTexParameteriv target pname params
    [ returns void ]

glGetTexLevelParameterfv target level pname params
    [ returns void ]

glGetTexLevelParameteriv target level pname params
    [ returns void ]

glTexImage1D target level components width border format type pixels
    [ returns void ]

glTexImage2D target level components width height border format type pixels
    [ returns void ]

glGetTexImage target level format type pixels
    [ returns void ]

glMap1d target u1 u2 stride order points
    [ returns void ]

glMap1f target u1 u2 stride order points
    [ returns void ]

glMap2d target u1 u2 ustride uorder v1 v2 vstride vorder points
    [ returns void ]

glMap2f target u1 u2 ustride uorder v1 v2 vstride vorder points
    [ returns void ]

glGetMapdv target query v
    [ returns void ]

glGetMapfv target query v
    [ returns void ]

glGetMapiv target query v
    [ returns void ]

glEvalCoord1d u
    [ returns void ]

glEvalCoord1f u
    [ returns void ]

glEvalCoord1dv u
    [ returns void ]

glEvalCoord1fv u
    [ returns void ]
```

```
glEvalCoord2d u v
    [ returns void ]

glEvalCoord2f u v
    [ returns void ]

glEvalCoord2dv u
    [ returns void ]

glEvalCoord2fv u
    [ returns void ]

glMapGrid1d un u1 u2
    [ returns void ]

glMapGrid1f un u1 u2
    [ returns void ]

glMapGrid2d un u1 u2 vn v1 v2
    [ returns void ]

glMapGrid2f un u1 u2 vn v1 v2
    [ returns void ]

glEvalPoint1 i
    [ returns void ]

glEvalPoint2 i j
    [ returns void ]

glEvalMesh1 mode i1 i2
    [ returns void ]

glEvalMesh2 mode i1 i2 j1 j2
    [ returns void ]

glFogf pname param
    [ returns void ]

glFogi pname param
    [ returns void ]

glFogfv pname params
    [ returns void ]

glFogiv pname params
    [ returns void ]

glFeedbackBuffer size type buffer
    [ returns void ]

glPassThrough token
    [ returns void ]

glSelectBuffer size buffer
    [ returns void ]
```

```

glInitNames
    [ returns void ]

glLoadName name
    [ returns void ]

glPushName name
    [ returns void ]

glPopName
    [ returns void ]

$GL_EXT_blend_color = 1
    [ Constant : int ]

$GL_EXT_blend_logic_op = 1
    [ Constant : int ]

$GL_EXT_blend_minmax = 1
    [ Constant : int ]

$GL_EXT_blend_subtract = 1
    [ Constant : int ]

$GL_EXT_polygon_offset = 1
    [ Constant : int ]

$GL_EXT_vertex_array = 1
    [ Constant : int ]

$GL_MESA_window_pos = 1
    [ Constant : int ]

newfv4 a b c d
    [ returns GLfloat * ]

setfv4 fv a b c d
    [ returns void ]

free { void * }
    [ returns void ]

Const { int }
    [ returns int ]

system { char * }
    [ returns int ]

```

## 1. Array Operations

=====

```

array_int size
    [ returns int * ]
    Creates an integer array of size elements. Integers are the same
    size as the C int type.

```

`get_int` `array_int` `index`  
[ returns int ]  
Return the integer in `array_int[index]`

`set_int` `array_int` `index` `ival`  
[ returns int ]  
Sets `array_int[index] = ival`. Returns it's value so you can use this function in an expression.

`array_double` `size`  
[ returns double \* ]  
Creates an array of double precision floats.

`get_double` `array_double` `index`  
[ returns double ]  
Return the double in `array_double[index]`

`set_double` `array_double` `index` `dval`  
[ returns double ]  
Sets `array_double[index] = dval`. Returns it's value

`array_float` `size`  
[ returns float \* ]  
Creates an array of float precision floats.

`get_float` `array_float` `index`  
[ returns float ]  
Return the float in `array_float[index]`

`set_float` `array_float` `index` `dval`  
[ returns float ]  
Sets `array_float[index] = dval`. Returns it's value

`array_byte` `nbytes`  
[ returns byte \* ]  
Creates a byte array. A byte is defined as an unsigned char.

`get_byte` `array_byte` `index`  
[ returns byte ]  
Returns `array_byte[index]`

`set_byte` `array_byte` `index` `val`  
[ returns byte ]  
Sets `array_byte[index] = val`. Returns it's new value

`array_string` `size`  
[ returns char \*\* ]  
Creates a string array. A string is array is the same as `char **` in C

`get_string` `array_string` `index`  
[ returns char \* ]  
Returns character string in `array_string[index]`. If that entry is NULL, returns an empty string

`set_string` `array_string` `index` `string`  
[ returns char \* ]

Sets `array_string[index] = string`. `string` must be a 0-terminated ASCII string. If `string` is "" then this will create a NULL pointer.