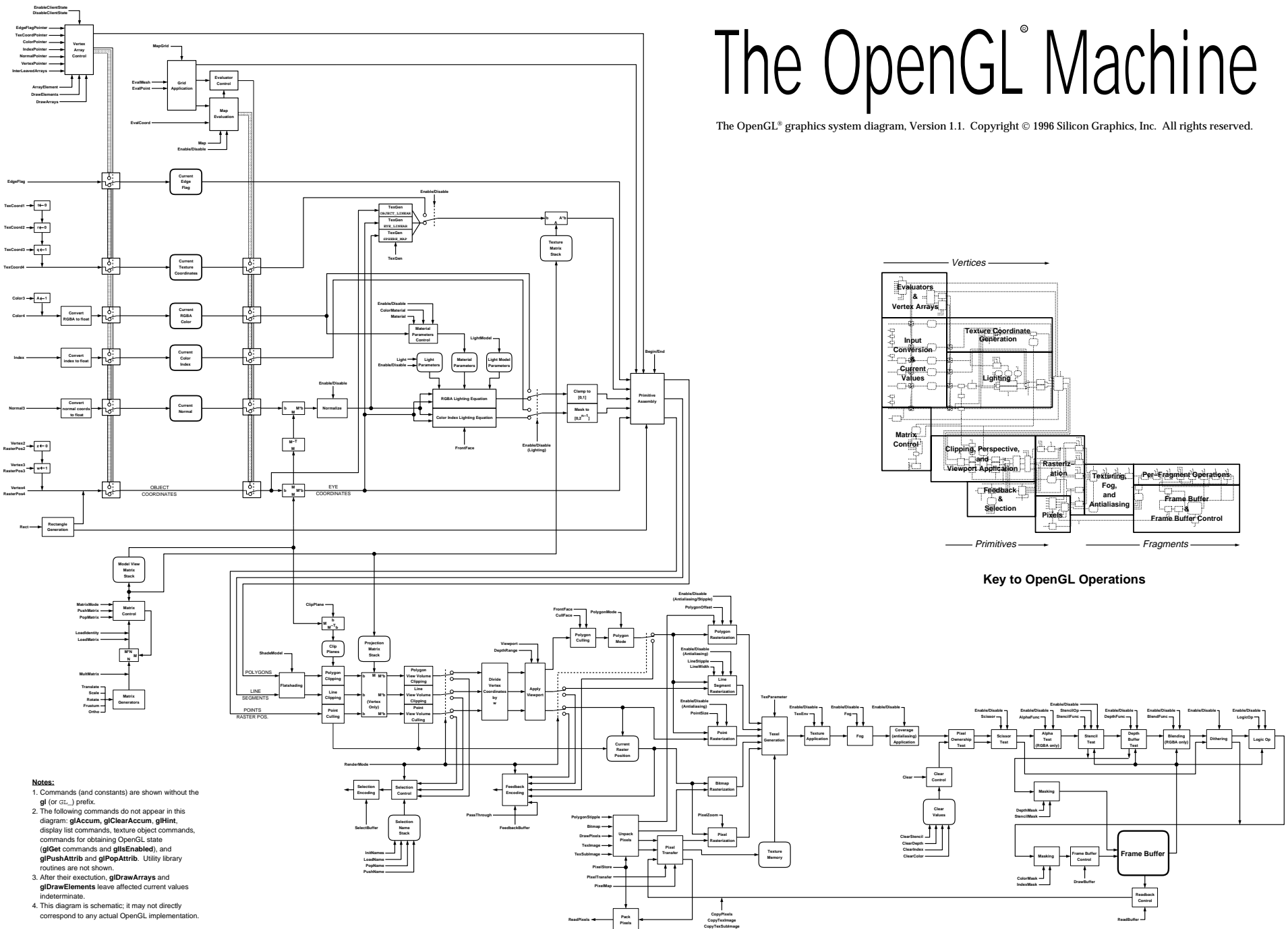


The OpenGL[®] Machine

The OpenGL[®] graphics system diagram, Version 1.1. Copyright © 1996 Silicon Graphics, Inc. All rights reserved.



- Notes:**
1. Commands (and constants) are shown without the **gl** (or **glx**) prefix.
 2. The following commands do not appear in this diagram: **glAccum**, **glClearAccum**, **glHint**, display list commands, texture object commands, commands for obtaining OpenGL state (**glGet** commands and **glIsEnabled**), and **glPushAttrib** and **glPopAttrib**. Utility library routines are not shown.
 3. After their execution, **glDrawArrays** and **glDrawElements** leave affected current values indeterminate.
 4. This diagram is schematic; it may not directly correspond to any actual OpenGL implementation.