

GL: 3-D Graphics

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The `sgl` libraries provide access to the rendering functions of OpenGL 1.5 and GLU 1.3 libraries. The `sgl` libraries do not address system-level concerns, such as the attachment of GL rendering contexts to displays. Instead, the libraries should work with any Racket extension that provides GL with access to the system (such as a binding for `glx`). Notably, the `racket/gui/base` library provides support for rendering contexts via the `canvas%` class and its `with-gl-context` method.

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1 Using OpenGL

The `sgl/gl` library provides direct access to the C-style OpenGL API, whereas the `sgl` library provides a more Racket-like interface. The `sgl/gl` library provides a binding for each `#defined` constant and for most functions in OpenGL 1.5 and GLU 1.3. The functions perform comparable checking to their C-language counterparts; they check the types of their arguments, but do not check the length of array arguments. The `sgl` library provides wrappers around many of the functions in the `sgl/gl` library to present a more Racket-friendly interface, including function names that follow Racket conventions, and checked, symbolic enumeration arguments, and array-length checks.

Warning on Safety: OpenGL programming is inherently unsafe, even when using only the `sgl` library. Although `sgl` checks the arguments to each function call, violation of higher-level assumptions of the system's OpenGL library can cause it to crash, bringing the entire Racket system down. For example, sending a large number of vertices in a single `glBegin` causes at least some GL implementations to crash.

Some examples are available in the "examples" directory of the "sgl" collection in the Racket installation. For "alpha.rkt", try choosing the "sk.jpg" image distributed with Racket in the "icons" collection; you may have to press the `t` key a few times if the spinning cube is blank.

2 C-Style OpenGL

```
(require sgl/gl)      package: sgl
```

The `sgl/gl` module provides a direct interface to the system's GL library closely following the conventions of the C-language OpenGL API. It provides a binding for each `#defined` constant (these start with `GL_`) and for the functions in the GL 1.5 and GLU 1.3 specifications, except for the following:

- Vertex arrays (GL 1.5, Section 2.8)
- Buffer objects (GL 1.5, Section 2.9)
- `glGetPointerv` (GL 1.5, Section 6.1.11)
- Buffer object queries (GL 1.5, Section 6.1.13)
- Polygon tessellation (GLU 1.3, Section 5)
- `gluQuadricCallback` (GLU 1.3, Section 6.2)
- NURBS callbacks (GLU 1.3, Section 7.2)

If one of the provided functions is not present on your system (e.g. if your system supports only GL 1.3), then the corresponding `sgl/gl` function raises a run-time exception when invoked.

The functions provided by `sgl/gl` perform comparable checking to their C-language counterparts; they check the types of their arguments, but do not check the length of array arguments. The following details the kinds of Racket values that can be provided for each primitive OpenGL type:

- `GLbyte`, `GLshort`, `GLint`: exact integer in the proper range
- `GLubyte`, `GLushort`, `GLuint`: exact non-negative integer in the proper range
- `GLsizei`, `GLenum`, `GLbitfield`: exact non-negative integer in the proper range
- `GLfloat`, `GLdouble`: real number
- `GLclampf`, `GLclampd`: real number
- `GLboolean`: any value, where `#f` means `GL_FALSE` and all other values mean `GL_TRUE`; do not use `GL_FALSE` or `GL_TRUE`, since they are bound to integers, both will end up being converted to `GL_TRUE`.

OpenGL functions that take vector arguments accept `cvector` values. The type of the `cvector` is checked; for example, `glVertex3fv` expects a vector of `GLfloat`s, so `glVertex3fv` accepts only a `cvector` containing reals. See also `sgl/gl-vectors`. Functions that accept arrays of type `void*` accept any `cvector`; you must ensure that you supply the proper kind of vector, as in the C-language OpenGL API.

Examples:

```
(require sgl/gl
         sgl/gl-vectors)
(glBegin GL_TRIANGLES)
(glVertex3i 1 2 3)
(glVertex4fv (gl-float-vector 1 2 3 4))
(glEnd)
```

```
glPixelMapfv : procedure?
glPixelMapuiv : procedure?
glPixelMapusv : procedure?
glDeleteTextures : procedure?
glDeleteQueries : procedure?
```

These functions do not take a size argument, because it is derived from the length of the argument vector.

```
glGenTextures : procedure?
glGenQueries : procedure?
```

These functions do not take vector arguments. Instead, they allocate a vector of the requested size and return it.

```
glAreTexturesResident : procedure?
```

This function takes in a `GLuint` vector and textures, and it returns 2 values: the specified boolean and a boolean vector of residences.

```
glGetBooleanv : procedure?
glGetIntegerv : procedure?
glGetFloatv : procedure?
glGetDoublev : procedure?
glGetLightfv : procedure?
glGetLightiv : procedure?
glGetMaterialfv : procedure?
glGetMaterialiv : procedure?
glGetTexEnvfv : procedure?
glGetTexEnviv : procedure?
```

```

glGetTexGendv : procedure?
glGetTexGenfv : procedure?
glGetTexGeniv : procedure?
glGetTexParameterfv : procedure?
glGetTexParameteriv : procedure?
glGetTexLevelParameterfv : procedure?
glGetTexLevelParameteriv : procedure?
glGetPixelMapfv : procedure?
glGetPixelMapuiv : procedure?
glGetPixelMapusv : procedure?
glGetMapdv : procedure?
glGetMapfv : procedure?
glGetMapiv : procedure?
glGetBufferParameteriv : procedure?
glGetConvolutionParameterfv : procedure?
glGetConvolutionParameteriv : procedure?
glGetHistogramParameterfv : procedure?
glGetHistogramParameteriv : procedure?
glGetMinmaxParameterfv : procedure?
glGetMinmaxParameteriv : procedure?
glGetQueryiv : procedure?
glGetQueryObjectiv : procedure?
glGetQueryObjectuiv : procedure?

```

Instead of taking a vector argument, these function take an integer argument that specifies the size of the vector that is returned.

```

glGetClipPlane : procedure?

```

This function does not take a vector argument and returns a GLdouble vector of length 4.

```

glGetString : procedure?
gluCheckExtension : procedure?
gluErrorString : procedure?
gluGetString : procedure?

```

These functions deal with strings instead of GLubyte vectors.

```

gluProject : procedure?
gluUnProject : procedure?
gluUnProject4 : procedure?

```

Instead of taking pointers to GLdoubles for return values, these function directly return GLdouble vectors.

```
glSelectBuffer : procedure?  
glFeedbackBuffer : procedure?
```

These functions do not take vectors, instead they return a `selection-buffer-object` or `feedback-buffer-object`. The `select-buffer->gl-uint-vector` and `feedback-buffer->gl-float-vector` functions copy the contents of the buffer into a vector. Because the OpenGL library writes to the buffer-object on OpenGL function calls after `glSelectBuffer` or `glFeedbackBuffer` has returned, if the buffer is garbage collected before OpenGL is finished writing to it, the entire Racket system can crash. The `gl-process-selection` function in `sgl` helps interpret the results of `glSelectBuffer` in a Racket-friendly format.

```
glAccum : procedure?  
glActiveTexture : procedure?  
glAlphaFunc : procedure?  
glBegin : procedure?  
glBeginQuery : procedure?  
glBindTexture : procedure?  
glBitmap : procedure?  
glBlendColor : procedure?  
glBlendEquation : procedure?  
glBlendFunc : procedure?  
glBlendFuncSeparate : procedure?  
glCallList : procedure?  
glCallLists : procedure?  
glClear : procedure?  
glClearAccum : procedure?  
glClearColor : procedure?  
glClearDepth : procedure?  
glClearIndex : procedure?  
glClearStencil : procedure?  
glClipPlane : procedure?  
glColor3b : procedure?  
glColor3bv : procedure?  
glColor3d : procedure?  
glColor3dv : procedure?  
glColor3f : procedure?  
glColor3fv : procedure?  
glColor3i : procedure?  
glColor3iv : procedure?  
glColor3s : procedure?  
glColor3sv : procedure?  
glColor3ub : procedure?  
glColor3ubv : procedure?  
glColor3ui : procedure?
```

```
glColor3uiv : procedure?
glColor3us : procedure?
glColor3usv : procedure?
glColor4b : procedure?
glColor4bv : procedure?
glColor4d : procedure?
glColor4dv : procedure?
glColor4f : procedure?
glColor4fv : procedure?
glColor4i : procedure?
glColor4iv : procedure?
glColor4s : procedure?
glColor4sv : procedure?
glColor4ub : procedure?
glColor4ubv : procedure?
glColor4ui : procedure?
glColor4uiv : procedure?
glColor4us : procedure?
glColor4usv : procedure?
glColorMask : procedure?
glColorMaterial : procedure?
glColorSubTable : procedure?
glColorTable : procedure?
glColorTableParameterfv : procedure?
glColorTableParameteriv : procedure?
glCompressedTexImage1D : procedure?
glCompressedTexImage2D : procedure?
glCompressedTexImage3D : procedure?
glCompressedTexSubImage1D : procedure?
glCompressedTexSubImage2D : procedure?
glCompressedTexSubImage3D : procedure?
glConvolutionFilter1D : procedure?
glConvolutionFilter2D : procedure?
glConvolutionParameterf : procedure?
glConvolutionParameterfv : procedure?
glConvolutionParameteri : procedure?
glConvolutionParameteriv : procedure?
glCopyColorSubTable : procedure?
glCopyColorTable : procedure?
glCopyConvolutionFilter1D : procedure?
glCopyConvolutionFilter2D : procedure?
glCopyPixels : procedure?
glCopyTexImage1D : procedure?
glCopyTexImage2D : procedure?
glCopyTexSubImage1D : procedure?
```

```
glCopyTexSubImage2D : procedure?
glCopyTexSubImage3D : procedure?
glCullFace : procedure?
glDeleteLists : procedure?
glDepthFunc : procedure?
glDepthMask : procedure?
glDepthRange : procedure?
glDisable : procedure?
glDrawBuffer : procedure?
glDrawPixels : procedure?
glEdgeFlag : procedure?
glEdgeFlagv : procedure?
glEnable : procedure?
glEnd : procedure?
glEndList : procedure?
glEndQuery : procedure?
glEvalCoord1d : procedure?
glEvalCoord1dv : procedure?
glEvalCoord1f : procedure?
glEvalCoord1fv : procedure?
glEvalCoord2d : procedure?
glEvalCoord2dv : procedure?
glEvalCoord2f : procedure?
glEvalCoord2fv : procedure?
glEvalMesh1 : procedure?
glEvalMesh2 : procedure?
glEvalPoint1 : procedure?
glEvalPoint2 : procedure?
glFinish : procedure?
glFlush : procedure?
glFogCoordd : procedure?
glFogCoorddv : procedure?
glFogCoordf : procedure?
glFogCoordfv : procedure?
glFogf : procedure?
glFogfv : procedure?
glFogi : procedure?
glFogiv : procedure?
glFrontFace : procedure?
glFrustum : procedure?
glGenLists : procedure?
glGetColorTable : procedure?
glGetCompressedTexImage : procedure?
glGetConvolutionFilter : procedure?
glGetError : procedure?
```

```
glGetHistogram : procedure?  
glGetMinmax : procedure?  
glGetPolygonStipple : procedure?  
glGetSeparableFilter : procedure?  
glGetTexImage : procedure?  
glHint : procedure?  
glHistogram : procedure?  
glIndexMask : procedure?  
glIndexd : procedure?  
glIndexdv : procedure?  
glIndexf : procedure?  
glIndexfv : procedure?  
glIndexi : procedure?  
glIndexiv : procedure?  
glIndexs : procedure?  
glIndexsv : procedure?  
glIndexub : procedure?  
glIndexubv : procedure?  
glInitNames : procedure?  
glIsBuffer : procedure?  
glIsEnabled : procedure?  
glIsList : procedure?  
glIsQuery : procedure?  
glIsTexture : procedure?  
glLightModelf : procedure?  
glLightModelfv : procedure?  
glLightModeli : procedure?  
glLightModeliv : procedure?  
glLightf : procedure?  
glLightfv : procedure?  
glLighti : procedure?  
glLightiv : procedure?  
glLineStipple : procedure?  
glLineWidth : procedure?  
glListBase : procedure?  
glLoadIdentity : procedure?  
glLoadMatrixd : procedure?  
glLoadMatrixf : procedure?  
glLoadName : procedure?  
glLoadTransposeMatrixd : procedure?  
glLoadTransposeMatrixf : procedure?  
glLogicOp : procedure?  
glMap1d : procedure?  
glMap1f : procedure?  
glMap2d : procedure?
```

```
glMap2f : procedure?
glMapGrid1d : procedure?
glMapGrid1f : procedure?
glMapGrid2d : procedure?
glMapGrid2f : procedure?
glMaterialf : procedure?
glMaterialfv : procedure?
glMateriali : procedure?
glMaterialiv : procedure?
glMatrixMode : procedure?
glMinmax : procedure?
glMultMatrixd : procedure?
glMultMatrixf : procedure?
glMultTransposeMatrixd : procedure?
glMultTransposeMatrixf : procedure?
glMultiTexCoord1d : procedure?
glMultiTexCoord1dv : procedure?
glMultiTexCoord1f : procedure?
glMultiTexCoord1fv : procedure?
glMultiTexCoord1i : procedure?
glMultiTexCoord1iv : procedure?
glMultiTexCoord1s : procedure?
glMultiTexCoord1sv : procedure?
glMultiTexCoord2d : procedure?
glMultiTexCoord2dv : procedure?
glMultiTexCoord2f : procedure?
glMultiTexCoord2fv : procedure?
glMultiTexCoord2i : procedure?
glMultiTexCoord2iv : procedure?
glMultiTexCoord2s : procedure?
glMultiTexCoord2sv : procedure?
glMultiTexCoord3d : procedure?
glMultiTexCoord3dv : procedure?
glMultiTexCoord3f : procedure?
glMultiTexCoord3fv : procedure?
glMultiTexCoord3i : procedure?
glMultiTexCoord3iv : procedure?
glMultiTexCoord3s : procedure?
glMultiTexCoord3sv : procedure?
glMultiTexCoord4d : procedure?
glMultiTexCoord4dv : procedure?
glMultiTexCoord4f : procedure?
glMultiTexCoord4fv : procedure?
glMultiTexCoord4i : procedure?
glMultiTexCoord4iv : procedure?
```

```
glMultiTexCoord4s : procedure?
glMultiTexCoord4sv : procedure?
glNewList : procedure?
glNormal3b : procedure?
glNormal3bv : procedure?
glNormal3d : procedure?
glNormal3dv : procedure?
glNormal3f : procedure?
glNormal3fv : procedure?
glNormal3i : procedure?
glNormal3iv : procedure?
glNormal3s : procedure?
glNormal3sv : procedure?
glOrtho : procedure?
glPassThrough : procedure?
glPixelStoref : procedure?
glPixelStorei : procedure?
glPixelTransferf : procedure?
glPixelTransferi : procedure?
glPixelZoom : procedure?
glPointParameterf : procedure?
glPointParameterfv : procedure?
glPointParameteri : procedure?
glPointParameteriv : procedure?
glPointSize : procedure?
glPolygonMode : procedure?
glPolygonOffset : procedure?
glPolygonStipple : procedure?
glPopAttrib : procedure?
glPopClientAttrib : procedure?
glPopMatrix : procedure?
glPopName : procedure?
glPushAttrib : procedure?
glPushClientAttrib : procedure?
glPushMatrix : procedure?
glPushName : procedure?
glRasterPos2d : procedure?
glRasterPos2dv : procedure?
glRasterPos2f : procedure?
glRasterPos2fv : procedure?
glRasterPos2i : procedure?
glRasterPos2iv : procedure?
glRasterPos2s : procedure?
glRasterPos2sv : procedure?
glRasterPos3d : procedure?
```

```
glRasterPos3dv : procedure?
glRasterPos3f : procedure?
glRasterPos3fv : procedure?
glRasterPos3i : procedure?
glRasterPos3iv : procedure?
glRasterPos3s : procedure?
glRasterPos3sv : procedure?
glRasterPos4d : procedure?
glRasterPos4dv : procedure?
glRasterPos4f : procedure?
glRasterPos4fv : procedure?
glRasterPos4i : procedure?
glRasterPos4iv : procedure?
glRasterPos4s : procedure?
glRasterPos4sv : procedure?
glReadBuffer : procedure?
glReadPixels : procedure?
glRectd : procedure?
glRectdv : procedure?
glRectf : procedure?
glRectfv : procedure?
glRecti : procedure?
glRectiv : procedure?
glRects : procedure?
glRectsv : procedure?
glRenderMode : procedure?
glResetHistogram : procedure?
glResetMinmax : procedure?
glRotated : procedure?
glRotatef : procedure?
glSampleCoverage : procedure?
glScaled : procedure?
glScalef : procedure?
glScissor : procedure?
glSecondaryColor3b : procedure?
glSecondaryColor3bv : procedure?
glSecondaryColor3d : procedure?
glSecondaryColor3dv : procedure?
glSecondaryColor3f : procedure?
glSecondaryColor3fv : procedure?
glSecondaryColor3i : procedure?
glSecondaryColor3iv : procedure?
glSecondaryColor3s : procedure?
glSecondaryColor3sv : procedure?
glSecondaryColor3ub : procedure?
```

```
glSecondaryColor3ubv : procedure?  
glSecondaryColor3ui : procedure?  
glSecondaryColor3uiv : procedure?  
glSecondaryColor3us : procedure?  
glSecondaryColor3usv : procedure?  
glSeparableFilter2D : procedure?  
glShadeModel : procedure?  
glStencilFunc : procedure?  
glStencilMask : procedure?  
glStencilOp : procedure?  
glTexCoord1d : procedure?  
glTexCoord1dv : procedure?  
glTexCoord1f : procedure?  
glTexCoord1fv : procedure?  
glTexCoord1i : procedure?  
glTexCoord1iv : procedure?  
glTexCoord1s : procedure?  
glTexCoord1sv : procedure?  
glTexCoord2d : procedure?  
glTexCoord2dv : procedure?  
glTexCoord2f : procedure?  
glTexCoord2fv : procedure?  
glTexCoord2i : procedure?  
glTexCoord2iv : procedure?  
glTexCoord2s : procedure?  
glTexCoord2sv : procedure?  
glTexCoord3d : procedure?  
glTexCoord3dv : procedure?  
glTexCoord3f : procedure?  
glTexCoord3fv : procedure?  
glTexCoord3i : procedure?  
glTexCoord3iv : procedure?  
glTexCoord3s : procedure?  
glTexCoord3sv : procedure?  
glTexCoord4d : procedure?  
glTexCoord4dv : procedure?  
glTexCoord4f : procedure?  
glTexCoord4fv : procedure?  
glTexCoord4i : procedure?  
glTexCoord4iv : procedure?  
glTexCoord4s : procedure?  
glTexCoord4sv : procedure?  
glTexEnvf : procedure?  
glTexEnvfv : procedure?  
glTexEnvi : procedure?
```

```
glTexEnviv : procedure?
glTexGend : procedure?
glTexGendv : procedure?
glTexGenf : procedure?
glTexGenfv : procedure?
glTexGeni : procedure?
glTexGeniv : procedure?
glTexImage1D : procedure?
glTexImage2D : procedure?
glTexImage3D : procedure?
glTexParameterf : procedure?
glTexParameterfv : procedure?
glTexParameteri : procedure?
glTexParameteriv : procedure?
glTexSubImage1D : procedure?
glTexSubImage2D : procedure?
glTexSubImage3D : procedure?
glTranslated : procedure?
glTranslatef : procedure?
glVertex2d : procedure?
glVertex2dv : procedure?
glVertex2f : procedure?
glVertex2fv : procedure?
glVertex2i : procedure?
glVertex2iv : procedure?
glVertex2s : procedure?
glVertex2sv : procedure?
glVertex3d : procedure?
glVertex3dv : procedure?
glVertex3f : procedure?
glVertex3fv : procedure?
glVertex3i : procedure?
glVertex3iv : procedure?
glVertex3s : procedure?
glVertex3sv : procedure?
glVertex4d : procedure?
glVertex4dv : procedure?
glVertex4f : procedure?
glVertex4fv : procedure?
glVertex4i : procedure?
glVertex4iv : procedure?
glVertex4s : procedure?
glVertex4sv : procedure?
glViewport : procedure?
glWindowPos2d : procedure?
```

```

glWindowPos2dv : procedure?
glWindowPos2f : procedure?
glWindowPos2fv : procedure?
glWindowPos2i : procedure?
glWindowPos2iv : procedure?
glWindowPos2s : procedure?
glWindowPos2sv : procedure?
glWindowPos3d : procedure?
glWindowPos3dv : procedure?
glWindowPos3f : procedure?
glWindowPos3fv : procedure?
glWindowPos3i : procedure?
glWindowPos3iv : procedure?
glWindowPos3s : procedure?
glWindowPos3sv : procedure?
gluBuild1DMipmapLevels : procedure?
gluBuild1DMipmaps : procedure?
gluBuild2DMipmapLevels : procedure?
gluBuild2DMipmaps : procedure?
gluBuild3DMipmapLevels : procedure?
gluBuild3DMipmaps : procedure?
gluCylinder : procedure?
gluDisk : procedure?
gluLookAt : procedure?
gluNewQuadric : procedure?
gluOrtho2D : procedure?
gluPartialDisk : procedure?
gluPerspective : procedure?
gluPickMatrix : procedure?
gluQuadricDrawStyle : procedure?
gluQuadricNormals : procedure?
gluQuadricOrientation : procedure?
gluQuadricTexture : procedure?
gluScaleImage : procedure?
gluSphere : procedure?

```

These functions are all direct translations of the C OpenGL API.

```

GL_FALSE : exact-integer?
GL_TRUE : exact-integer?
GL_BYTE : exact-integer?
GL_UNSIGNED_BYTE : exact-integer?
GL_SHORT : exact-integer?
GL_UNSIGNED_SHORT : exact-integer?
GL_INT : exact-integer?

```

```
GL_UNSIGNED_INT : exact-integer?
GL_FLOAT : exact-integer?
GL_DOUBLE : exact-integer?
GL_2_BYTES : exact-integer?
GL_3_BYTES : exact-integer?
GL_4_BYTES : exact-integer?
GL_POINTS : exact-integer?
GL_LINES : exact-integer?
GL_LINE_LOOP : exact-integer?
GL_LINE_STRIP : exact-integer?
GL_TRIANGLES : exact-integer?
GL_TRIANGLE_STRIP : exact-integer?
GL_TRIANGLE_FAN : exact-integer?
GL_QUADS : exact-integer?
GL_QUAD_STRIP : exact-integer?
GL_POLYGON : exact-integer?
GL_VERTEX_ARRAY : exact-integer?
GL_NORMAL_ARRAY : exact-integer?
GL_COLOR_ARRAY : exact-integer?
GL_INDEX_ARRAY : exact-integer?
GL_TEXTURE_COORD_ARRAY : exact-integer?
GL_EDGE_FLAG_ARRAY : exact-integer?
GL_VERTEX_ARRAY_SIZE : exact-integer?
GL_VERTEX_ARRAY_TYPE : exact-integer?
GL_VERTEX_ARRAY_STRIDE : exact-integer?
GL_NORMAL_ARRAY_TYPE : exact-integer?
GL_NORMAL_ARRAY_STRIDE : exact-integer?
GL_COLOR_ARRAY_SIZE : exact-integer?
GL_COLOR_ARRAY_TYPE : exact-integer?
GL_COLOR_ARRAY_STRIDE : exact-integer?
GL_INDEX_ARRAY_TYPE : exact-integer?
GL_INDEX_ARRAY_STRIDE : exact-integer?
GL_TEXTURE_COORD_ARRAY_SIZE : exact-integer?
GL_TEXTURE_COORD_ARRAY_TYPE : exact-integer?
GL_TEXTURE_COORD_ARRAY_STRIDE : exact-integer?
GL_EDGE_FLAG_ARRAY_STRIDE : exact-integer?
GL_VERTEX_ARRAY_POINTER : exact-integer?
GL_NORMAL_ARRAY_POINTER : exact-integer?
GL_COLOR_ARRAY_POINTER : exact-integer?
GL_INDEX_ARRAY_POINTER : exact-integer?
GL_TEXTURE_COORD_ARRAY_POINTER : exact-integer?
GL_EDGE_FLAG_ARRAY_POINTER : exact-integer?
GL_V2F : exact-integer?
GL_V3F : exact-integer?
GL_C4UB_V2F : exact-integer?
```

GL_C4UB_V3F : exact-integer?
GL_C3F_V3F : exact-integer?
GL_N3F_V3F : exact-integer?
GL_C4F_N3F_V3F : exact-integer?
GL_T2F_V3F : exact-integer?
GL_T4F_V4F : exact-integer?
GL_T2F_C4UB_V3F : exact-integer?
GL_T2F_C3F_V3F : exact-integer?
GL_T2F_N3F_V3F : exact-integer?
GL_T2F_C4F_N3F_V3F : exact-integer?
GL_T4F_C4F_N3F_V4F : exact-integer?
GL_MATRIX_MODE : exact-integer?
GL_MODELVIEW : exact-integer?
GL_PROJECTION : exact-integer?
GL_TEXTURE : exact-integer?
GL_POINT_SMOOTH : exact-integer?
GL_POINT_SIZE : exact-integer?
GL_POINT_SIZE_GRANULARITY : exact-integer?
GL_POINT_SIZE_RANGE : exact-integer?
GL_LINE_SMOOTH : exact-integer?
GL_LINE_STIPPLE : exact-integer?
GL_LINE_STIPPLE_PATTERN : exact-integer?
GL_LINE_STIPPLE_REPEAT : exact-integer?
GL_LINE_WIDTH : exact-integer?
GL_LINE_WIDTH_GRANULARITY : exact-integer?
GL_LINE_WIDTH_RANGE : exact-integer?
GL_POINT : exact-integer?
GL_LINE : exact-integer?
GL_FILL : exact-integer?
GL_CW : exact-integer?
GL_CCW : exact-integer?
GL_FRONT : exact-integer?
GL_BACK : exact-integer?
GL_POLYGON_MODE : exact-integer?
GL_POLYGON_SMOOTH : exact-integer?
GL_POLYGON_STIPPLE : exact-integer?
GL_EDGE_FLAG : exact-integer?
GL_CULL_FACE : exact-integer?
GL_CULL_FACE_MODE : exact-integer?
GL_FRONT_FACE : exact-integer?
GL_POLYGON_OFFSET_FACTOR : exact-integer?
GL_POLYGON_OFFSET_UNITS : exact-integer?
GL_POLYGON_OFFSET_POINT : exact-integer?
GL_POLYGON_OFFSET_LINE : exact-integer?
GL_POLYGON_OFFSET_FILL : exact-integer?

GL_COMPILE : exact-integer?
GL_COMPILE_AND_EXECUTE : exact-integer?
GL_LIST_BASE : exact-integer?
GL_LIST_INDEX : exact-integer?
GL_LIST_MODE : exact-integer?
GL_NEVER : exact-integer?
GL_LESS : exact-integer?
GL_EQUAL : exact-integer?
GL_LEQUAL : exact-integer?
GL_GREATER : exact-integer?
GL_NOTEQUAL : exact-integer?
GL_GEQUAL : exact-integer?
GL_ALWAYS : exact-integer?
GL_DEPTH_TEST : exact-integer?
GL_DEPTH_BITS : exact-integer?
GL_DEPTH_CLEAR_VALUE : exact-integer?
GL_DEPTH_FUNC : exact-integer?
GL_DEPTH_RANGE : exact-integer?
GL_DEPTH_WRITEMASK : exact-integer?
GL_DEPTH_COMPONENT : exact-integer?
GL_LIGHTING : exact-integer?
GL_LIGHT0 : exact-integer?
GL_LIGHT1 : exact-integer?
GL_LIGHT2 : exact-integer?
GL_LIGHT3 : exact-integer?
GL_LIGHT4 : exact-integer?
GL_LIGHT5 : exact-integer?
GL_LIGHT6 : exact-integer?
GL_LIGHT7 : exact-integer?
GL_SPOT_EXPONENT : exact-integer?
GL_SPOT_CUTOFF : exact-integer?
GL_CONSTANT_ATTENUATION : exact-integer?
GL_LINEAR_ATTENUATION : exact-integer?
GL_QUADRATIC_ATTENUATION : exact-integer?
GL_AMBIENT : exact-integer?
GL_DIFFUSE : exact-integer?
GL_SPECULAR : exact-integer?
GL_SHININESS : exact-integer?
GL_EMISSION : exact-integer?
GL_POSITION : exact-integer?
GL_SPOT_DIRECTION : exact-integer?
GL_AMBIENT_AND_DIFFUSE : exact-integer?
GL_COLOR_INDEXES : exact-integer?
GL_LIGHT_MODEL_TWO_SIDE : exact-integer?
GL_LIGHT_MODEL_LOCAL_VIEWER : exact-integer?

GL_LIGHT_MODEL_AMBIENT : exact-integer?
GL_FRONT_AND_BACK : exact-integer?
GL_SHADE_MODEL : exact-integer?
GL_FLAT : exact-integer?
GL_SMOOTH : exact-integer?
GL_COLOR_MATERIAL : exact-integer?
GL_COLOR_MATERIAL_FACE : exact-integer?
GL_COLOR_MATERIAL_PARAMETER : exact-integer?
GL_NORMALIZE : exact-integer?
GL_CLIP_PLANE0 : exact-integer?
GL_CLIP_PLANE1 : exact-integer?
GL_CLIP_PLANE2 : exact-integer?
GL_CLIP_PLANE3 : exact-integer?
GL_CLIP_PLANE4 : exact-integer?
GL_CLIP_PLANE5 : exact-integer?
GL_ACCUM_RED_BITS : exact-integer?
GL_ACCUM_GREEN_BITS : exact-integer?
GL_ACCUM_BLUE_BITS : exact-integer?
GL_ACCUM_ALPHA_BITS : exact-integer?
GL_ACCUM_CLEAR_VALUE : exact-integer?
GL_ACCUM : exact-integer?
GL_ADD : exact-integer?
GL_LOAD : exact-integer?
GL_MULT : exact-integer?
GL_RETURN : exact-integer?
GL_ALPHA_TEST : exact-integer?
GL_ALPHA_TEST_REF : exact-integer?
GL_ALPHA_TEST_FUNC : exact-integer?
GL_BLEND : exact-integer?
GL_BLEND_SRC : exact-integer?
GL_BLEND_DST : exact-integer?
GL_ZERO : exact-integer?
GL_ONE : exact-integer?
GL_SRC_COLOR : exact-integer?
GL_ONE_MINUS_SRC_COLOR : exact-integer?
GL_SRC_ALPHA : exact-integer?
GL_ONE_MINUS_SRC_ALPHA : exact-integer?
GL_DST_ALPHA : exact-integer?
GL_ONE_MINUS_DST_ALPHA : exact-integer?
GL_DST_COLOR : exact-integer?
GL_ONE_MINUS_DST_COLOR : exact-integer?
GL_SRC_ALPHA_SATURATE : exact-integer?
GL_FEEDBACK : exact-integer?
GL_RENDER : exact-integer?
GL_SELECT : exact-integer?

GL_2D : exact-integer?
GL_3D : exact-integer?
GL_3D_COLOR : exact-integer?
GL_3D_COLOR_TEXTURE : exact-integer?
GL_4D_COLOR_TEXTURE : exact-integer?
GL_POINT_TOKEN : exact-integer?
GL_LINE_TOKEN : exact-integer?
GL_LINE_RESET_TOKEN : exact-integer?
GL_POLYGON_TOKEN : exact-integer?
GL_BITMAP_TOKEN : exact-integer?
GL_DRAW_PIXEL_TOKEN : exact-integer?
GL_COPY_PIXEL_TOKEN : exact-integer?
GL_PASS_THROUGH_TOKEN : exact-integer?
GL_FEEDBACK_BUFFER_POINTER : exact-integer?
GL_FEEDBACK_BUFFER_SIZE : exact-integer?
GL_FEEDBACK_BUFFER_TYPE : exact-integer?
GL_SELECTION_BUFFER_POINTER : exact-integer?
GL_SELECTION_BUFFER_SIZE : exact-integer?
GL_FOG : exact-integer?
GL_FOG_MODE : exact-integer?
GL_FOG_DENSITY : exact-integer?
GL_FOG_COLOR : exact-integer?
GL_FOG_INDEX : exact-integer?
GL_FOG_START : exact-integer?
GL_FOG_END : exact-integer?
GL_LINEAR : exact-integer?
GL_EXP : exact-integer?
GL_EXP2 : exact-integer?
GL_LOGIC_OP : exact-integer?
GL_INDEX_LOGIC_OP : exact-integer?
GL_COLOR_LOGIC_OP : exact-integer?
GL_LOGIC_OP_MODE : exact-integer?
GL_CLEAR : exact-integer?
GL_SET : exact-integer?
GL_COPY : exact-integer?
GL_COPY_INVERTED : exact-integer?
GL_NOOP : exact-integer?
GL_INVERT : exact-integer?
GL_AND : exact-integer?
GL_NAND : exact-integer?
GL_OR : exact-integer?
GL_NOR : exact-integer?
GL_XOR : exact-integer?
GL_EQUIV : exact-integer?
GL_AND_REVERSE : exact-integer?

GL_AND_INVERTED : exact-integer?
GL_OR_REVERSE : exact-integer?
GL_OR_INVERTED : exact-integer?
GL_STENCIL_TEST : exact-integer?
GL_STENCIL_WRITEMASK : exact-integer?
GL_STENCIL_BITS : exact-integer?
GL_STENCIL_FUNC : exact-integer?
GL_STENCIL_VALUE_MASK : exact-integer?
GL_STENCIL_REF : exact-integer?
GL_STENCIL_FAIL : exact-integer?
GL_STENCIL_PASS_DEPTH_PASS : exact-integer?
GL_STENCIL_PASS_DEPTH_FAIL : exact-integer?
GL_STENCIL_CLEAR_VALUE : exact-integer?
GL_STENCIL_INDEX : exact-integer?
GL_KEEP : exact-integer?
GL_REPLACE : exact-integer?
GL_INCR : exact-integer?
GL_DECR : exact-integer?
GL_NONE : exact-integer?
GL_LEFT : exact-integer?
GL_RIGHT : exact-integer?
GL_FRONT_LEFT : exact-integer?
GL_FRONT_RIGHT : exact-integer?
GL_BACK_LEFT : exact-integer?
GL_BACK_RIGHT : exact-integer?
GL_AUX0 : exact-integer?
GL_AUX1 : exact-integer?
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GL_RED : exact-integer?
GL_GREEN : exact-integer?
GL_BLUE : exact-integer?
GL_ALPHA : exact-integer?
GL_LUMINANCE : exact-integer?
GL_LUMINANCE_ALPHA : exact-integer?
GL_ALPHA_BITS : exact-integer?
GL_RED_BITS : exact-integer?
GL_GREEN_BITS : exact-integer?
GL_BLUE_BITS : exact-integer?
GL_INDEX_BITS : exact-integer?
GL_SUBPIXEL_BITS : exact-integer?
GL_AUX_BUFFERS : exact-integer?
GL_READ_BUFFER : exact-integer?
GL_DRAW_BUFFER : exact-integer?

GL_DOUBLEBUFFER : exact-integer?
GL_STEREO : exact-integer?
GL_BITMAP : exact-integer?
GL_COLOR : exact-integer?
GL_DEPTH : exact-integer?
GL_STENCIL : exact-integer?
GL_DITHER : exact-integer?
GL_RGB : exact-integer?
GL_RGBA : exact-integer?
GL_MAX_LIST_NESTING : exact-integer?
GL_MAX_ATTRIB_STACK_DEPTH : exact-integer?
GL_MAX_MODELVIEW_STACK_DEPTH : exact-integer?
GL_MAX_NAME_STACK_DEPTH : exact-integer?
GL_MAX_PROJECTION_STACK_DEPTH : exact-integer?
GL_MAX_TEXTURE_STACK_DEPTH : exact-integer?
GL_MAX_EVAL_ORDER : exact-integer?
GL_MAX_LIGHTS : exact-integer?
GL_MAX_CLIP_PLANES : exact-integer?
GL_MAX_TEXTURE_SIZE : exact-integer?
GL_MAX_PIXEL_MAP_TABLE : exact-integer?
GL_MAX_VIEWPORT_DIMS : exact-integer?
GL_MAX_CLIENT_ATTRIB_STACK_DEPTH : exact-integer?
GL_ATTRIB_STACK_DEPTH : exact-integer?
GL_CLIENT_ATTRIB_STACK_DEPTH : exact-integer?
GL_COLOR_CLEAR_VALUE : exact-integer?
GL_COLOR_WRITEMASK : exact-integer?
GL_CURRENT_INDEX : exact-integer?
GL_CURRENT_COLOR : exact-integer?
GL_CURRENT_NORMAL : exact-integer?
GL_CURRENT_RASTER_COLOR : exact-integer?
GL_CURRENT_RASTER_DISTANCE : exact-integer?
GL_CURRENT_RASTER_INDEX : exact-integer?
GL_CURRENT_RASTER_POSITION : exact-integer?
GL_CURRENT_RASTER_TEXTURE_COORDS : exact-integer?
GL_CURRENT_RASTER_POSITION_VALID : exact-integer?
GL_CURRENT_TEXTURE_COORDS : exact-integer?
GL_INDEX_CLEAR_VALUE : exact-integer?
GL_INDEX_MODE : exact-integer?
GL_INDEX_WRITEMASK : exact-integer?
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GL_MODELVIEW_STACK_DEPTH : exact-integer?
GL_NAME_STACK_DEPTH : exact-integer?
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GL_PROJECTION_STACK_DEPTH : exact-integer?
GL_RENDER_MODE : exact-integer?

GL_RGBA_MODE : exact-integer?
GL_TEXTURE_MATRIX : exact-integer?
GL_TEXTURE_STACK_DEPTH : exact-integer?
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GL_AUTO_NORMAL : exact-integer?
GL_MAP1_COLOR_4 : exact-integer?
GL_MAP1_GRID_DOMAIN : exact-integer?
GL_MAP1_GRID_SEGMENTS : exact-integer?
GL_MAP1_INDEX : exact-integer?
GL_MAP1_NORMAL : exact-integer?
GL_MAP1_TEXTURE_COORD_1 : exact-integer?
GL_MAP1_TEXTURE_COORD_2 : exact-integer?
GL_MAP1_TEXTURE_COORD_3 : exact-integer?
GL_MAP1_TEXTURE_COORD_4 : exact-integer?
GL_MAP1_VERTEX_3 : exact-integer?
GL_MAP1_VERTEX_4 : exact-integer?
GL_MAP2_COLOR_4 : exact-integer?
GL_MAP2_GRID_DOMAIN : exact-integer?
GL_MAP2_GRID_SEGMENTS : exact-integer?
GL_MAP2_INDEX : exact-integer?
GL_MAP2_NORMAL : exact-integer?
GL_MAP2_TEXTURE_COORD_1 : exact-integer?
GL_MAP2_TEXTURE_COORD_2 : exact-integer?
GL_MAP2_TEXTURE_COORD_3 : exact-integer?
GL_MAP2_TEXTURE_COORD_4 : exact-integer?
GL_MAP2_VERTEX_3 : exact-integer?
GL_MAP2_VERTEX_4 : exact-integer?
GL_COEFF : exact-integer?
GL_DOMAIN : exact-integer?
GL_ORDER : exact-integer?
GL_FOG_HINT : exact-integer?
GL_LINE_SMOOTH_HINT : exact-integer?
GL_PERSPECTIVE_CORRECTION_HINT : exact-integer?
GL_POINT_SMOOTH_HINT : exact-integer?
GL_POLYGON_SMOOTH_HINT : exact-integer?
GL_DONT_CARE : exact-integer?
GL_FASTEST : exact-integer?
GL_NICEST : exact-integer?
GL_SCISSOR_TEST : exact-integer?
GL_SCISSOR_BOX : exact-integer?
GL_MAP_COLOR : exact-integer?
GL_MAP_STENCIL : exact-integer?
GL_INDEX_SHIFT : exact-integer?
GL_INDEX_OFFSET : exact-integer?
GL_RED_SCALE : exact-integer?

GL_RED_BIAS : exact-integer?
GL_GREEN_SCALE : exact-integer?
GL_GREEN_BIAS : exact-integer?
GL_BLUE_SCALE : exact-integer?
GL_BLUE_BIAS : exact-integer?
GL_ALPHA_SCALE : exact-integer?
GL_ALPHA_BIAS : exact-integer?
GL_DEPTH_SCALE : exact-integer?
GL_DEPTH_BIAS : exact-integer?
GL_PIXEL_MAP_S_TO_S_SIZE : exact-integer?
GL_PIXEL_MAP_I_TO_I_SIZE : exact-integer?
GL_PIXEL_MAP_I_TO_R_SIZE : exact-integer?
GL_PIXEL_MAP_I_TO_G_SIZE : exact-integer?
GL_PIXEL_MAP_I_TO_B_SIZE : exact-integer?
GL_PIXEL_MAP_I_TO_A_SIZE : exact-integer?
GL_PIXEL_MAP_R_TO_R_SIZE : exact-integer?
GL_PIXEL_MAP_G_TO_G_SIZE : exact-integer?
GL_PIXEL_MAP_B_TO_B_SIZE : exact-integer?
GL_PIXEL_MAP_A_TO_A_SIZE : exact-integer?
GL_PIXEL_MAP_S_TO_S : exact-integer?
GL_PIXEL_MAP_I_TO_I : exact-integer?
GL_PIXEL_MAP_I_TO_R : exact-integer?
GL_PIXEL_MAP_I_TO_G : exact-integer?
GL_PIXEL_MAP_I_TO_B : exact-integer?
GL_PIXEL_MAP_I_TO_A : exact-integer?
GL_PIXEL_MAP_R_TO_R : exact-integer?
GL_PIXEL_MAP_G_TO_G : exact-integer?
GL_PIXEL_MAP_B_TO_B : exact-integer?
GL_PIXEL_MAP_A_TO_A : exact-integer?
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GL_PACK_LSB_FIRST : exact-integer?
GL_PACK_ROW_LENGTH : exact-integer?
GL_PACK_SKIP_PIXELS : exact-integer?
GL_PACK_SKIP_ROWS : exact-integer?
GL_PACK_SWAP_BYTES : exact-integer?
GL_UNPACK_ALIGNMENT : exact-integer?
GL_UNPACK_LSB_FIRST : exact-integer?
GL_UNPACK_ROW_LENGTH : exact-integer?
GL_UNPACK_SKIP_PIXELS : exact-integer?
GL_UNPACK_SKIP_ROWS : exact-integer?
GL_UNPACK_SWAP_BYTES : exact-integer?
GL_ZOOM_X : exact-integer?
GL_ZOOM_Y : exact-integer?
GL_TEXTURE_ENV : exact-integer?
GL_TEXTURE_ENV_MODE : exact-integer?

GL_TEXTURE_1D : exact-integer?
GL_TEXTURE_2D : exact-integer?
GL_TEXTURE_WRAP_S : exact-integer?
GL_TEXTURE_WRAP_T : exact-integer?
GL_TEXTURE_MAG_FILTER : exact-integer?
GL_TEXTURE_MIN_FILTER : exact-integer?
GL_TEXTURE_ENV_COLOR : exact-integer?
GL_TEXTURE_GEN_S : exact-integer?
GL_TEXTURE_GEN_T : exact-integer?
GL_TEXTURE_GEN_MODE : exact-integer?
GL_TEXTURE_BORDER_COLOR : exact-integer?
GL_TEXTURE_WIDTH : exact-integer?
GL_TEXTURE_HEIGHT : exact-integer?
GL_TEXTURE_BORDER : exact-integer?
GL_TEXTURE_COMPONENTS : exact-integer?
GL_TEXTURE_RED_SIZE : exact-integer?
GL_TEXTURE_GREEN_SIZE : exact-integer?
GL_TEXTURE_BLUE_SIZE : exact-integer?
GL_TEXTURE_ALPHA_SIZE : exact-integer?
GL_TEXTURE_LUMINANCE_SIZE : exact-integer?
GL_TEXTURE_INTENSITY_SIZE : exact-integer?
GL_NEAREST_MIPMAP_NEAREST : exact-integer?
GL_NEAREST_MIPMAP_LINEAR : exact-integer?
GL_LINEAR_MIPMAP_NEAREST : exact-integer?
GL_LINEAR_MIPMAP_LINEAR : exact-integer?
GL_OBJECT_LINEAR : exact-integer?
GL_OBJECT_PLANE : exact-integer?
GL_EYE_LINEAR : exact-integer?
GL_EYE_PLANE : exact-integer?
GL_SPHERE_MAP : exact-integer?
GL_DECAL : exact-integer?
GL_MODULATE : exact-integer?
GL_NEAREST : exact-integer?
GL_REPEAT : exact-integer?
GL_CLAMP : exact-integer?
GL_S : exact-integer?
GL_T : exact-integer?
GL_R : exact-integer?
GL_Q : exact-integer?
GL_TEXTURE_GEN_R : exact-integer?
GL_TEXTURE_GEN_Q : exact-integer?
GL_VENDOR : exact-integer?
GL_RENDERER : exact-integer?
GL_VERSION : exact-integer?
GL_EXTENSIONS : exact-integer?

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GL_INVALID_ENUM : exact-integer?
GL_INVALID_OPERATION : exact-integer?
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GL_STACK_UNDERFLOW : exact-integer?
GL_OUT_OF_MEMORY : exact-integer?
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GL_POINT_BIT : exact-integer?
GL_LINE_BIT : exact-integer?
GL_POLYGON_BIT : exact-integer?
GL_POLYGON_STIPPLE_BIT : exact-integer?
GL_PIXEL_MODE_BIT : exact-integer?
GL_LIGHTING_BIT : exact-integer?
GL_FOG_BIT : exact-integer?
GL_DEPTH_BUFFER_BIT : exact-integer?
GL_ACCUM_BUFFER_BIT : exact-integer?
GL_STENCIL_BUFFER_BIT : exact-integer?
GL_VIEWPORT_BIT : exact-integer?
GL_TRANSFORM_BIT : exact-integer?
GL_ENABLE_BIT : exact-integer?
GL_COLOR_BUFFER_BIT : exact-integer?
GL_HINT_BIT : exact-integer?
GL_EVAL_BIT : exact-integer?
GL_LIST_BIT : exact-integer?
GL_TEXTURE_BIT : exact-integer?
GL_SCISSOR_BIT : exact-integer?
GL_ALL_ATTRIB_BITS : exact-integer?
GL_PROXY_TEXTURE_1D : exact-integer?
GL_PROXY_TEXTURE_2D : exact-integer?
GL_TEXTURE_PRIORITY : exact-integer?
GL_TEXTURE_RESIDENT : exact-integer?
GL_TEXTURE_BINDING_1D : exact-integer?
GL_TEXTURE_BINDING_2D : exact-integer?
GL_TEXTURE_INTERNAL_FORMAT : exact-integer?
GL_ALPHA4 : exact-integer?
GL_ALPHA8 : exact-integer?
GL_ALPHA12 : exact-integer?
GL_ALPHA16 : exact-integer?
GL_LUMINANCE4 : exact-integer?
GL_LUMINANCE8 : exact-integer?
GL_LUMINANCE12 : exact-integer?
GL_LUMINANCE16 : exact-integer?
GL_LUMINANCE4_ALPHA4 : exact-integer?
GL_LUMINANCE6_ALPHA2 : exact-integer?

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GL_LUMINANCE8_ALPHA8 : exact-integer?
GL_LUMINANCE12_ALPHA4 : exact-integer?
GL_LUMINANCE12_ALPHA12 : exact-integer?
GL_LUMINANCE16_ALPHA16 : exact-integer?
GL_INTENSITY : exact-integer?
GL_INTENSITY4 : exact-integer?
GL_INTENSITY8 : exact-integer?
GL_INTENSITY12 : exact-integer?
GL_INTENSITY16 : exact-integer?
GL_R3_G3_B2 : exact-integer?
GL_RGB4 : exact-integer?
GL_RGB5 : exact-integer?
GL_RGB8 : exact-integer?
GL_RGB10 : exact-integer?
GL_RGB12 : exact-integer?
GL_RGB16 : exact-integer?
GL_RGBA2 : exact-integer?
GL_RGBA4 : exact-integer?
GL_RGB5_A1 : exact-integer?
GL_RGBA8 : exact-integer?
GL_RGB10_A2 : exact-integer?
GL_RGBA12 : exact-integer?
GL_RGBA16 : exact-integer?
GL_CLIENT_PIXEL_STORE_BIT : exact-integer?
GL_CLIENT_VERTEX_ARRAY_BIT : exact-integer?
GL_ALL_CLIENT_ATTRIB_BITS : exact-integer?
GL_CLIENT_ALL_ATTRIB_BITS : exact-integer?
GL_UNSIGNED_BYTE_3_3_2 : exact-integer?
GL_UNSIGNED_SHORT_4_4_4_4 : exact-integer?
GL_UNSIGNED_SHORT_5_5_5_1 : exact-integer?
GL_UNSIGNED_INT_8_8_8_8 : exact-integer?
GL_UNSIGNED_INT_10_10_10_2 : exact-integer?
GL_RESCALE_NORMAL : exact-integer?
GL_TEXTURE_BINDING_3D : exact-integer?
GL_PACK_SKIP_IMAGES : exact-integer?
GL_PACK_IMAGE_HEIGHT : exact-integer?
GL_UNPACK_SKIP_IMAGES : exact-integer?
GL_UNPACK_IMAGE_HEIGHT : exact-integer?
GL_TEXTURE_3D : exact-integer?
GL_PROXY_TEXTURE_3D : exact-integer?
GL_TEXTURE_DEPTH : exact-integer?
GL_TEXTURE_WRAP_R : exact-integer?
GL_MAX_3D_TEXTURE_SIZE : exact-integer?
GL_UNSIGNED_BYTE_2_3_3_REV : exact-integer?
GL_UNSIGNED_SHORT_5_6_5 : exact-integer?
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GL_UNSIGNED_SHORT_5_6_5_REV : exact-integer?
GL_UNSIGNED_SHORT_4_4_4_4_REV : exact-integer?
GL_UNSIGNED_SHORT_1_5_5_5_REV : exact-integer?
GL_UNSIGNED_INT_8_8_8_8_REV : exact-integer?
GL_UNSIGNED_INT_2_10_10_10_REV : exact-integer?
GL_BGR : exact-integer?
GL_BGRA : exact-integer?
GL_MAX_ELEMENTS_VERTICES : exact-integer?
GL_MAX_ELEMENTS_INDICES : exact-integer?
GL_CLAMP_TO_EDGE : exact-integer?
GL_TEXTURE_MIN_LOD : exact-integer?
GL_TEXTURE_MAX_LOD : exact-integer?
GL_TEXTURE_BASE_LEVEL : exact-integer?
GL_TEXTURE_MAX_LEVEL : exact-integer?
GL_LIGHT_MODEL_COLOR_CONTROL : exact-integer?
GL_SINGLE_COLOR : exact-integer?
GL_SEPARATE_SPECULAR_COLOR : exact-integer?
GL_SMOOTH_POINT_SIZE_RANGE : exact-integer?
GL_SMOOTH_POINT_SIZE_GRANULARITY : exact-integer?
GL_SMOOTH_LINE_WIDTH_RANGE : exact-integer?
GL_SMOOTH_LINE_WIDTH_GRANULARITY : exact-integer?
GL_ALIASED_POINT_SIZE_RANGE : exact-integer?
GL_ALIASED_LINE_WIDTH_RANGE : exact-integer?
GL_CONSTANT_COLOR : exact-integer?
GL_ONE_MINUS_CONSTANT_COLOR : exact-integer?
GL_CONSTANT_ALPHA : exact-integer?
GL_ONE_MINUS_CONSTANT_ALPHA : exact-integer?
GL_BLEND_COLOR : exact-integer?
GL_FUNC_ADD : exact-integer?
GL_MIN : exact-integer?
GL_MAX : exact-integer?
GL_BLEND_EQUATION : exact-integer?
GL_FUNC_SUBTRACT : exact-integer?
GL_FUNC_REVERSE_SUBTRACT : exact-integer?
GL_CONVOLUTION_1D : exact-integer?
GL_CONVOLUTION_2D : exact-integer?
GL_SEPARABLE_2D : exact-integer?
GL_CONVOLUTION_BORDER_MODE : exact-integer?
GL_CONVOLUTION_FILTER_SCALE : exact-integer?
GL_CONVOLUTION_FILTER_BIAS : exact-integer?
GL_REDUCE : exact-integer?
GL_CONVOLUTION_FORMAT : exact-integer?
GL_CONVOLUTION_WIDTH : exact-integer?
GL_CONVOLUTION_HEIGHT : exact-integer?
GL_MAX_CONVOLUTION_WIDTH : exact-integer?

GL_MAX_CONVOLUTION_HEIGHT : exact-integer?
GL_POST_CONVOLUTION_RED_SCALE : exact-integer?
GL_POST_CONVOLUTION_GREEN_SCALE : exact-integer?
GL_POST_CONVOLUTION_BLUE_SCALE : exact-integer?
GL_POST_CONVOLUTION_ALPHA_SCALE : exact-integer?
GL_POST_CONVOLUTION_RED_BIAS : exact-integer?
GL_POST_CONVOLUTION_GREEN_BIAS : exact-integer?
GL_POST_CONVOLUTION_BLUE_BIAS : exact-integer?
GL_POST_CONVOLUTION_ALPHA_BIAS : exact-integer?
GL_HISTOGRAM : exact-integer?
GL_PROXY_HISTOGRAM : exact-integer?
GL_HISTOGRAM_WIDTH : exact-integer?
GL_HISTOGRAM_FORMAT : exact-integer?
GL_HISTOGRAM_RED_SIZE : exact-integer?
GL_HISTOGRAM_GREEN_SIZE : exact-integer?
GL_HISTOGRAM_BLUE_SIZE : exact-integer?
GL_HISTOGRAM_ALPHA_SIZE : exact-integer?
GL_HISTOGRAM_LUMINANCE_SIZE : exact-integer?
GL_HISTOGRAM_SINK : exact-integer?
GL_MINMAX : exact-integer?
GL_MINMAX_FORMAT : exact-integer?
GL_MINMAX_SINK : exact-integer?
GL_TABLE_TOO_LARGE : exact-integer?
GL_COLOR_MATRIX : exact-integer?
GL_COLOR_MATRIX_STACK_DEPTH : exact-integer?
GL_MAX_COLOR_MATRIX_STACK_DEPTH : exact-integer?
GL_POST_COLOR_MATRIX_RED_SCALE : exact-integer?
GL_POST_COLOR_MATRIX_GREEN_SCALE : exact-integer?
GL_POST_COLOR_MATRIX_BLUE_SCALE : exact-integer?
GL_POST_COLOR_MATRIX_ALPHA_SCALE : exact-integer?
GL_POST_COLOR_MATRIX_RED_BIAS : exact-integer?
GL_POST_COLOR_MATRIX_GREEN_BIAS : exact-integer?
GL_POST_COLOR_MATRIX_BLUE_BIAS : exact-integer?
GL_POST_COLOR_MATRIX_ALPHA_BIAS : exact-integer?
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GL_POST_CONVOLUTION_COLOR_TABLE : exact-integer?
GL_POST_COLOR_MATRIX_COLOR_TABLE : exact-integer?
GL_PROXY_COLOR_TABLE : exact-integer?
GL_PROXY_POST_CONVOLUTION_COLOR_TABLE : exact-integer?
GL_PROXY_POST_COLOR_MATRIX_COLOR_TABLE : exact-integer?
GL_COLOR_TABLE_SCALE : exact-integer?
GL_COLOR_TABLE_BIAS : exact-integer?
GL_COLOR_TABLE_FORMAT : exact-integer?
GL_COLOR_TABLE_WIDTH : exact-integer?
GL_COLOR_TABLE_RED_SIZE : exact-integer?

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GL_COLOR_TABLE_GREEN_SIZE : exact-integer?
GL_COLOR_TABLE_BLUE_SIZE : exact-integer?
GL_COLOR_TABLE_ALPHA_SIZE : exact-integer?
GL_COLOR_TABLE_LUMINANCE_SIZE : exact-integer?
GL_COLOR_TABLE_INTENSITY_SIZE : exact-integer?
GL_CONSTANT_BORDER : exact-integer?
GL_REPLICATE_BORDER : exact-integer?
GL_CONVOLUTION_BORDER_COLOR : exact-integer?
GL_TEXTURE0 : exact-integer?
GL_TEXTURE1 : exact-integer?
GL_TEXTURE2 : exact-integer?
GL_TEXTURE3 : exact-integer?
GL_TEXTURE4 : exact-integer?
GL_TEXTURE5 : exact-integer?
GL_TEXTURE6 : exact-integer?
GL_TEXTURE7 : exact-integer?
GL_TEXTURE8 : exact-integer?
GL_TEXTURE9 : exact-integer?
GL_TEXTURE10 : exact-integer?
GL_TEXTURE11 : exact-integer?
GL_TEXTURE12 : exact-integer?
GL_TEXTURE13 : exact-integer?
GL_TEXTURE14 : exact-integer?
GL_TEXTURE15 : exact-integer?
GL_TEXTURE16 : exact-integer?
GL_TEXTURE17 : exact-integer?
GL_TEXTURE18 : exact-integer?
GL_TEXTURE19 : exact-integer?
GL_TEXTURE20 : exact-integer?
GL_TEXTURE21 : exact-integer?
GL_TEXTURE22 : exact-integer?
GL_TEXTURE23 : exact-integer?
GL_TEXTURE24 : exact-integer?
GL_TEXTURE25 : exact-integer?
GL_TEXTURE26 : exact-integer?
GL_TEXTURE27 : exact-integer?
GL_TEXTURE28 : exact-integer?
GL_TEXTURE29 : exact-integer?
GL_TEXTURE30 : exact-integer?
GL_TEXTURE31 : exact-integer?
GL_ACTIVE_TEXTURE : exact-integer?
GL_CLIENT_ACTIVE_TEXTURE : exact-integer?
GL_MAX_TEXTURE_UNITS : exact-integer?
GL_TRANSPOSE_MODELVIEW_MATRIX : exact-integer?
GL_TRANSPOSE_PROJECTION_MATRIX : exact-integer?
```

GL_TRANSPOSE_TEXTURE_MATRIX : exact-integer?
GL_TRANSPOSE_COLOR_MATRIX : exact-integer?
GL_MULTISAMPLE : exact-integer?
GL_SAMPLE_ALPHA_TO_COVERAGE : exact-integer?
GL_SAMPLE_ALPHA_TO_ONE : exact-integer?
GL_SAMPLE_COVERAGE : exact-integer?
GL_SAMPLE_BUFFERS : exact-integer?
GL_SAMPLES : exact-integer?
GL_SAMPLE_COVERAGE_VALUE : exact-integer?
GL_SAMPLE_COVERAGE_INVERT : exact-integer?
GL_MULTISAMPLE_BIT : exact-integer?
GL_NORMAL_MAP : exact-integer?
GL_REFLECTION_MAP : exact-integer?
GL_TEXTURE_CUBE_MAP : exact-integer?
GL_TEXTURE_BINDING_CUBE_MAP : exact-integer?
GL_TEXTURE_CUBE_MAP_POSITIVE_X : exact-integer?
GL_TEXTURE_CUBE_MAP_NEGATIVE_X : exact-integer?
GL_TEXTURE_CUBE_MAP_POSITIVE_Y : exact-integer?
GL_TEXTURE_CUBE_MAP_NEGATIVE_Y : exact-integer?
GL_TEXTURE_CUBE_MAP_POSITIVE_Z : exact-integer?
GL_TEXTURE_CUBE_MAP_NEGATIVE_Z : exact-integer?
GL_PROXY_TEXTURE_CUBE_MAP : exact-integer?
GL_MAX_CUBE_MAP_TEXTURE_SIZE : exact-integer?
GL_COMPRESSED_ALPHA : exact-integer?
GL_COMPRESSED_LUMINANCE : exact-integer?
GL_COMPRESSED_LUMINANCE_ALPHA : exact-integer?
GL_COMPRESSED_INTENSITY : exact-integer?
GL_COMPRESSED_RGB : exact-integer?
GL_COMPRESSED_RGBA : exact-integer?
GL_TEXTURE_COMPRESSION_HINT : exact-integer?
GL_TEXTURE_COMPRESSED_IMAGE_SIZE : exact-integer?
GL_TEXTURE_COMPRESSED : exact-integer?
GL_NUM_COMPRESSED_TEXTURE_FORMATS : exact-integer?
GL_COMPRESSED_TEXTURE_FORMATS : exact-integer?
GL_CLAMP_TO_BORDER : exact-integer?
GL_COMBINE : exact-integer?
GL_COMBINE_RGB : exact-integer?
GL_COMBINE_ALPHA : exact-integer?
GL_SOURCE0_RGB : exact-integer?
GL_SOURCE1_RGB : exact-integer?
GL_SOURCE2_RGB : exact-integer?
GL_SOURCE0_ALPHA : exact-integer?
GL_SOURCE1_ALPHA : exact-integer?
GL_SOURCE2_ALPHA : exact-integer?
GL_OPERANDO_RGB : exact-integer?

GL_OPERAND1_RGB : exact-integer?
GL_OPERAND2_RGB : exact-integer?
GL_OPERAND0_ALPHA : exact-integer?
GL_OPERAND1_ALPHA : exact-integer?
GL_OPERAND2_ALPHA : exact-integer?
GL_RGB_SCALE : exact-integer?
GL_ADD_SIGNED : exact-integer?
GL_INTERPOLATE : exact-integer?
GL_SUBTRACT : exact-integer?
GL_CONSTANT : exact-integer?
GL_PRIMARY_COLOR : exact-integer?
GL_PREVIOUS : exact-integer?
GL_DOT3_RGB : exact-integer?
GL_DOT3_RGBA : exact-integer?
GL_BLEND_DST_RGB : exact-integer?
GL_BLEND_SRC_RGB : exact-integer?
GL_BLEND_DST_ALPHA : exact-integer?
GL_BLEND_SRC_ALPHA : exact-integer?
GL_POINT_SIZE_MIN : exact-integer?
GL_POINT_SIZE_MAX : exact-integer?
GL_POINT_FADE_THRESHOLD_SIZE : exact-integer?
GL_POINT_DISTANCE_ATTENUATION : exact-integer?
GL_GENERATE_MIPMAP : exact-integer?
GL_GENERATE_MIPMAP_HINT : exact-integer?
GL_DEPTH_COMPONENT16 : exact-integer?
GL_DEPTH_COMPONENT24 : exact-integer?
GL_DEPTH_COMPONENT32 : exact-integer?
GL_MIRRORED_REPEAT : exact-integer?
GL_FOG_COORDINATE_SOURCE : exact-integer?
GL_FOG_COORDINATE : exact-integer?
GL_FRAGMENT_DEPTH : exact-integer?
GL_CURRENT_FOG_COORDINATE : exact-integer?
GL_FOG_COORDINATE_ARRAY_TYPE : exact-integer?
GL_FOG_COORDINATE_ARRAY_STRIDE : exact-integer?
GL_FOG_COORDINATE_ARRAY_POINTER : exact-integer?
GL_FOG_COORDINATE_ARRAY : exact-integer?
GL_COLOR_SUM : exact-integer?
GL_CURRENT_SECONDARY_COLOR : exact-integer?
GL_SECONDARY_COLOR_ARRAY_SIZE : exact-integer?
GL_SECONDARY_COLOR_ARRAY_TYPE : exact-integer?
GL_SECONDARY_COLOR_ARRAY_STRIDE : exact-integer?
GL_SECONDARY_COLOR_ARRAY_POINTER : exact-integer?
GL_SECONDARY_COLOR_ARRAY : exact-integer?
GL_MAX_TEXTURE_LOD_BIAS : exact-integer?
GL_TEXTURE_FILTER_CONTROL : exact-integer?

GL_TEXTURE_LOD_BIAS : exact-integer?
GL_INCR_WRAP : exact-integer?
GL_DECR_WRAP : exact-integer?
GL_TEXTURE_DEPTH_SIZE : exact-integer?
GL_DEPTH_TEXTURE_MODE : exact-integer?
GL_TEXTURE_COMPARE_MODE : exact-integer?
GL_TEXTURE_COMPARE_FUNC : exact-integer?
GL_COMPARE_R_TO_TEXTURE : exact-integer?
GL_BUFFER_SIZE : exact-integer?
GL_BUFFER_USAGE : exact-integer?
GL_QUERY_COUNTER_BITS : exact-integer?
GL_CURRENT_QUERY : exact-integer?
GL_QUERY_RESULT : exact-integer?
GL_QUERY_RESULT_AVAILABLE : exact-integer?
GL_ARRAY_BUFFER : exact-integer?
GL_ELEMENT_ARRAY_BUFFER : exact-integer?
GL_ARRAY_BUFFER_BINDING : exact-integer?
GL_ELEMENT_ARRAY_BUFFER_BINDING : exact-integer?
GL_VERTEX_ARRAY_BUFFER_BINDING : exact-integer?
GL_NORMAL_ARRAY_BUFFER_BINDING : exact-integer?
GL_COLOR_ARRAY_BUFFER_BINDING : exact-integer?
GL_INDEX_ARRAY_BUFFER_BINDING : exact-integer?
GL_TEXTURE_COORD_ARRAY_BUFFER_BINDING : exact-integer?
GL_EDGE_FLAG_ARRAY_BUFFER_BINDING : exact-integer?
GL_SECONDARY_COLOR_ARRAY_BUFFER_BINDING : exact-integer?
GL_FOG_COORDINATE_ARRAY_BUFFER_BINDING : exact-integer?
GL_WEIGHT_ARRAY_BUFFER_BINDING : exact-integer?
GL_VERTEX_ATTRIB_ARRAY_BUFFER_BINDING : exact-integer?
GL_READ_ONLY : exact-integer?
GL_WRITE_ONLY : exact-integer?
GL_READ_WRITE : exact-integer?
GL_BUFFER_ACCESS : exact-integer?
GL_BUFFER_MAPPED : exact-integer?
GL_BUFFER_MAP_POINTER : exact-integer?
GL_STREAM_DRAW : exact-integer?
GL_STREAM_READ : exact-integer?
GL_STREAM_COPY : exact-integer?
GL_STATIC_DRAW : exact-integer?
GL_STATIC_READ : exact-integer?
GL_STATIC_COPY : exact-integer?
GL_DYNAMIC_DRAW : exact-integer?
GL_DYNAMIC_READ : exact-integer?
GL_DYNAMIC_COPY : exact-integer?
GL_SAMPLES_PASSED : exact-integer?
GL_FOG_COORD_SRC : exact-integer?

```

GL_FOG_COORD : exact-integer?
GL_CURRENT_FOG_COORD : exact-integer?
GL_FOG_COORD_ARRAY_TYPE : exact-integer?
GL_FOG_COORD_ARRAY_STRIDE : exact-integer?
GL_FOG_COORD_ARRAY_POINTER : exact-integer?
GL_FOG_COORD_ARRAY : exact-integer?
GL_FOG_COORD_ARRAY_BUFFER_BINDING : exact-integer?
GL_SRC0_RGB : exact-integer?
GL_SRC1_RGB : exact-integer?
GL_SRC2_RGB : exact-integer?
GL_SRC0_ALPHA : exact-integer?
GL_SRC1_ALPHA : exact-integer?
GL_SRC2_ALPHA : exact-integer?
GLU_FALSE : exact-integer?
GLU_TRUE : exact-integer?
GLU_VERSION : exact-integer?
GLU_EXTENSIONS : exact-integer?
GLU_INVALID_ENUM : exact-integer?
GLU_INVALID_VALUE : exact-integer?
GLU_OUT_OF_MEMORY : exact-integer?
GLU_INVALID_OPERATION : exact-integer?
GLU_OUTLINE_POLYGON : exact-integer?
GLU_OUTLINE_PATCH : exact-integer?
GLU_NURBS_ERROR : exact-integer?
GLU_ERROR : exact-integer?
GLU_NURBS_BEGIN : exact-integer?
GLU_NURBS_BEGIN_EXT : exact-integer?
GLU_NURBS_VERTEX : exact-integer?
GLU_NURBS_VERTEX_EXT : exact-integer?
GLU_NURBS_NORMAL : exact-integer?
GLU_NURBS_NORMAL_EXT : exact-integer?
GLU_NURBS_COLOR : exact-integer?
GLU_NURBS_COLOR_EXT : exact-integer?
GLU_NURBS_TEXTURE_COORD : exact-integer?
GLU_NURBS_TEX_COORD_EXT : exact-integer?
GLU_NURBS_END : exact-integer?
GLU_NURBS_END_EXT : exact-integer?
GLU_NURBS_BEGIN_DATA : exact-integer?
GLU_NURBS_BEGIN_DATA_EXT : exact-integer?
GLU_NURBS_VERTEX_DATA : exact-integer?
GLU_NURBS_VERTEX_DATA_EXT : exact-integer?
GLU_NURBS_NORMAL_DATA : exact-integer?
GLU_NURBS_NORMAL_DATA_EXT : exact-integer?
GLU_NURBS_COLOR_DATA : exact-integer?
GLU_NURBS_COLOR_DATA_EXT : exact-integer?

```

GLU_NURBS_TEXTURE_COORD_DATA : exact-integer?
GLU_NURBS_TEX_COORD_DATA_EXT : exact-integer?
GLU_NURBS_END_DATA : exact-integer?
GLU_NURBS_END_DATA_EXT : exact-integer?
GLU_NURBS_ERROR1 : exact-integer?
GLU_NURBS_ERROR2 : exact-integer?
GLU_NURBS_ERROR3 : exact-integer?
GLU_NURBS_ERROR4 : exact-integer?
GLU_NURBS_ERROR5 : exact-integer?
GLU_NURBS_ERROR6 : exact-integer?
GLU_NURBS_ERROR7 : exact-integer?
GLU_NURBS_ERROR8 : exact-integer?
GLU_NURBS_ERROR9 : exact-integer?
GLU_NURBS_ERROR10 : exact-integer?
GLU_NURBS_ERROR11 : exact-integer?
GLU_NURBS_ERROR12 : exact-integer?
GLU_NURBS_ERROR13 : exact-integer?
GLU_NURBS_ERROR14 : exact-integer?
GLU_NURBS_ERROR15 : exact-integer?
GLU_NURBS_ERROR16 : exact-integer?
GLU_NURBS_ERROR17 : exact-integer?
GLU_NURBS_ERROR18 : exact-integer?
GLU_NURBS_ERROR19 : exact-integer?
GLU_NURBS_ERROR20 : exact-integer?
GLU_NURBS_ERROR21 : exact-integer?
GLU_NURBS_ERROR22 : exact-integer?
GLU_NURBS_ERROR23 : exact-integer?
GLU_NURBS_ERROR24 : exact-integer?
GLU_NURBS_ERROR25 : exact-integer?
GLU_NURBS_ERROR26 : exact-integer?
GLU_NURBS_ERROR27 : exact-integer?
GLU_NURBS_ERROR28 : exact-integer?
GLU_NURBS_ERROR29 : exact-integer?
GLU_NURBS_ERROR30 : exact-integer?
GLU_NURBS_ERROR31 : exact-integer?
GLU_NURBS_ERROR32 : exact-integer?
GLU_NURBS_ERROR33 : exact-integer?
GLU_NURBS_ERROR34 : exact-integer?
GLU_NURBS_ERROR35 : exact-integer?
GLU_NURBS_ERROR36 : exact-integer?
GLU_NURBS_ERROR37 : exact-integer?
GLU_AUTO_LOAD_MATRIX : exact-integer?
GLU_CULLING : exact-integer?
GLU_SAMPLING_TOLERANCE : exact-integer?
GLU_DISPLAY_MODE : exact-integer?

GLU_PARAMETRIC_TOLERANCE : exact-integer?
GLU_SAMPLING_METHOD : exact-integer?
GLU_U_STEP : exact-integer?
GLU_V_STEP : exact-integer?
GLU_NURBS_MODE : exact-integer?
GLU_NURBS_MODE_EXT : exact-integer?
GLU_NURBS_TESSELLATOR : exact-integer?
GLU_NURBS_TESSELLATOR_EXT : exact-integer?
GLU_NURBS_RENDERER : exact-integer?
GLU_NURBS_RENDERER_EXT : exact-integer?
GLU_OBJECT_PARAMETRIC_ERROR : exact-integer?
GLU_OBJECT_PARAMETRIC_ERROR_EXT : exact-integer?
GLU_OBJECT_PATH_LENGTH : exact-integer?
GLU_OBJECT_PATH_LENGTH_EXT : exact-integer?
GLU_PATH_LENGTH : exact-integer?
GLU_PARAMETRIC_ERROR : exact-integer?
GLU_DOMAIN_DISTANCE : exact-integer?
GLU_MAP1_TRIM_2 : exact-integer?
GLU_MAP1_TRIM_3 : exact-integer?
GLU_POINT : exact-integer?
GLU_LINE : exact-integer?
GLU_FILL : exact-integer?
GLU_SILHOUETTE : exact-integer?
GLU_SMOOTH : exact-integer?
GLU_FLAT : exact-integer?
GLU_NONE : exact-integer?
GLU_OUTSIDE : exact-integer?
GLU_INSIDE : exact-integer?
GLU_TESS_BEGIN : exact-integer?
GLU_BEGIN : exact-integer?
GLU_TESS_VERTEX : exact-integer?
GLU_VERTEX : exact-integer?
GLU_TESS_END : exact-integer?
GLU_END : exact-integer?
GLU_TESS_ERROR : exact-integer?
GLU_TESS_EDGE_FLAG : exact-integer?
GLU_EDGE_FLAG : exact-integer?
GLU_TESS_COMBINE : exact-integer?
GLU_TESS_BEGIN_DATA : exact-integer?
GLU_TESS_VERTEX_DATA : exact-integer?
GLU_TESS_END_DATA : exact-integer?
GLU_TESS_ERROR_DATA : exact-integer?
GLU_TESS_EDGE_FLAG_DATA : exact-integer?
GLU_TESS_COMBINE_DATA : exact-integer?
GLU_CW : exact-integer?

```

GLU_CCW : exact-integer?
GLU_INTERIOR : exact-integer?
GLU_EXTERIOR : exact-integer?
GLU_UNKNOWN : exact-integer?
GLU_TESS_WINDING_RULE : exact-integer?
GLU_TESS_BOUNDARY_ONLY : exact-integer?
GLU_TESS_TOLERANCE : exact-integer?
GLU_TESS_ERROR1 : exact-integer?
GLU_TESS_ERROR2 : exact-integer?
GLU_TESS_ERROR3 : exact-integer?
GLU_TESS_ERROR4 : exact-integer?
GLU_TESS_ERROR5 : exact-integer?
GLU_TESS_ERROR6 : exact-integer?
GLU_TESS_ERROR7 : exact-integer?
GLU_TESS_ERROR8 : exact-integer?
GLU_TESS_MISSING_BEGIN_POLYGON : exact-integer?
GLU_TESS_MISSING_BEGIN_CONTOUR : exact-integer?
GLU_TESS_MISSING_END_POLYGON : exact-integer?
GLU_TESS_MISSING_END_CONTOUR : exact-integer?
GLU_TESS_COORD_TOO_LARGE : exact-integer?
GLU_TESS_NEED_COMBINE_CALLBACK : exact-integer?
GLU_TESS_WINDING_ODD : exact-integer?
GLU_TESS_WINDING_NONZERO : exact-integer?
GLU_TESS_WINDING_POSITIVE : exact-integer?
GLU_TESS_WINDING_NEGATIVE : exact-integer?
GLU_TESS_WINDING_ABS_GEQ_TWO : exact-integer?
GLU_TESS_MAX_COORD : real?

```

All OpenGL-defined constants.

```

(feedback-buffer->gl-float-vector buf) → gl-float-vector?
  buf : feedback-buffer-object?

```

Converts a result from `glFeedbackBuffer` to a vector.

```

(select-buffer->gl-uint-vector buf) → gl-uint-vector?
  buf : select-buffer-object?

```

Converts a result from `glSelectBuffer` to a vector.

3 Racket-Style OpenGL

```
(require sgl)      package: sgl
```

The functions in `sgl` use Racket style names instead of C style names. To convert a C OpenGL name to a Racket OpenGL name, change the `gl` prefix to `gl-`, separate adjacent words with hyphens, and convert to all lower case. Functions that have several variants to accommodate different numbers and types of arguments are collapsed into one or two functions in `sgl`. For example, `sgl` provides two vertex functions: `vertex` and `vertex-v`. The `vertex` function accepts 2, 3 or 4 numerical arguments, and the `vertex-v` function accepts `gl-vectors` of length 2, 3 or 4. The C language OpenGL interface, in contrast, has 24 vertex functions: `glVertex3i`, `glVertex4fv`, etc.

Functions in `sgl` take symbols instead of integers for `GLenum` arguments. Each function checks that the given symbol is an acceptable argument and raises an exception if it is not. Given the name of a C-language `#define` constant, determine the corresponding symbolic argument by removing the leading `GL_`, converting the letters to lower-case and replacing each `_` with `-`. For example, `GL_TRIANGLES` becomes `'triangles`, and `GL_TRIANGLE_STRIP` becomes `'triangle-strip`. Additionally, the functions check the length of any array arguments to ensure that OpenGL does not attempt to write or read after the array.

The `sgl` module is not as complete as the `sgl/gl` module.

Examples:

```
(require sgl sgl/gl-vectors)
(gl-begin 'triangles)
(gl-vertex 1 2 3)
(gl-vertex-v (gl-float-vector 1 2 3 4))
(gl-end)
```

```
(struct gl-selection-record (min-z max-z stack)
  #:extra-constructor-name make-gl-selection-record)
min-z : real?
max-z : real?
stack : ....
```

Represents a selection.

```
gl-accum : procedure?
gl-active-texture : procedure?
gl-alpha-func : procedure?
gl-begin : procedure?
gl-begin-query : procedure?
```

```
gl-blend-color : procedure?
gl-blend-equation : procedure?
gl-blend-func : procedure?
gl-blend-func-separate : procedure?
gl-call-list : procedure?
gl-check-extension : procedure?
gl-clear : procedure?
gl-clear-accum : procedure?
gl-clear-color : procedure?
gl-clear-depth : procedure?
gl-clear-index : procedure?
gl-clear-stencil : procedure?
gl-clip-plane : procedure?
gl-color : procedure?
gl-color-mask : procedure?
gl-color-material : procedure?
gl-color-v : procedure?
gl-copy-pixels : procedure?
gl-cull-face : procedure?
gl-cylinder : procedure?
gl-delete-lists : procedure?
gl-delete-queries : procedure?
gl-depth-func : procedure?
gl-depth-mask : procedure?
gl-depth-range : procedure?
gl-disable : procedure?
gl-disk : procedure?
gl-edge-flag : procedure?
gl-enable : procedure?
gl-end : procedure?
gl-end-list : procedure?
gl-end-query : procedure?
gl-eval-coord : procedure?
gl-eval-coord-v : procedure?
gl-eval-mesh : procedure?
gl-eval-point : procedure?
gl-feedback-buffer->gl-float-vector : procedure?
gl-finish : procedure?
gl-flush : procedure?
gl-front-face : procedure?
gl-frustum : procedure?
gl-gen-lists : procedure?
gl-gen-queries : procedure?
gl-get-error : procedure?
gl-get-string : procedure?
```

gl-hint : procedure?
gl-index : procedure?
gl-index-mask : procedure?
gl-index-v : procedure?
gl-init-names : procedure?
gl-is-buffer : procedure?
gl-is-enabled : procedure?
gl-is-list : procedure?
gl-is-query : procedure?
gl-light : procedure?
gl-light-model : procedure?
gl-light-model-v : procedure?
gl-light-v : procedure?
gl-line-stipple : procedure?
gl-line-width : procedure?
gl-list-base : procedure?
gl-load-identity : procedure?
gl-load-matrix : procedure?
gl-load-name : procedure?
gl-load-transpose-matrix : procedure?
gl-look-at : procedure?
gl-map-grid : procedure?
gl-material : procedure?
gl-material-v : procedure?
gl-matrix-mode : procedure?
gl-mult-matrix : procedure?
gl-mult-transpose-matrix : procedure?
gl-multi-tex-coord : procedure?
gl-multi-tex-coord-v : procedure?
gl-new-list : procedure?
gl-new-quadric : procedure?
gl-normal : procedure?
gl-normal-v : procedure?
gl-ortho : procedure?
gl-ortho-2d : procedure?
gl-partial-disk : procedure?
gl-pass-through : procedure?
gl-perspective : procedure?
gl-pick-matrix : procedure?
gl-pixel-store : procedure?
gl-point-parameter : procedure?
gl-point-parameter-v : procedure?
gl-point-size : procedure?
gl-polygon-mode : procedure?
gl-polygon-offset : procedure?

```

gl-pop-attrib : procedure?
gl-pop-client-attrib : procedure?
gl-pop-matrix : procedure?
gl-pop-name : procedure?
gl-project : procedure?
gl-push-matrix : procedure?
gl-push-name : procedure?
gl-quadric-draw-style : procedure?
gl-quadric-normals : procedure?
gl-quadric-orientation : procedure?
gl-quadric-texture : procedure?
gl-raster-pos : procedure?
gl-raster-pos-v : procedure?
gl-rect : procedure?
gl-rect-v : procedure?
gl-render-mode : procedure?
gl-rotate : procedure?
gl-sample-coverage : procedure?
gl-scale : procedure?
gl-scissor : procedure?
gl-secondary-color : procedure?
gl-secondary-color-v : procedure?
gl-select-buffer->gl-uint-vector : procedure?
gl-shade-model : procedure?
gl-sphere : procedure?
gl-stencil-func : procedure?
gl-stencil-mask : procedure?
gl-stencil-op : procedure?
gl-tex-coord : procedure?
gl-tex-coord-v : procedure?
gl-tex-gen : procedure?
gl-tex-gen-v : procedure?
gl-translate : procedure?
gl-u-get-string : procedure?
gl-un-project : procedure?
gl-un-project4 : procedure?
gl-vertex : procedure?
gl-vertex-v : procedure?
gl-viewport : procedure?
gl-window-pos : procedure?
gl-window-pos-v : procedure?

```

Racket-style variants of the OpenGL functions.

```

(gl-process-selection vec hits) → (listof gl-selection-record?)

```

```
vec : gl-uint-vector?  
hits : exact-nonnegative-integer?
```

Parses the contents of `vec` from the format used by `glSelectBuffer`. The second argument should be the number of hits as returned by `glRenderMode`.

```
(gl-get-gl-version-number) → exact-nonnegative-integer?
```

Returns the run-time OpenGL version number as an integer: 10, 11, 12, 13, 14, 15, or 20.

```
(gl-get-glu-version-number) → exact-nonnegative-integer?
```

Returns the run-time GLU version number as an integer: 10, 11, 12, or 13.

4 OpenGL Vectors

```
(require sgl/gl-vectors)      package: sgl
```

The `sgl/gl-vectors` module supports OpenGL programming with `cvector`s. In this document and in the error messages, a “gl-vector” is just a `cvector`, while a “gl-*<type>*-vector” is a `cvector` with an appropriate type. Use the `sgl/gl-vectors` module vectors instead of a Racket `cvector` directly, because they are specialized to handle the OpenGL types correctly.

```
(gl-vector? v) → boolean?
  v : any/c
(gl-vector->vector vec) → vector?
  vec : cvector?
(gl-vector->list vec) → list?
  vec : cvector?
(gl-vector-length vec) → exact-nonnegative-integer?
  vec : cvector?
(gl-vector-ref vec pos) → any/v
  vec : cvector?
  pos : exact-nonnegative-integer?
(gl-vector-set! vec pos v) → void?
  vec : cvector?
  pos : exact-nonnegative-integer?
  v : any/v
```

Synonyms for `cvector?`, `cvector->vector`, `cvector-length`, etc.

```
(gl-byte-vector? v) → boolean?
  v : any/c
(make-gl-byte-vector pos) → gl-byte-vector?
  pos : exact-nonnegative-integer?
(gl-byte-vector v ...) → gl-byte-vector?
  v : byte?
(vector->gl-byte-vector v ...) → gl-byte-vector?
  v : (vectorof byte?)
(list->gl-byte-vector v ...) → gl-byte-vector?
  v : (listof byte?)
(gl-byte-vector+ vec ...+) → gl-byte-vector?
  vec : gl-byte-vector?
(gl-byte-vector- vec ...+) → gl-byte-vector?
  vec : gl-byte-vector?
(gl-byte-vector* x vec) → gl-byte-vector?
  x : real?
  vec : gl-byte-vector?
```

Operations on vectors of `byte` elements. The `gl-byte-vector+` and `gl-byte-vector-` functions compute the element-by-element sum and difference of the given vectors, respectively. The `gl-byte-vector*` function multiplies each element of `vec` by `x`.

```
(gl-byte-vector? v) → boolean?
  v : any/c
(make-gl-byte-vector pos) → gl-byte-vector?
  pos : exact-nonnegative-integer?
(gl-byte-vector v ...) → gl-byte-vector?
  v : ubyte?
(vector->gl-byte-vector v ...) → gl-byte-vector?
  v : (vectorof ubyte?)
(list->gl-byte-vector v ...) → gl-byte-vector?
  v : (listof ubyte?)
(gl-byte-vector+ vec ...+) → gl-byte-vector?
  vec : gl-byte-vector?
(gl-byte-vector- vec ...+) → gl-byte-vector?
  vec : gl-byte-vector?
(gl-byte-vector* x vec) → gl-byte-vector?
  x : real?
  vec : gl-byte-vector?
```

Operations on vectors of `ubyte` elements. The `gl-ubyte-vector+` and `gl-ubyte-vector-` functions compute the element-by-element sum and difference of the given vectors, respectively. The `gl-ubyte-vector*` function multiplies each element of `vec` by `x`.

```
(gl-short-vector? v) → boolean?
  v : any/c
(make-gl-short-vector pos) → gl-short-vector?
  pos : exact-nonnegative-integer?
(gl-short-vector v ...) → gl-short-vector?
  v : short?
(vector->gl-short-vector v ...) → gl-short-vector?
  v : (vectorof short?)
(list->gl-short-vector v ...) → gl-short-vector?
  v : (listof short?)
(gl-short-vector+ vec ...+) → gl-short-vector?
  vec : gl-short-vector?
(gl-short-vector- vec ...+) → gl-short-vector?
  vec : gl-short-vector?
(gl-short-vector* x vec) → gl-short-vector?
  x : real?
  vec : gl-short-vector?
```

Operations on vectors of `short` elements. The `gl-short-vector+` and `gl-short-`

`vector-` functions compute the element-by-element sum and difference of the given vectors, respectively. The `gl-short-vector*` function multiplies each element of `vec` by `x`.

```
(gl-ushort-vector? v) → boolean?
  v : any/c
(make-gl-ushort-vector pos) → gl-ushort-vector?
  pos : exact-nonnegative-integer?
(gl-ushort-vector v ...) → gl-ushort-vector?
  v : ushort?
(vector->gl-ushort-vector v ...) → gl-ushort-vector?
  v : (vectorof ushort?)
(list->gl-ushort-vector v ...) → gl-ushort-vector?
  v : (listof ushort?)
(gl-ushort-vector+ vec ...+) → gl-ushort-vector?
  vec : gl-ushort-vector?
(gl-ushort-vector- vec ...+) → gl-ushort-vector?
  vec : gl-ushort-vector?
(gl-ushort-vector* x vec) → gl-ushort-vector?
  x : real?
  vec : gl-ushort-vector?
```

Operations on vectors of `ushort` elements. The `gl-ushort-vector+` and `gl-ushort-vector-` functions compute the element-by-element sum and difference of the given vectors, respectively. The `gl-ushort-vector*` function multiplies each element of `vec` by `x`.

```
(gl-int-vector? v) → boolean?
  v : any/c
(make-gl-int-vector pos) → gl-int-vector?
  pos : exact-nonnegative-integer?
(gl-int-vector v ...) → gl-int-vector?
  v : int?
(vector->gl-int-vector v ...) → gl-int-vector?
  v : (vectorof int?)
(list->gl-int-vector v ...) → gl-int-vector?
  v : (listof int?)
(gl-int-vector+ vec ...+) → gl-int-vector?
  vec : gl-int-vector?
(gl-int-vector- vec ...+) → gl-int-vector?
  vec : gl-int-vector?
(gl-int-vector* x vec) → gl-int-vector?
  x : real?
  vec : gl-int-vector?
```

Operations on vectors of `int` elements. The `gl-int-vector+` and `gl-int-vector-` functions compute the element-by-element sum and difference of the given vectors, respectively.

The `gl-int-vector*` function multiplies each element of `vec` by `x`.

```
(gl-uint-vector? v) → boolean?
  v : any/c
(make-gl-uint-vector pos) → gl-uint-vector?
  pos : exact-nonnegative-integer?
(gl-uint-vector v ...) → gl-uint-vector?
  v : uint?
(vector->gl-uint-vector v ...) → gl-uint-vector?
  v : (vectorof uint?)
(list->gl-uint-vector v ...) → gl-uint-vector?
  v : (listof uint?)
(gl-uint-vector+ vec ...+) → gl-uint-vector?
  vec : gl-uint-vector?
(gl-uint-vector- vec ...+) → gl-uint-vector?
  vec : gl-uint-vector?
(gl-uint-vector* x vec) → gl-uint-vector?
  x : real?
  vec : gl-uint-vector?
```

Operations on vectors of `uint` elements. The `gl-uint-vector+` and `gl-uint-vector-` functions compute the element-by-element sum and difference of the given vectors, respectively. The `gl-uint-vector*` function multiplies each element of `vec` by `x`.

```
(gl-float-vector? v) → boolean?
  v : any/c
(make-gl-float-vector pos) → gl-float-vector?
  pos : exact-nonnegative-integer?
(gl-float-vector v ...) → gl-float-vector?
  v : float?
(vector->gl-float-vector v ...) → gl-float-vector?
  v : (vectorof float?)
(list->gl-float-vector v ...) → gl-float-vector?
  v : (listof float?)
(gl-float-vector+ vec ...+) → gl-float-vector?
  vec : gl-float-vector?
(gl-float-vector- vec ...+) → gl-float-vector?
  vec : gl-float-vector?
(gl-float-vector* x vec) → gl-float-vector?
  x : real?
  vec : gl-float-vector?
```

Operations on vectors of `float` elements. The `gl-float-vector+` and `gl-float-vector-` functions compute the element-by-element sum and difference of the given vectors, respectively. The `gl-float-vector*` function multiplies each element of `vec` by `x`.

```

(gl-double-vector? v) → boolean?
  v : any/c
(make-gl-double-vector pos) → gl-double-vector?
  pos : exact-nonnegative-integer?
(gl-double-vector v ...) → gl-double-vector?
  v : double?
(vector->gl-double-vector v ...) → gl-double-vector?
  v : (vectorof double?)
(list->gl-double-vector v ...) → gl-double-vector?
  v : (listof double?)
(gl-double-vector+ vec ...+) → gl-double-vector?
  vec : gl-double-vector?
(gl-double-vector- vec ...+) → gl-double-vector?
  vec : gl-double-vector?
(gl-double-vector* x vec) → gl-double-vector?
  x : real?
  vec : gl-double-vector?

```

Operations on vectors of double elements. The `gl-double-vector+` and `gl-double-vector-` functions compute the element-by-element sum and difference of the given vectors, respectively. The `gl-double-vector*` function multiplies each element of `vec` by `x`.

```

(gl-boolean-vector? v) → boolean?
  v : any/c
(make-gl-boolean-vector pos) → gl-boolean-vector?
  pos : exact-nonnegative-integer?
(gl-boolean-vector v ...) → gl-boolean-vector?
  v : boolean?
(vector->gl-boolean-vector v ...) → gl-boolean-vector?
  v : (vectorof boolean?)
(list->gl-boolean-vector v ...) → gl-boolean-vector?
  v : (listof boolean?)
(gl-boolean-vector+ vec ...+) → gl-boolean-vector?
  vec : gl-boolean-vector?
(gl-boolean-vector- vec ...+) → gl-boolean-vector?
  vec : gl-boolean-vector?
(gl-boolean-vector* x vec) → gl-boolean-vector?
  x : real?
  vec : gl-boolean-vector?

```

Operations on vectors of boolean elements. The `gl-boolean-vector+` and `gl-boolean-vector-` functions compute the element-by-element sum and difference of the given vectors, respectively. The `gl-boolean-vector*` function multiplies each element of `vec` by `x`.

```
(gl-vector-norm vec) → real?  
vec : gl-vector?
```

Returns the square root of the sum of the squares of the elements of *vec*.

5 Bitmaps

```
(require sgl/bitmap)      package: sgl

(bitmap->gl-list bitmap
  [#:with-gl with-gl-proc
   #:mask mask])          → exact-integer?

bitmap : (is-a?/c bitmap%)
with-gl-proc : ((-> any) . -> . any) = (lambda (f) (f))
mask : (or/c (is-a?/c bitmap%) false/c)
      = (send bitmap get-loaded-mask)
```

Converts the given bitmap into an OpenGL list that can be rendered with `gl-call-list` or `glCallList`. The rendered object is a square on the $z=0$ plane with corners at (0,0) and (1,1).

The `with-gl-proc` must accept a thunk and call it while the relevant OpenGL context is selected. Otherwise, the relevant OpenGL context must be selected already.

If `mask` is not `#f`, it is used as the mask bitmap for extracting alpha values.

6 Initialization

```
(require sgl/init)      package: sgl
```

Requiring the `sgl/init` library initializes platform-specific OpenGL state to help avoid crashes when OpenGL commands are incorrectly used without a current context. This library is required by `sgl` and `sgl/gl`, so it normally does not need to be required explicitly.

On Mac OS X, `sgl/init` checks whether any GL context is current, and if not, it creates a dummy context and sets it as the current context.

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GL_MODELVIEW_STACK_DEPTH	GL_OR_INVERTED
GL_MODULATE	GL_OR_REVERSE
GL_MULT	GL_ORDER
GL_MULTISAMPLE	GL_OUT_OF_MEMORY
GL_MULTISAMPLE_BIT	GL_PACK_ALIGNMENT

GL_PACK_IMAGE_HEIGHT	GL_POINTS
GL_PACK_LSB_FIRST	GL_POLYGON
GL_PACK_ROW_LENGTH	GL_POLYGON_BIT
GL_PACK_SKIP_IMAGES	GL_POLYGON_MODE
GL_PACK_SKIP_PIXELS	GL_POLYGON_OFFSET_FACTOR
GL_PACK_SKIP_ROWS	GL_POLYGON_OFFSET_FILL
GL_PACK_SWAP_BYTES	GL_POLYGON_OFFSET_LINE
GL_PASS_THROUGH_TOKEN	GL_POLYGON_OFFSET_POINT
GL_PERSPECTIVE_CORRECTION_HINT	GL_POLYGON_OFFSET_UNITS
GL_PIXEL_MAP_A_TO_A	GL_POLYGON_SMOOTH
GL_PIXEL_MAP_A_TO_A_SIZE	GL_POLYGON_SMOOTH_HINT
GL_PIXEL_MAP_B_TO_B	GL_POLYGON_STIPPLE
GL_PIXEL_MAP_B_TO_B_SIZE	GL_POLYGON_STIPPLE_BIT
GL_PIXEL_MAP_G_TO_G	GL_POLYGON_TOKEN
GL_PIXEL_MAP_G_TO_G_SIZE	GL_POSITION
GL_PIXEL_MAP_I_TO_A	GL_POST_COLOR_MATRIX_ALPHA_BIAS
GL_PIXEL_MAP_I_TO_A_SIZE	GL_POST_COLOR_MATRIX_ALPHA_SCALE
GL_PIXEL_MAP_I_TO_B	GL_POST_COLOR_MATRIX_BLUE_BIAS
GL_PIXEL_MAP_I_TO_B_SIZE	GL_POST_COLOR_MATRIX_BLUE_SCALE
GL_PIXEL_MAP_I_TO_G	GL_POST_COLOR_MATRIX_COLOR_TABLE
GL_PIXEL_MAP_I_TO_G_SIZE	GL_POST_COLOR_MATRIX_GREEN_BIAS
GL_PIXEL_MAP_I_TO_I	GL_POST_COLOR_MATRIX_GREEN_SCALE
GL_PIXEL_MAP_I_TO_I_SIZE	GL_POST_COLOR_MATRIX_RED_BIAS
GL_PIXEL_MAP_I_TO_R	GL_POST_COLOR_MATRIX_RED_SCALE
GL_PIXEL_MAP_I_TO_R_SIZE	GL_POST_CONVOLUTION_ALPHA_BIAS
GL_PIXEL_MAP_R_TO_R	GL_POST_CONVOLUTION_ALPHA_SCALE
GL_PIXEL_MAP_R_TO_R_SIZE	GL_POST_CONVOLUTION_BLUE_BIAS
GL_PIXEL_MAP_S_TO_S	GL_POST_CONVOLUTION_BLUE_SCALE
GL_PIXEL_MAP_S_TO_S_SIZE	GL_POST_CONVOLUTION_COLOR_TABLE
GL_PIXEL_MODE_BIT	GL_POST_CONVOLUTION_GREEN_BIAS
GL_POINT	GL_POST_CONVOLUTION_GREEN_SCALE
GL_POINT_BIT	GL_POST_CONVOLUTION_RED_BIAS
GL_POINT_DISTANCE_ATTENUATION	GL_POST_CONVOLUTION_RED_SCALE
GL_POINT_FADE_THRESHOLD_SIZE	GL_PREVIOUS
GL_POINT_SIZE	GL_PRIMARY_COLOR
GL_POINT_SIZE_GRANULARITY	GL_PROJECTION
GL_POINT_SIZE_MAX	GL_PROJECTION_MATRIX
GL_POINT_SIZE_MIN	GL_PROJECTION_STACK_DEPTH
GL_POINT_SIZE_RANGE	GL_PROXY_COLOR_TABLE
GL_POINT_SMOOTH	GL_PROXY_HISTOGRAM
GL_POINT_SMOOTH_HINT	GL_PROXY_POST_COLOR_MATRIX_COLOR_TABLE
GL_POINT_TOKEN	GL_PROXY_POST_CONVOLUTION_COLOR_TABLE

GL_PROXY_TEXTURE_1D	GL_RGBA16
GL_PROXY_TEXTURE_2D	GL_RGBA2
GL_PROXY_TEXTURE_3D	GL_RGBA4
GL_PROXY_TEXTURE_CUBE_MAP	GL_RGBA8
GL_Q	GL_RGBA_MODE
GL_QUAD_STRIP	GL_RIGHT
GL_QUADRATIC_ATTENUATION	GL_S
GL_QUADS	GL_SAMPLE_ALPHA_TO_COVERAGE
GL_QUERY_COUNTER_BITS	GL_SAMPLE_ALPHA_TO_ONE
GL_QUERY_RESULT	GL_SAMPLE_BUFFERS
GL_QUERY_RESULT_AVAILABLE	GL_SAMPLE_COVERAGE
GL_R	GL_SAMPLE_COVERAGE_INVERT
GL_R3_G3_B2	GL_SAMPLE_COVERAGE_VALUE
GL_READ_BUFFER	GL_SAMPLES
GL_READ_ONLY	GL_SAMPLES_PASSED
GL_READ_WRITE	GL_SCISSOR_BIT
GL_RED	GL_SCISSOR_BOX
GL_RED_BIAS	GL_SCISSOR_TEST
GL_RED_BITS	GL_SECONDARY_COLOR_ARRAY
GL_RED_SCALE	GL_SECONDARY_COLOR_ARRAY_BUFFER_BINDING
GL_REDUCE	GL_SECONDARY_COLOR_ARRAY_POINTER
GL_REFLECTION_MAP	GL_SECONDARY_COLOR_ARRAY_SIZE
GL_RENDER	GL_SECONDARY_COLOR_ARRAY_STRIDE
GL_RENDER_MODE	GL_SECONDARY_COLOR_ARRAY_TYPE
GL_RENDERER	GL_SELECT
GL_REPEAT	GL_SELECTION_BUFFER_POINTER
GL_REPLACE	GL_SELECTION_BUFFER_SIZE
GL_REPLICATE_BORDER	GL_SEPARABLE_2D
GL_RESCALE_NORMAL	GL_SEPARATE_SPECULAR_COLOR
GL_RETURN	GL_SET
GL_RGB	GL_SHADE_MODEL
GL_RGB10	GL_SHININESS
GL_RGB10_A2	GL_SHORT
GL_RGB12	GL_SINGLE_COLOR
GL_RGB16	GL_SMOOTH
GL_RGB4	GL_SMOOTH_LINE_WIDTH_GRANULARITY
GL_RGB5	GL_SMOOTH_LINE_WIDTH_RANGE
GL_RGB5_A1	GL_SMOOTH_POINT_SIZE_GRANULARITY
GL_RGB8	GL_SMOOTH_POINT_SIZE_RANGE
GL_RGB_SCALE	GL_SOURCES_ALPHA
GL_RGBA	GL_SOURCES_RGB
GL_RGBA12	GL_SOURCE1_ALPHA

GL_SOURCE1_RGB	GL_T2F_C3F_V3F
GL_SOURCE2_ALPHA	GL_T2F_C4F_N3F_V3F
GL_SOURCE2_RGB	GL_T2F_C4UB_V3F
GL_SPECULAR	GL_T2F_N3F_V3F
GL_SPHERE_MAP	GL_T2F_V3F
GL_SPOT_CUTOFF	GL_T4F_C4F_N3F_V4F
GL_SPOT_DIRECTION	GL_T4F_V4F
GL_SPOT_EXPONENT	GL_TABLE_TOO_LARGE
GL_SRC0_ALPHA	GL_TEXTURE
GL_SRC0_RGB	GL_TEXTURE0
GL_SRC1_ALPHA	GL_TEXTURE1
GL_SRC1_RGB	GL_TEXTURE10
GL_SRC2_ALPHA	GL_TEXTURE11
GL_SRC2_RGB	GL_TEXTURE12
GL_SRC_ALPHA	GL_TEXTURE13
GL_SRC_ALPHA_SATURATE	GL_TEXTURE14
GL_SRC_COLOR	GL_TEXTURE15
GL_STACK_OVERFLOW	GL_TEXTURE16
GL_STACK_UNDERFLOW	GL_TEXTURE17
GL_STATIC_COPY	GL_TEXTURE18
GL_STATIC_DRAW	GL_TEXTURE19
GL_STATIC_READ	GL_TEXTURE2
GL_STENCIL	GL_TEXTURE20
GL_STENCIL_BITS	GL_TEXTURE21
GL_STENCIL_BUFFER_BIT	GL_TEXTURE22
GL_STENCIL_CLEAR_VALUE	GL_TEXTURE23
GL_STENCIL_FAIL	GL_TEXTURE24
GL_STENCIL_FUNC	GL_TEXTURE25
GL_STENCIL_INDEX	GL_TEXTURE26
GL_STENCIL_PASS_DEPTH_FAIL	GL_TEXTURE27
GL_STENCIL_PASS_DEPTH_PASS	GL_TEXTURE28
GL_STENCIL_REF	GL_TEXTURE29
GL_STENCIL_TEST	GL_TEXTURE3
GL_STENCIL_VALUE_MASK	GL_TEXTURE30
GL_STENCIL_WRITEMASK	GL_TEXTURE31
GL_STEREO	GL_TEXTURE4
GL_STREAM_COPY	GL_TEXTURE5
GL_STREAM_DRAW	GL_TEXTURE6
GL_STREAM_READ	GL_TEXTURE7
GL_SUBPIXEL_BITS	GL_TEXTURE8
GL_SUBTRACT	GL_TEXTURE9
GL_T	GL_TEXTURE_1D

GL_TEXTURE_2D	GL_TEXTURE_GREEN_SIZE
GL_TEXTURE_3D	GL_TEXTURE_HEIGHT
GL_TEXTURE_ALPHA_SIZE	GL_TEXTURE_INTENSITY_SIZE
GL_TEXTURE_BASE_LEVEL	GL_TEXTURE_INTERNAL_FORMAT
GL_TEXTURE_BINDING_1D	GL_TEXTURE_LOD_BIAS
GL_TEXTURE_BINDING_2D	GL_TEXTURE_LUMINANCE_SIZE
GL_TEXTURE_BINDING_3D	GL_TEXTURE_MAG_FILTER
GL_TEXTURE_BINDING_CUBE_MAP	GL_TEXTURE_MATRIX
GL_TEXTURE_BIT	GL_TEXTURE_MAX_LEVEL
GL_TEXTURE_BLUE_SIZE	GL_TEXTURE_MAX_LOD
GL_TEXTURE_BORDER	GL_TEXTURE_MIN_FILTER
GL_TEXTURE_BORDER_COLOR	GL_TEXTURE_MIN_LOD
GL_TEXTURE_COMPARE_FUNC	GL_TEXTURE_PRIORITY
GL_TEXTURE_COMPARE_MODE	GL_TEXTURE_RED_SIZE
GL_TEXTURE_COMPONENTS	GL_TEXTURE_RESIDENT
GL_TEXTURE_COMPRESSED	GL_TEXTURE_STACK_DEPTH
GL_TEXTURE_COMPRESSED_IMAGE_SIZE	GL_TEXTURE_WIDTH
GL_TEXTURE_COMPRESSION_HINT	GL_TEXTURE_WRAP_R
GL_TEXTURE_COORD_ARRAY	GL_TEXTURE_WRAP_S
GL_TEXTURE_COORD_ARRAY_BUFFER_BINDING	GL_TEXTURE_WRAP_T
GL_TEXTURE_COORD_ARRAY_POINTER	GL_TRANSFORM_BIT
GL_TEXTURE_COORD_ARRAY_SIZE	GL_TRANSPOSE_COLOR_MATRIX
GL_TEXTURE_COORD_ARRAY_STRIDE	GL_TRANSPOSE_MODELVIEW_MATRIX
GL_TEXTURE_COORD_ARRAY_TYPE	GL_TRANSPOSE_PROJECTION_MATRIX
GL_TEXTURE_CUBE_MAP	GL_TRANSPOSE_TEXTURE_MATRIX
GL_TEXTURE_CUBE_MAP_NEGATIVE_X	GL_TRIANGLE_FAN
GL_TEXTURE_CUBE_MAP_NEGATIVE_Y	GL_TRIANGLE_STRIP
GL_TEXTURE_CUBE_MAP_NEGATIVE_Z	GL_TRIANGLES
GL_TEXTURE_CUBE_MAP_POSITIVE_X	GL_TRUE
GL_TEXTURE_CUBE_MAP_POSITIVE_Y	GL_TRUE
GL_TEXTURE_CUBE_MAP_POSITIVE_Z	GL_UNPACK_ALIGNMENT
GL_TEXTURE_DEPTH	GL_UNPACK_IMAGE_HEIGHT
GL_TEXTURE_DEPTH_SIZE	GL_UNPACK_LSB_FIRST
GL_TEXTURE_ENV	GL_UNPACK_ROW_LENGTH
GL_TEXTURE_ENV_COLOR	GL_UNPACK_SKIP_IMAGES
GL_TEXTURE_ENV_MODE	GL_UNPACK_SKIP_PIXELS
GL_TEXTURE_FILTER_CONTROL	GL_UNPACK_SKIP_ROWS
GL_TEXTURE_GEN_MODE	GL_UNPACK_SWAP_BYTES
GL_TEXTURE_GEN_Q	GL_UNSIGNED_BYTE
GL_TEXTURE_GEN_R	GL_UNSIGNED_BYTE_2_3_3_REV
GL_TEXTURE_GEN_S	GL_UNSIGNED_BYTE_3_3_2
GL_TEXTURE_GEN_T	GL_UNSIGNED_INT

GL_UNSIGNED_INT_10_10_10_2	glBlendFuncSeparate
GL_UNSIGNED_INT_2_10_10_10_REV	GLboolean
GL_UNSIGNED_INT_8_8_8_8	GLbyte
GL_UNSIGNED_INT_8_8_8_8_REV	glCallList
GL_UNSIGNED_SHORT	glCallLists
GL_UNSIGNED_SHORT_1_5_5_5_REV	GLclampd
GL_UNSIGNED_SHORT_4_4_4_4	glClear
GL_UNSIGNED_SHORT_4_4_4_4_REV	glClearAccum
GL_UNSIGNED_SHORT_5_5_5_1	glClearColor
GL_UNSIGNED_SHORT_5_6_5	glClearDepth
GL_UNSIGNED_SHORT_5_6_5_REV	glClearIndex
GL_V2F	glClearStencil
GL_V3F	glClipPlane
GL_VENDOR	glColor3b
GL_VERSION	glColor3bv
GL_VERTEX_ARRAY	glColor3d
GL_VERTEX_ARRAY_BUFFER_BINDING	glColor3dv
GL_VERTEX_ARRAY_POINTER	glColor3f
GL_VERTEX_ARRAY_SIZE	glColor3fv
GL_VERTEX_ARRAY_STRIDE	glColor3i
GL_VERTEX_ARRAY_TYPE	glColor3iv
GL_VERTEX_ATTRIB_ARRAY_BUFFER_BINDING	glColor3s
GL_VIEWPORT	glColor3sv
GL_VIEWPORT_BIT	glColor3ub
GL_WEIGHT_ARRAY_BUFFER_BINDING	glColor3ubv
GL_WRITE_ONLY	glColor3ui
GL_XOR	glColor3uiv
GL_ZERO	glColor3us
GL_ZOOM_X	glColor3usv
GL_ZOOM_Y	glColor4b
glAccum	glColor4bv
glActiveTexture	glColor4d
glAlphaFunc	glColor4dv
glAreTexturesResident	glColor4f
glBegin	glColor4fv
glBeginQuery	glColor4i
glBindTexture	glColor4iv
GLbitfield	glColor4s
glBitmap	glColor4sv
glBlendColor	glColor4ub
glBlendEquation	glColor4ubv
glBlendFunc	glColor4ui

glColor4uiv	glEdgeFlag
glColor4us	glEdgeFlagv
glColor4usv	glEnable
glColorMask	glEnd
glColorMaterial	glEndList
glColorSubTable	glEndQuery
glColorTable	GEnum
glColorTableParameterfv	glEvalCoord1d
glColorTableParameteriv	glEvalCoord1dv
glCompressedTexImage1D	glEvalCoord1f
glCompressedTexImage2D	glEvalCoord1fv
glCompressedTexImage3D	glEvalCoord2d
glCompressedTexSubImage1D	glEvalCoord2dv
glCompressedTexSubImage2D	glEvalCoord2f
glCompressedTexSubImage3D	glEvalCoord2fv
glConvolutionFilter1D	glEvalMesh1
glConvolutionFilter2D	glEvalMesh2
glConvolutionParameterf	glEvalPoint1
glConvolutionParameterfv	glEvalPoint2
glConvolutionParameteri	glFeedbackBuffer
glConvolutionParameteriv	glFinish
glCopyColorSubTable	glFlush
glCopyColorTable	glFogCoordd
glCopyConvolutionFilter1D	glFogCoorddv
glCopyConvolutionFilter2D	glFogCoordf
glCopyPixels	glFogCoordfv
glCopyTexImage1D	glFogf
glCopyTexImage2D	glFogfv
glCopyTexSubImage1D	glFogi
glCopyTexSubImage2D	glFogiv
glCopyTexSubImage3D	glFrontFace
glCullFace	glFrustum
glDeleteLists	glGenLists
glDeleteQueries	glGenQueries
glDeleteTextures	glGenTextures
glDepthFunc	glGetBooleanv
glDepthMask	glGetBufferParameteriv
glDepthRange	glGetClipPlane
glDisable	glGetColorTable
GLdouble	glGetCompressedTexImage
glDrawBuffer	glGetConvolutionFilter
glDrawPixels	glGetConvolutionParameterfv

glGetConvolutionParameteriv	glIndexfv
glGetDoublev	glIndexi
glGetError	glIndexiv
glGetFloatv	glIndexMask
glGetHistogram	glIndexs
glGetHistogramParameterfv	glIndexsv
glGetHistogramParameteriv	glIndexub
glGetIntegerv	glIndexubv
glGetLightfv	glInitNames
glGetLightiv	GLint
glGetMapdv	glIsBuffer
glGetMapfv	glIsEnabled
glGetMapiv	glIsList
glGetMaterialfv	glIsQuery
glGetMaterialiv	glIsTexture
glGetMinmax	glLightf
glGetMinmaxParameterfv	glLightfv
glGetMinmaxParameteriv	glLighti
glGetPixelMapfv	glLightiv
glGetPixelMapuiv	glLightModelf
glGetPixelMapusv	glLightModelfv
glGetPolygonStipple	glLightModeli
glGetQueryiv	glLightModeliv
glGetQueryObjectiv	glLineStipple
glGetQueryObjectuiv	glLineWidth
glGetSeparableFilter	glListBase
glGetString	glLoadIdentity
glGetTexEnvfv	glLoadMatrixd
glGetTexEnviv	glLoadMatrixf
glGetTexGendv	glLoadName
glGetTexGenfv	glLoadTransposeMatrixd
glGetTexGeniv	glLoadTransposeMatrixf
glGetTexImage	glLogicOp
glGetTexLevelParameterfv	glMap1d
glGetTexLevelParameteriv	glMap1f
glGetTexParameterfv	glMap2d
glGetTexParameteriv	glMap2f
glHint	glMapGrid1d
glHistogram	glMapGrid1f
glIndexd	glMapGrid2d
glIndexdv	glMapGrid2f
glIndexf	glMaterialf

<code>glMaterialfv</code>	<code>glNormal3b</code>
<code>glMateriali</code>	<code>glNormal3bv</code>
<code>glMaterialiv</code>	<code>glNormal3d</code>
<code>glMatrixMode</code>	<code>glNormal3dv</code>
<code>glMinmax</code>	<code>glNormal3f</code>
<code>glMultiTexCoord1d</code>	<code>glNormal3fv</code>
<code>glMultiTexCoord1dv</code>	<code>glNormal3i</code>
<code>glMultiTexCoord1f</code>	<code>glNormal3iv</code>
<code>glMultiTexCoord1fv</code>	<code>glNormal3s</code>
<code>glMultiTexCoord1i</code>	<code>glNormal3sv</code>
<code>glMultiTexCoord1iv</code>	<code>glOrtho</code>
<code>glMultiTexCoord1s</code>	<code>glPassThrough</code>
<code>glMultiTexCoord1sv</code>	<code>glPixelMapfv</code>
<code>glMultiTexCoord2d</code>	<code>glPixelMapuiv</code>
<code>glMultiTexCoord2dv</code>	<code>glPixelMapusv</code>
<code>glMultiTexCoord2f</code>	<code>glPixelStoref</code>
<code>glMultiTexCoord2fv</code>	<code>glPixelStorei</code>
<code>glMultiTexCoord2i</code>	<code>glPixelTransferf</code>
<code>glMultiTexCoord2iv</code>	<code>glPixelTransferi</code>
<code>glMultiTexCoord2s</code>	<code>glPixelZoom</code>
<code>glMultiTexCoord2sv</code>	<code>glPointParameterf</code>
<code>glMultiTexCoord3d</code>	<code>glPointParameterfv</code>
<code>glMultiTexCoord3dv</code>	<code>glPointParameteri</code>
<code>glMultiTexCoord3f</code>	<code>glPointParameteriv</code>
<code>glMultiTexCoord3fv</code>	<code>glPointSize</code>
<code>glMultiTexCoord3i</code>	<code>glPolygonMode</code>
<code>glMultiTexCoord3iv</code>	<code>glPolygonOffset</code>
<code>glMultiTexCoord3s</code>	<code>glPolygonStipple</code>
<code>glMultiTexCoord3sv</code>	<code>glPopAttrib</code>
<code>glMultiTexCoord4d</code>	<code>glPopClientAttrib</code>
<code>glMultiTexCoord4dv</code>	<code>glPopMatrix</code>
<code>glMultiTexCoord4f</code>	<code>glPopName</code>
<code>glMultiTexCoord4fv</code>	<code>glPushAttrib</code>
<code>glMultiTexCoord4i</code>	<code>glPushClientAttrib</code>
<code>glMultiTexCoord4iv</code>	<code>glPushMatrix</code>
<code>glMultiTexCoord4s</code>	<code>glPushName</code>
<code>glMultiTexCoord4sv</code>	<code>glRasterPos2d</code>
<code>glMultMatrixd</code>	<code>glRasterPos2dv</code>
<code>glMultMatrixf</code>	<code>glRasterPos2f</code>
<code>glMultTransposeMatrixd</code>	<code>glRasterPos2fv</code>
<code>glMultTransposeMatrixf</code>	<code>glRasterPos2i</code>
<code>glNewList</code>	<code>glRasterPos2iv</code>

glRasterPos2s	glSecondaryColor3fv
glRasterPos2sv	glSecondaryColor3i
glRasterPos3d	glSecondaryColor3iv
glRasterPos3dv	glSecondaryColor3s
glRasterPos3f	glSecondaryColor3sv
glRasterPos3fv	glSecondaryColor3ub
glRasterPos3i	glSecondaryColor3ubv
glRasterPos3iv	glSecondaryColor3ui
glRasterPos3s	glSecondaryColor3uiv
glRasterPos3sv	glSecondaryColor3us
glRasterPos4d	glSecondaryColor3usv
glRasterPos4dv	glSelectBuffer
glRasterPos4f	glSeparableFilter2D
glRasterPos4fv	glShadeModel
glRasterPos4i	GLshort
glRasterPos4iv	GLsizei
glRasterPos4s	glStencilFunc
glRasterPos4sv	glStencilMask
glReadBuffer	glStencilOp
glReadPixels	glTexCoord1d
glRectd	glTexCoord1dv
glRectdv	glTexCoord1f
glRectf	glTexCoord1fv
glRectfv	glTexCoord1i
glRecti	glTexCoord1iv
glRectiv	glTexCoord1s
glRects	glTexCoord1sv
glRectsv	glTexCoord2d
glRenderMode	glTexCoord2dv
glResetHistogram	glTexCoord2f
glResetMinmax	glTexCoord2fv
glRotated	glTexCoord2i
glRotatef	glTexCoord2iv
glSampleCoverage	glTexCoord2s
glScaled	glTexCoord2sv
glScalef	glTexCoord3d
glScissor	glTexCoord3dv
glSecondaryColor3b	glTexCoord3f
glSecondaryColor3bv	glTexCoord3fv
glSecondaryColor3d	glTexCoord3i
glSecondaryColor3dv	glTexCoord3iv
glSecondaryColor3f	glTexCoord3s

glTexCoord3sv	GLU_EXTENSIONS
glTexCoord4d	GLU_EXTERIOR
glTexCoord4dv	GLU_FALSE
glTexCoord4f	GLU_FILL
glTexCoord4fv	GLU_FLAT
glTexCoord4i	GLU_INSIDE
glTexCoord4iv	GLU_INTERIOR
glTexCoord4s	GLU_INVALID_ENUM
glTexCoord4sv	GLU_INVALID_OPERATION
glTexEnvf	GLU_INVALID_VALUE
glTexEnvfv	GLU_LINE
glTexEnvi	GLU_MAP1_TRIM_2
glTexEnviv	GLU_MAP1_TRIM_3
glTexGend	GLU_NONE
glTexGendv	GLU_NURBS_BEGIN
glTexGenf	GLU_NURBS_BEGIN_DATA
glTexGenfv	GLU_NURBS_BEGIN_DATA_EXT
glTexGeni	GLU_NURBS_BEGIN_EXT
glTexGeniv	GLU_NURBS_COLOR
glTexImage1D	GLU_NURBS_COLOR_DATA
glTexImage2D	GLU_NURBS_COLOR_DATA_EXT
glTexImage3D	GLU_NURBS_COLOR_EXT
glTexParameterf	GLU_NURBS_END
glTexParameterfv	GLU_NURBS_END_DATA
glTexParameteri	GLU_NURBS_END_DATA_EXT
glTexParameteriv	GLU_NURBS_END_EXT
glTexSubImage1D	GLU_NURBS_ERROR
glTexSubImage2D	GLU_NURBS_ERROR1
glTexSubImage3D	GLU_NURBS_ERROR10
glTranslated	GLU_NURBS_ERROR11
glTranslatef	GLU_NURBS_ERROR12
GLU	GLU_NURBS_ERROR13
GLU_AUTO_LOAD_MATRIX	GLU_NURBS_ERROR14
GLU_BEGIN	GLU_NURBS_ERROR15
GLU_CCW	GLU_NURBS_ERROR16
GLU_CULLING	GLU_NURBS_ERROR17
GLU_CW	GLU_NURBS_ERROR18
GLU_DISPLAY_MODE	GLU_NURBS_ERROR19
GLU_DOMAIN_DISTANCE	GLU_NURBS_ERROR2
GLU_EDGE_FLAG	GLU_NURBS_ERROR20
GLU_END	GLU_NURBS_ERROR21
GLU_ERROR	GLU_NURBS_ERROR22

GLU_NURBS_ERROR23	GLU_OBJECT_PATH_LENGTH
GLU_NURBS_ERROR24	GLU_OBJECT_PATH_LENGTH_EXT
GLU_NURBS_ERROR25	GLU_OUT_OF_MEMORY
GLU_NURBS_ERROR26	GLU_OUTLINE_PATCH
GLU_NURBS_ERROR27	GLU_OUTLINE_POLYGON
GLU_NURBS_ERROR28	GLU_OUTSIDE
GLU_NURBS_ERROR29	GLU_PARAMETRIC_ERROR
GLU_NURBS_ERROR3	GLU_PARAMETRIC_TOLERANCE
GLU_NURBS_ERROR30	GLU_PATH_LENGTH
GLU_NURBS_ERROR31	GLU_POINT
GLU_NURBS_ERROR32	GLU_SAMPLING_METHOD
GLU_NURBS_ERROR33	GLU_SAMPLING_TOLERANCE
GLU_NURBS_ERROR34	GLU_SILHOUETTE
GLU_NURBS_ERROR35	GLU_SMOOTH
GLU_NURBS_ERROR36	GLU_TESS_BEGIN
GLU_NURBS_ERROR37	GLU_TESS_BEGIN_DATA
GLU_NURBS_ERROR4	GLU_TESS_BOUNDARY_ONLY
GLU_NURBS_ERROR5	GLU_TESS_COMBINE
GLU_NURBS_ERROR6	GLU_TESS_COMBINE_DATA
GLU_NURBS_ERROR7	GLU_TESS_COORD_TOO_LARGE
GLU_NURBS_ERROR8	GLU_TESS_EDGE_FLAG
GLU_NURBS_ERROR9	GLU_TESS_EDGE_FLAG_DATA
GLU_NURBS_MODE	GLU_TESS_END
GLU_NURBS_MODE_EXT	GLU_TESS_END_DATA
GLU_NURBS_NORMAL	GLU_TESS_ERROR
GLU_NURBS_NORMAL_DATA	GLU_TESS_ERROR1
GLU_NURBS_NORMAL_DATA_EXT	GLU_TESS_ERROR2
GLU_NURBS_NORMAL_EXT	GLU_TESS_ERROR3
GLU_NURBS_RENDERER	GLU_TESS_ERROR4
GLU_NURBS_RENDERER_EXT	GLU_TESS_ERROR5
GLU_NURBS_TESSELLATOR	GLU_TESS_ERROR6
GLU_NURBS_TESSELLATOR_EXT	GLU_TESS_ERROR7
GLU_NURBS_TEX_COORD_DATA_EXT	GLU_TESS_ERROR8
GLU_NURBS_TEX_COORD_EXT	GLU_TESS_ERROR_DATA
GLU_NURBS_TEXTURE_COORD	GLU_TESS_MAX_COORD
GLU_NURBS_TEXTURE_COORD_DATA	GLU_TESS_MISSING_BEGIN_CONTOUR
GLU_NURBS_VERTEX	GLU_TESS_MISSING_BEGIN_POLYGON
GLU_NURBS_VERTEX_DATA	GLU_TESS_MISSING_END_CONTOUR
GLU_NURBS_VERTEX_DATA_EXT	GLU_TESS_MISSING_END_POLYGON
GLU_NURBS_VERTEX_EXT	GLU_TESS_NEED_COMBINE_CALLBACK
GLU_OBJECT_PARAMETRIC_ERROR	GLU_TESS_TOLERANCE
GLU_OBJECT_PARAMETRIC_ERROR_EXT	GLU_TESS_VERTEX

GLU_TESS_VERTEX_DATA	glVertex2d
GLU_TESS_WINDING_ABS_GEQ_TWO	glVertex2dv
GLU_TESS_WINDING_NEGATIVE	glVertex2f
GLU_TESS_WINDING_NONZERO	glVertex2fv
GLU_TESS_WINDING_ODD	glVertex2i
GLU_TESS_WINDING_POSITIVE	glVertex2iv
GLU_TESS_WINDING_RULE	glVertex2s
GLU_TRUE	glVertex2sv
GLU_U_STEP	glVertex3d
GLU_UNKNOWN	glVertex3dv
GLU_V_STEP	glVertex3f
GLU_VERSION	glVertex3fv
GLU_VERTEX	glVertex3i
gluBuild1DMipmapLevels	glVertex3iv
gluBuild1DMipmaps	glVertex3s
gluBuild2DMipmapLevels	glVertex3sv
gluBuild2DMipmaps	glVertex4d
gluBuild3DMipmapLevels	glVertex4dv
gluBuild3DMipmaps	glVertex4f
GLubyte	glVertex4fv
gluCheckExtension	glVertex4i
gluCylinder	glVertex4iv
gluDisk	glVertex4s
gluErrorString	glVertex4sv
gluGetString	glViewport
GLuint	glWindowPos2d
gluLookAt	glWindowPos2dv
gluNewQuadric	glWindowPos2f
gluOrtho2D	glWindowPos2fv
gluPartialDisk	glWindowPos2i
gluPerspective	glWindowPos2iv
gluPickMatrix	glWindowPos2s
gluProject	glWindowPos2sv
gluQuadricDrawStyle	glWindowPos3d
gluQuadricNormals	glWindowPos3dv
gluQuadricOrientation	glWindowPos3f
gluQuadricTexture	glWindowPos3fv
gluScaleImage	glWindowPos3i
GLushort	glWindowPos3iv
gluSphere	glWindowPos3s
gluUnProject	glWindowPos3sv
gluUnProject4	Initialization

```
list->gl-boolean-vector
list->gl-byte-vector
list->gl-double-vector
list->gl-float-vector
list->gl-int-vector
list->gl-short-vector
list->gl-ubyte-vector
list->gl-uint-vector
list->gl-ushort-vector
make-gl-boolean-vector
make-gl-byte-vector
make-gl-double-vector
make-gl-float-vector
make-gl-int-vector
make-gl-selection-record
make-gl-short-vector
make-gl-ubyte-vector
make-gl-uint-vector
make-gl-ushort-vector
OpenGL
OpenGL Vectors
Racket-Style OpenGL
select-buffer->gl-uint-vector
sgl
sgl/bitmap
sgl/gl
sgl/gl-vectors
sgl/init
struct:gl-selection-record
Using OpenGL
vector->gl-boolean-vector
vector->gl-byte-vector
vector->gl-double-vector
vector->gl-float-vector
vector->gl-int-vector
vector->gl-short-vector
vector->gl-ubyte-vector
vector->gl-uint-vector
vector->gl-ushort-vector
```