



OpenGL Programming for the X Window System

Mark J. Kilgard

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Created by Silicon Graphics Inc., OpenGL has become the industry standard for the 3D graphics programming community. Sun and Hewlett Packard have recently joined OpenGL's list of licensees, bringing a large community of X Windows users to the OpenGL market. This text explains how the OpenGL libraries are implemented under X Windows, allowing programmers to take advantage of OpenGL.

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