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The OpenGL types are recommended for portability but unfortunately are not used by GLUT. R. J. Renka OpenGL Programming Guide, Chapter 1 Pipeline Modern processors use hardware pipelines ( instruction level parallelism ) in which an instruction is executed as a sequence of stages, each with dedicated hardware, and all stages executed concurrently.

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R J ...*

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OpenGL automatically computes the matrices for you. (See Appendix F if you're interested in the details.) In the command summaries that follow, each matrix multiplication is described in terms of what it does to the vertices of a geometric object using the fixed coordinate system approach, and in terms of what it does to the local coordinate system that's

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attached to an object.

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Debugging and Profiling.  
Configuring OpenGL ES  
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Implementation of an OpenGL  
ES Rendering Context. The  
Current Context Is the  
Target for OpenGL ES  
Function Calls. Every  
Context Targets a Specific  
Version of OpenGL ES. An  
EAGL Sharegroup Manages  
OpenGL ES Objects for the  
Context.

*About OpenGL ES*

They guide the programmer to  
partition the problem into  
coarse sub-problems that can  
be solved independently in  
parallel by blocks of  
threads, and each sub-

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problem into finer pieces that can be solved cooperatively in parallel by all threads within the block.

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The OpenCL programming model  
consists of producing  
complicated task graphs from  
data-parallel execution

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nodes. In a given data-parallel execution, commonly known as a kernel launch, a computation is defined in terms of a sequence of instructions that executes at each point in an N-dimensional index space.

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