

MESA

GL_ARB_multisample

- > GL_EXT_abgr
- > GL_EXT_bgra
- > GL_EXT_blend_color
- > GL_EXT_blend_minmax
- > GL_EXT_blend_subtract
- > GL_EXT_copy_texture
- > GL_EXT_polygon_offset
- > GL_EXT_subtexture
- > GL_EXT_texture_object
- > GL_EXT_vertex_array
- > GL_EXT_compiled_vertex_array
- > GL_EXT_texture
- > GL_EXT_texture3D
- > GL_IBM_rasterpos_clip
- > GL_ARB_point_parameters
- > GL_EXT_draw_range_elements
- > GL_EXT_packed_pixels
- > GL_EXT_point_parameters
- > GL_EXT_rescale_normal
- > GL_EXT_separate_specular_color
- > GL_EXT_texture_edge_clamp
- > GL_SGIS_generate_mipmap
- > GL_SGIS_texture_border_clamp
- > GL_SGIS_texture_edge_clamp
- > GL_SGIS_texture_lod
- > GL_ARB_multitexture
- > GL_IBM_multimode_draw_arrays
- > GL_IBM_texture_mirrored_repeat
- > GL_3DFX_texture_compression_FXT1
- > GL_ARB_texture_cube_map
- > GL_ARB_texture_env_add
- > GL_ARB_transpose_matrix
- > GL_EXT_blend_func_separate
- > GL_EXT_fog_coord
- > GL_EXT_multi_draw_arrays
- > GL_EXT_secondary_color
- > GL_EXT_texture_env_add
- > GL_EXT_texture_filter_anisotropic
- > GL_EXT_texture_lod_bias
- > GL_INGR_blend_func_separate
- > GL_NV_blend_square
- > GL_NV_light_max_exponent
- > GL_NV_texgen_reflection
- > GL_NV_texture_env_combine4
- > GL_SUN_multi_draw_arrays
- > GL_ARB_texture_border_clamp
- > GL_ARB_texture_compression
- > GL_EXT_framebuffer_object
- > GL_EXT_texture_env_combine
- > GL_EXT_texture_env_dot3
- > GL_MESA_window_pos
- > GL_NV_packed_depth_stencil
- > GL_NV_texture_rectangle
- > GL_NV_vertex_program
- > GL_ARB_depth_texture
- > GL_ARB_shadow
- > GL_ARB_texture_env_combine
- > GL_ARB_texture_env_crossbar
- > GL_ARB_texture_env_dot3
- > GL_ARB_texture_mirrored_repeat

- > GL_ARB_window_pos
- > GL_EXT_stencil_two_side
- > GL_EXT_texture_cube_map
- > GL_NV_vertex_program1_1
- > GL_APPLE_packed_pixels
- > GL_APPLE_vertex_array_object
- > GL_ARB_draw_buffers
- > GL_ARB_fragment_program
- > GL_ARB_fragment_shader
- > GL_ARB_shader_objects
- > GL_ARB_vertex_program
- > GL_ARB_vertex_shader
- > GL_ATI_draw_buffers
- > GL_ATI_texture_env_combine3
- > GL_EXT_shadow_funcs
- > GL_EXT_stencil_wrap
- > GL_MESA_pack_invert
- > GL_MESA_ycbcr_texture
- > GL_ARB_half_float_pixel
- > GL_ARB_point_sprite
- > GL_ARB_shading_language_100
- > GL_ARB_sync
- > GL_ARB_texture_non_power_of_two
- > GL_ARB_vertex_buffer_object
- > GL_ATI_blend_equation_separate
- > GL_EXT_blend_equation_separate
- > GL_OES_read_format
- > GL_ARB_pixel_buffer_object
- > GL_ARB_texture_rectangle
- > GL_EXT_pixel_buffer_object
- > GL_EXT_texture_rectangle
- > GL_ARB_framebuffer_object
- > GL_EXT_framebuffer_blit
- > GL_EXT_framebuffer_multisample
- > GL_EXT_packed_depth_stencil
- > GL_APPLE_object_purgeable
- > GL_ARB_vertex_array_object
- > GL_ATI_separate_stencil
- > GL_EXT_gpu_program_parameters
- > GL_OES_EGL_image
- > GL_ARB_copy_buffer
- > GL_ARB_map_buffer_range
- > GL_EXT_separate_shader_objects
- > GL_ARB_ES2_compatibility
- > GL_ARB_draw_elements_base_vertex
- > GL_ARB_explicit_attrib_location
- > GL_ARB_provoking_vertex
- > GL_ARB_sampler_objects
- > GL_EXT_provoking_vertex
- > GL_ARB_robustness

GF

GL_3DFX_texture_compression_FXT1
GL_APPLE_object_purgeable
GL_APPLE_packed_pixels
GL_APPLE_vertex_array_object
GL_ARB_copy_buffer
GL_ARB_depth_texture
GL_ARB_draw_buffers
GL_ARB_draw_elements_base_vertex
GL_ARB_ES2_compatibility
GL_ARB_explicit_attrib_location
GL_ARB_fragment_program
GL_ARB_fragment_shader
GL_ARB_framebuffer_object
GL_ARB_half_float_pixel
GL_ARB_map_buffer_range
GL_ARB_multisample
GL_ARB_multitexture
GL_ARB_pixel_buffer_object
GL_ARB_point_parameters
GL_ARB_point_sprite
GL_ARB_provoking_vertex
GL_ARB_robustness
GL_ARB_sampler_objects
GL_ARB_shader_objects
GL_ARB_shading_language_100
GL_ARB_shadow
GL_ARB_sync
GL_ARB_texture_border_clamp
GL_ARB_texture_compression
GL_ARB_texture_cube_map
GL_ARB_texture_env_add
GL_ARB_texture_env_combine
GL_ARB_texture_env_crossbar
GL_ARB_texture_env_dot3
GL_ARB_texture_mirrored_repeat
GL_ARB_texture_non_power_of_two
GL_ARB_texture_rectangle
GL_ARB_transpose_matrix
GL_ARB_vertex_array_object
GL_ARB_vertex_buffer_object
GL_ARB_vertex_program
GL_ARB_vertex_shader
GL_ARB_window_pos
GL_ATI_blend_equation_separate
GL_ATI_draw_buffers
GL_ATI_separate_stencil
GL_ATI_texture_env_combine3
GL_EXT_abgr
GL_EXT_bgra
GL_EXT_blend_color
GL_EXT_blend_equation_separate
GL_EXT_blend_func_separate
GL_EXT_blend_minmax
GL_EXT_blend_subtract
GL_EXT_compiled_vertex_array
GL_EXT_copy_texture
GL_EXT_draw_range_elements
GL_EXT_fog_coord
GL_EXT_framebuffer_blit
GL_EXT_framebuffer_multisample
GL_EXT_framebuffer_object

GL_EXT_gpu_program_parameters
GL_EXT_multi_draw_arrays
GL_EXT_packed_depth_stencil
GL_EXT_packed_pixels
GL_EXT_pixel_buffer_object
GL_EXT_point_parameters
GL_EXT_polygon_offset
GL_EXT_provoking_vertex
GL_EXT_rescale_normal
GL_EXT_secondary_color
GL_EXT_separate_shader_objects
GL_EXT_separate_specular_color
GL_EXT_shadow_funcs
GL_EXT_stencil_two_side
GL_EXT_stencil_wrap
GL_EXT_subtexture
GL_EXT_texture
GL_EXT_texture3D
GL_EXT_texture_cube_map
GL_EXT_texture_edge_clamp
GL_EXT_texture_env_add
GL_EXT_texture_env_combine
GL_EXT_texture_env_dot3
GL_EXT_texture_filter_anisotropic
GL_EXT_texture_lod_bias
GL_EXT_texture_object
GL_EXT_texture_rectangle
GL_EXT_vertex_array
GL_IBM_multimode_draw_arrays
GL_IBM_rasterpos_clip
GL_IBM_texture_mirrored_repeat
GL_INGR_blend_func_separate
GL_MESA_pack_invert
GL_MESA_window_pos
GL_MESA_ycbcr_texture
GL_NV_blend_square
GL_NV_light_max_exponent
GL_NV_packed_depth_stencil
GL_NV_texgen_reflection
GL_NV_texture_env_combine4
GL_NV_texture_rectangle
GL_NV_vertex_program
GL_NV_vertex_program1_1
GL_OES_EGL_image
GL_OES_read_format
GL_SGIS_generate_mipmap
GL_SGIS_texture_border_clamp
GL_SGIS_texture_edge_clamp
GL_SGIS_texture_lod
GL_SUN_multi_draw_arrays