
List of Tables

Table 2-1	Headers and Link Lines for OpenGL and Associated Libraries	11
Table 2-2	Integrating OpenGL and X	24
Table 4-1	X Visuals and Supported OpenGL Rendering Modes	67
Table 6-1	Some Internal Formats Supported by the Texture Extension	87
Table 6-2	Texture Functions	88
Table 6-3	Magnification Filters for Sharpen Texture	108
Table 6-4	Magnification Filters for Detail Texture	115
Table 6-5	How Detail Texture Is Computed	115
Table 7-1	Types That Use Packed Pixels	126
Table 7-2	Blending Factors Defined by the Blend Color Extension	142
Table 8-1	Tokens for Enabling Arrays	153
Table 9-1	Type and Context Information for GLX Context Attributes	170
Table 9-2	Attributes Introduced by GLXFBConfig	173
Table 9-3	GLXFBConfig Attribute Defaults and Sorting Criteria	174
Table 10-1	Command Buttons and Shortcuts	199
Table 11-1	Factors Influencing Performance	213
Table 14-1	Pixel Formats and Types Using DMA on Low-End Systems	272
Table 14-2	Pixel Formats and Types That Are Fast on Mid-Range Systems	275
Table C-1	Errors Returned by libpdb Routines	307

