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You can tell that Apple has an implementation of OpenGL on its platform by looking at the user interface for many of the applications that are installed with OS X. The reflections built into iChat (Figure 1-1) provide one of the more notable examples. The responsiveness of the windows, the instant results of applying an effect in iPhoto, and many other operations in OS X are due to the use of OpenGL. OpenGL on the Mac Platform - Apple Developer In fact, Apple's highly efficient, modern OpenGL implementation makes Mac OS X one of today's best platforms for OpenGL development. OpenGL ® Programming on Mac OS ® X is the first comprehensive resource for every graphics programmer who wants to create, port, or optimize OpenGL applications for this high-volume platform. Leading OpenGL experts Robert Kuehne and J. D. Sullivan thoroughly explain the Mac's diverse OpenGL APIs, both old and new. OpenGL Programming on Mac OS X: Architecture, Performance ... About OpenGL for OS X. Introduction. OpenGL on the Mac Platform. OpenGL Concepts. OpenGL Implements a Client-Server Model. OpenGL Commands Can Be Executed Asynchronously. OpenGL Commands Are Executed In Order. OpenGL Copies Client Data at Call-Time. OpenGL Relies on Platform-Specific Libraries For Critical Functionality. About OpenGL for OS X The following show you how to create a Cocoa program that uses the built-in NSOpenGLView Class for the OpenGL rendering. You will need to perform the following steps: Select the "File | New Project". The New Project dialog will appear. OpenGL Programming with Mac OS X Cocoa OpenGL in Mac OS X OpenGL in Mac OS X implements the OpenGL client-server model using a common OpenGL framework and plug-in drivers. The framework and driver combine to implement the client portion of OpenGL, as shown in Figure 1-4. Dedicated graphics hardware provides the server. 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They are samples provided by Apple for AGL, the link between OpenGL and Window system. OpenGL Programming on Mac OS X: Architecture, Performance ... On this site you'll find all sorts of extra goodies related to the OpenGL on Mac OS X book. Our table of contents can be found here, providing a good overview of what's in the book. If you've already got the book, here you'll find useful additions like errata, links to additional resources, code, and more. **Programming OpenGL on macOS - OpenGL Wiki** OpenGL on the Mac Platform. You can tell that Apple has an implementation of OpenGL on its platform by looking at the user interface for many of the applications that are installed with OS X. The reflections built into iChat (Figure 1-1) provide one of the more notable examples. The responsiveness of the windows, the instant results of applying an effect in iPhoto, and many other operations in OS X are due to the use of OpenGL. 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OpenGL® Programming on Mac OS® X is the first comprehensive resource for every graphics programmer who wants to create, port, or optimize OpenGL applications for this high-volume platform. Leading OpenGL experts Robert Kuehne and J. D. Sullivan thoroughly explain the Mac's diverse OpenGL APIs, both old and new.

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A chapter focused into API interoperability is also included. But there is much more information in this book: history notes, a germane review of Mac's hardware, OS X programming, compatibility between Mac platforms, and a discussion about OpenGL extensions. Appendices contain a useful Glossary and notes about Cocoa API for OpenGL in Leopard.

macOS - Apple Developer

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About OpenGL for OS X. Introduction. OpenGL on the Mac Platform. OpenGL Concepts. OpenGL Implements a Client-Server Model. OpenGL Commands Can Be Executed Asynchronously. OpenGL Commands Are Executed In Order. OpenGL Copies Client Data at Call-Time. OpenGL Relies on Platform-Specific Libraries For Critical Functionality.

Opengl Programming On Mac Os

OpenGL in Mac OS X OpenGL in Mac OS X implements the OpenGL client-server model using a common OpenGL framework and plug-in drivers. The framework and driver combine to implement the client portion of OpenGL, as shown in Figure 1-4. Dedicated graphics hardware provides the server. Although this is the common scenario, Apple

About OpenGL for OS X

In fact, Apple's highly efficient, modern OpenGL implementation makes Mac OS X one of today's best platforms for OpenGL development. OpenGL ® Programming on Mac OS ® X is the first comprehensive resource for every graphics programmer who wants to create, port, or optimize OpenGL applications for this high-volume platform.

OpenGL on the Mac Platform - Apple Developer

The following show you how to create a Cocoa program that uses the built-in NSOpenGLView Class for the OpenGL rendering. You will need to perform the following steps: Select the "File | New Project". The New Project dialog will appear.

OpenGL Programming with Mac OS X Cocoa

Cocoa/NSGL Cocoa is the modern API with Objective-C bindings. Mac OS X 10.5 Leopard and later ships 64 bit versions of Cocoa. Using OpenGL in Cocoa requires you to include the frameworks "Cocoa" and "OpenGL" in your project.

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