

API Comparison of OpenGL and 3DGL

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The following table shows supporting OpenGL APIs in 3DGL Core API. Note that 3DGL APIs are not completely compliant with OpenGL API. 3DGL APIs have one more parameter than OpenGL APIs. (this is 1st parameter, context)
 And there is no description about 3DGL Scene Drawing API since it is FJ original. OpenGL does not have such API.

Y: supported NC: non-compatible -: non-supported

APIs of OpenGL 1.3	3DGL	Notes of 3DGL
GL Errors		
GetError	Y	
Begin/End Paradigm		
Begin	Y	
End	Y	
EdgeFlag[v]	-	
Vertex Specification		
Vertex3{if}[v]	Y	
Vertex3s[v]	-	
Vertex{24}{sifd}[v]	-	
Normal3f[v]	Y	
Normal3{bsid}[v]	-	
TexCoord2f[v]	Y	
TexCoord2s[v]	-	
TexCoord{134}{sifd}[v]	-	
MultiTexCoord4f	-	
MultiTexCoord123{sifd}[v]	-	
Color4f	-	
Color3{if ub ui}[v]	Y	
Color3{b s us}[v]	-	
Color4{bsifd ub us ui}[v]	-	
Index{sifd ub}[v]	-	

Vertex Arrays		
VertexPointer	-	
NormalPointer	-	
ColorPointer	-	
TexCoordPointer	-	
EdgeFlagPointer	-	
IndexPointer	-	
ArrayElement	-	
DrawArrays	-	
DrawElements	-	
InterLeavedArrays	-	
DrawRangeElements	-	
ClientActiveTexture	-	
EnableClientState	-	
DisableClientState	-	
Rectangles		
Rect{sifd}[v]	-	
Coordinate Transformations		
DepthRange	Y	
Viewport	Y	
MatrixMode	MODELVIEW	Y
	PROJECTION	Y
	TEXTURE	-
	COLOR	-
LoadMatrixf	Y	
LoadMatrixd	-	
MultMatrixf	Y	
MultMatrixd	-	
LoadTransposeMatrix{fd}	-	
MultTransposeMatrix{fd}	-	
LoadIdentity	Y	
Rotatef	Y	
Rotated	-	
Scalef	Y	
Scaled	-	

Translatef		Y	
Translated		-	
Frustum		Y	
Ortho		Y	
ActiveTexture		-	
PushMatrix		Y	
PopMatrix		Y	
Enable/Disable(RESCALE_NORMAL)		-	
Enable/Disable(NORMALIZE)		Y	
TexGen{ifd}[v]		-	
GetTexGen{ifd}v		-	
Enable/Disable(TEXTURE_GEN_{STRQ})		-	
Clipping			
ClipPlane		-	
GetClipPlane		-	
Enable/Disable(CLIP_PLANE{0-5})		-	
Current Raster Position			
RasterPos{2,3,4}{sifd}[v]		-	
Colors and Coloring			
FrontFace		Y	
Enable/Disable(LIGHTING)		Y	
Enable/Disable(LIGHT{0-7})		Y	
Material{fi}		-	
Material{fi}v	FRONT_AND_BACK	Y	
	FRONT	Y	
	BACK	Y	
	AMBIENT	Y	
	DIFFUSE	Y	
	SPECULAR	Y	
	EMISSION	Y	
	SHININESS	Y	
	AMBIENT_AND_DIFFUSE	Y	
COLOR_INDEXES	-		
GetMaterial{if}v		Y	
Light{if}[v]		Y	

GetLight{if}v		Y	
LightModel{fi}		-	
LightModel{fi}v	LIGHT_MODEL_TWO_SIDE	Y	
	LIGHT_MODEL_AMBIENT	Y	
	LIGHT_MODEL_LOCAL_VIEWER	Y	
	LIGHT_MODEL_COLOR_CONTROL	-	
Enable/Disable(COLOR_MATERIAL)		-	
ColorMaterial		-	
ShadeModel		Y	
Antialiasing			
Enable/Disable(MULTISAMPLE)		-	
Points			
PointSize		-	
Enable/Disable(POINT_SMOOTH)		-	
Line Segments			
LineWidth		Y	
Enable/Disable(LINE_SMOOTH)		Y	
LineStipple		NC	Repeat counter can be specified only 1
Enable/Disable(LINE_STIPPLE)		Y	
Polygons			
CullFace		Y	
Enable/Disable(CULL_FACE)		Y	
PolygonMode		-	
Enable/Disable(POLYGON_SMOOTH)		-	
PolygonStipple		-	
GetPolygonStipple		-	
Enable/Disable(POLYGON_STIPPLE)		-	
PolygonOffset		-	
Pixel Rectangles			
PixelStore{fi}		-	
PixelTransfer{if}		-	
PixelMap{ui us f}v		-	
GetPixelMap{ui us f}v		-	
Enable/Disable(COLOR_TABLE)		-	
ColorTable		-	

ColorSubTable	-	
ColorTableParameter{if}v	-	
GetColorTableParameter{if}v	-	
CopyColorTable	-	
CopyColorSubTable	-	
GetColorTable	-	
ConvolutionFilter1D	-	
ConvolutionFilter2D	-	
GetConvolutionFilter	-	
CopyConvolutionFilter1D	-	
CopyConvolutionFilter2D	-	
SeparableFilter2D	-	
GetSeparableFilter	-	
ConvolutionParameter{if}[v]	-	
GetConvolutionParameterfv	-	
Enable/Disable(POST_CONVOLUTION_COLOR_TABLE)	-	
Enable/Disable(POST_COLOR_MATRIX_COLOR_TABLE)	-	
Enable/Disable(HISTOGRAM)	-	
Histogram	-	
ResetHistogram	-	
GetHistogram	-	
GetHistogramParameter{if}v	-	
Enable/Disable(MINMAX)	-	
Minmax	-	
ResetMinmax	-	
GetMinmax	-	
GetMinmaxParameter{if}v	-	
DrawPixels	-	
PixelZoom	-	
Bitmaps		
Bitmap	-	
Texturing		
TexImage1D	-	
TexImage2D	NC	Not supported mipmap, supported only functional area of Coral
TexImage3D	-	

GetTexImage		-	
TexSubImage1D		-	
TexSubImage2D		-	
TexSubImage3D		-	
CopyTexImage1D		-	
CopyTexImage2D		-	
CopyTexSubImage1D		-	
CopyTexSubImage2D		-	
CopyTexSubImage3D		-	
CompressedTexImage1D		-	
CompressedTexImage2D		-	
CompressedTexImage3D		-	
CompressedTexSubImage1D		-	
CompressedTexSubImage2D		-	
CompressedTexSubImage3D		-	
GetCompressedTexImage		-	
TexParameterf		-	
TexParameter{fi}v	TEXTURE_1D	-	
	TEXTURE_2D	Y	
	TEXTURE_3D	-	
	TEXTURE_CUBE_MAP	-	
	TEXTURE_MIN_FILTER	-	
	TEXTURE_MAG_FILTER	Y	The macro name differs
	TEXTURE_WRAP_S	Y	
	TEXTURE_WRAP_T	Y	
	TEXTURE_BORDER_COLOR	Y	
	TEXTURE_MIN_LOD	-	
	TEXTURE_MAX_LOD	-	
	TEXTURE_BASE_LEVEL	-	
	TEXTURE_MAX_LEVEL	-	
	TEXTUER_WRAP_R	-	
	TEXTURE_PRIORITY	-	
GetTexParameter{if}v		Y	
GetTexLevelParameter{if}v		-	
BindTexture		-	

DeleteTextures	-	
GenTextures	-	
IsTexture	-	
AreTexturesResident	-	
PrioritizeTextures	-	
Enable/Disable(TEXTURE_1D)	-	
Enable/Disable(TEXTURE_2D)	Y	
Enable/Disable(TEXTURE_3D)	-	
Enable/Disable(TEXTURE_CUBE_MAP)	-	
TexEnvf[v]	-	
TexEnvi	NC	Implemented in accordance with Coral's functions
TexEnviv	-	
GetTexEnviv	NC	Implemented in accordance with Coral's functions
GetTexEnvfv	-	
Fog		
Fogf[v]	-	
Fogi[v]	-	
Enable/Disable(FOG)	-	
Per-Fragment Operations		
Enable/Disable(SCISSOR_TEST)	-	
Scissor	-	
Enable/Disable(SAMPLE_COVERAGE)	-	
Enable/Disable(SAMPLE_ALPHA_TO_COVERAGE)	-	
Enable/Disable(SAMPLE_ALPHA_TO_ONE)	-	
SampleCoverage	-	
Enable/Disable(ALPHA_TEST)	-	
AlphaFunc	-	
Enable/Disable(STENCIL_TEST)	-	
StencilFunc	-	
StencilMask	-	
StencilOp	-	
DepthFunc	Y	
DepthMask	Y	
Enable/Disable(BLEND)	-	
BlendFunc	-	

BlendEquation	-	
BlendColor	-	
Enable/Disable(DITHER)	-	
Enable/Disable(INDEX_LOGIC_OP)	-	
Enable/Disable(COLOR_LOGIC_OP)	-	
LogicOp	-	
Whole Framebuffer Operations		
DrawBuffer	-	
IndexMask	-	
ColorMask	-	
Clear	NC	The function name differs, And supported only viewport and depth buffer
ClearColor	NC	Not supported alpha
ClearIndex	-	
ClearDepth	-	
ClearStencil	-	
ClearAccum	-	
Accum	-	
Drawing, Reading, and Copying Pixels		
ReadBuffer	-	
ReadPixels	-	
CopyPixels	-	
Evaluators		
Map1{fd}	-	
Map2{fd}	-	
GetMap{ifd}v	-	
EvalCoord{12}{fd}[v]	-	
MapGrid1{fd}	-	
MapGrid2{fd}	-	
EvalMesh1	-	
EvalMesh2	-	
EvalPoint1	-	
EvalPoint2	-	
Selection		
InitNames	-	
LoadName	-	

PushName	-	
PopName	-	
RenderMode	-	
SelectBuffer	-	
Feedback		
FeedbackBuffer	-	
PassThrough	-	
Display Lists		
NewList	-	
Endlist	-	
CallList	-	
CallLists	-	
ListBase	-	
GenLists	-	
IsList	-	
DeleteLists	-	
Flush and Finish		
Flush	Y	
Finish	-	
Hints		
Hint	-	