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The OpenGL Programming Guide. Welcome to the website for the OpenGL Programming Guide (the "Red Book"). The latest release – the ninth edition – brings the most comprehensive discussion of the OpenGL API completely up to date. This edition thoroughly discusses the features of OpenGL version 4.5, OpenGL's latest version, including: Direct State Access (DSA) which modifies the way that OpenGL objects (e.g., textures, FBOs, etc.) modify their attributes.

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