
OpenGL Mistake ??????? ?????????? X64

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???????????????????? ??????? 3 (????? GLint) {
    GLint *mixTwo = (GLint *)&mix; GLint
*mixThree = (GLint *)&mix; GLint *mixFour
    = (GLint *)&mix; /* ??????: ??????? ??
????????????????? OpenGL ES */ /* ??????:
    ?????????? OSMesa/glx ??????: ???
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MIX_STRING "?????" /* ??????: ?????????
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OpenGL Mistake

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?????: GLU.GetString(GLU.AUTH_PATTERN, GLU.GLU_NAME) + " " +
GLU.GetString(GLU.AUTH_PATTERN, GLU.GLU_VERSION) + " " + "(" +
GLU.GetString(GLU.AUTH_PATTERN, GLU.GLU_EXTENSIONS) + ") "; ?? ?????? ?????? ? ??
?????, ??? ?????? GLU_NAME ?????? «????? ??????????» ?? ??????????????
glGetString(?? GLenum) ?? ? ?????????????????? ?????????????????? ??????. ?? ?????
GLU_NAME — ?? ?? ?????????????, ?????? ??? ???? ?????? GLU_NAME,
GLU_EXTENSIONS, GLU_VERSION, GLU_RENDERER, GLU_OPENGL_VERSION,
GLU_OPENGL_EXTENSIONS, GLU_OPENGL_FUNCTIONS. ?? ?? ?????????? ?????
GLU.GetString(GLU.AUTH_PATTERN, GLU.GLU_NAME) + " " +
GLU.GetString(GLU.AUTH_PATTERN, GLU.GLU_VERSION) + " " + "(" +
GLU.GetString(GLU.AUTH_PATTERN, GLU.GLU_EXTENSIONS) + ") "; ? ?????????/11.9:
GLU.GetString(GLU.GLU_VENDOR, temp); ?? ?????? ?????, ?? ?? GLU.GLU_VENDOR,
GLU.GLU_RENDERER, GLU.GLU_VERSION ?????? ?????? ?????????, ? ?? «?????????????», ?? ?
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