

OpenGL

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This page displays information about installed OpenGL implementation. OpenGL (for "Open Graphics Library") is a cross-platform, hardware independent interface for 3D graphics.

GLX is the binding for OpenGL to X Window system.

DRI (Direct Rendering Infrastructure) provides hardware acceleration for OpenGL. You must have a videocard with 3D accelerator and properly installed driver for this.

Read more at the official OpenGL site <http://www.opengl.org>