

Versão do OpenGL

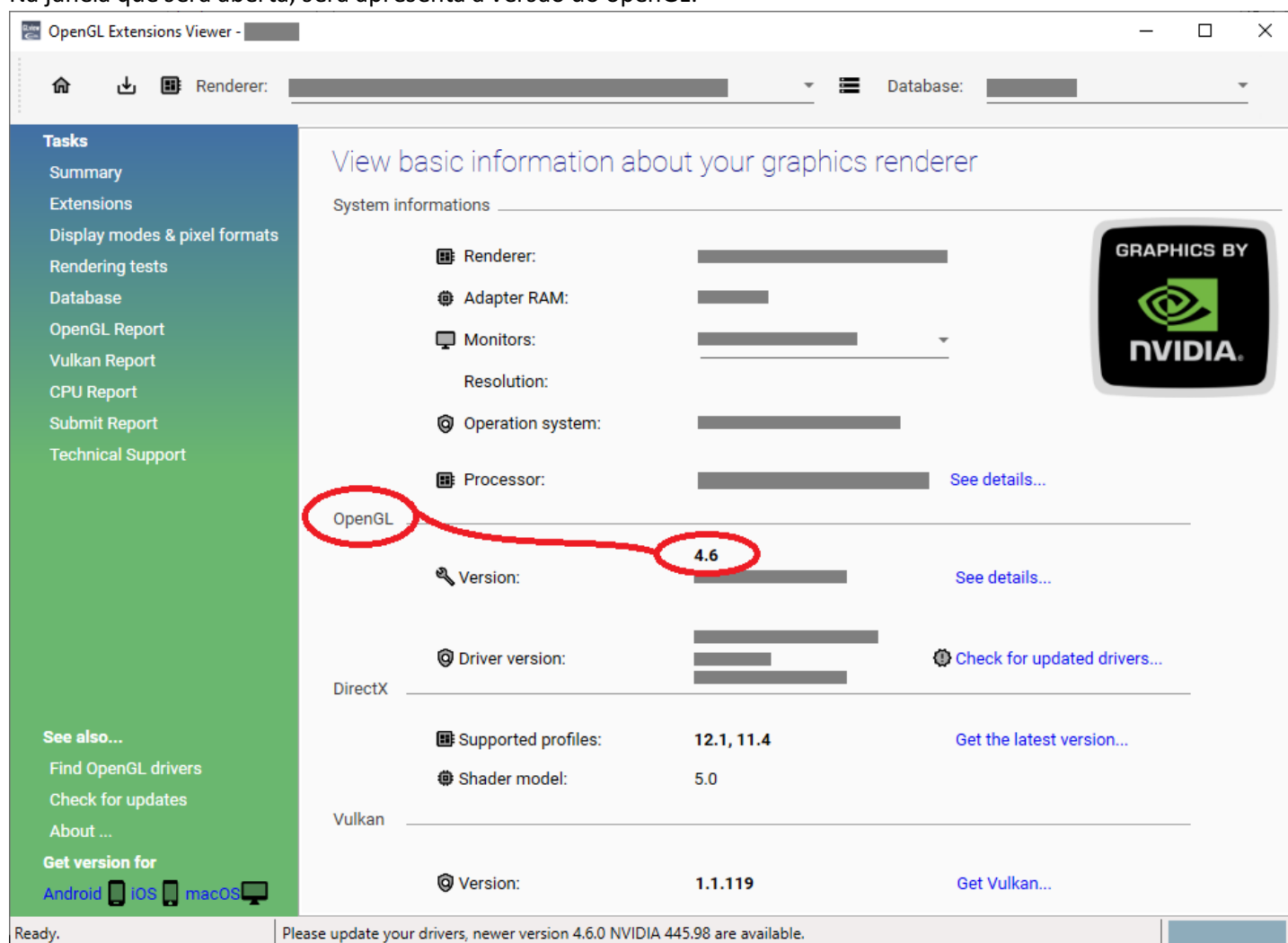
Novos aplicativos e programas surgem a todos os momentos e para que sejam corretamente utilizados é necessário que a placa gráfica do computador atenda requisitos mínimos. Infelizmente, os detalhes da placa gráfica não são facilmente encontrados dentro do computador.

Para descobrir a versão do OpenGL existente no seu computador/placa gráfica, siga os seguintes passos:

Instale um programa "Visualizador de OpenGL". Uma opção é o GLView (facilmente encontrado através do Google ou no site <https://www.realtech-vr.com/home/glview/>);

No fim da instalação, selecione a opção para abrir o programa;

Na janela que será aberta, será apresenta a versão do openGL:



The screenshot shows the OpenGL Extensions Viewer application window. The title bar reads "OpenGL Extensions Viewer". The interface includes a sidebar with "Tasks" such as Summary, Extensions, Display modes & pixel formats, Rendering tests, Database, OpenGL Report, Vulkan Report, CPU Report, Submit Report, and Technical Support. The main content area displays "View basic information about your graphics renderer" and "System informations". A red circle highlights the "OpenGL" section, which shows a version of "4.6". Other system information includes Renderer, Adapter RAM, Monitors, Resolution, Operation system, and Processor. The DirectX section shows supported profiles (12.1, 11.4) and shader model (5.0). The Vulkan section shows version 1.1.119. A status bar at the bottom indicates "Ready" and provides a message: "Please update your drivers, newer version 4.6.0 NVIDIA 445.98 are available." The NVIDIA logo is visible in the top right corner of the application window.

Category	Item	Value	Action
System informations	Renderer:	[Redacted]	
	Adapter RAM:	[Redacted]	
	Monitors:	[Redacted]	
	Resolution:	[Redacted]	
	Operation system:	[Redacted]	
	Processor:	[Redacted]	See details...
	OpenGL	Version:	4.6
DirectX	Driver version:	[Redacted]	Check for updated drivers...
	Supported profiles:	12.1, 11.4	Get the latest version...
Vulkan	Shader model:	5.0	
	Version:	1.1.119	Get Vulkan...