

# **Display Lists**

**CSCI 4229/5229**

**Computer Graphics**

**Fall 2012**

# What is it?

- Sequence of commands stored in an internal representation that is efficiently processed
  - “Compiled” form of commands
  - Similar in concept to Java “bytecodes”
  - Used in OpenGL, Postscript, HP/GL, etc.
  - Can be optimized for hardware
  - Can be executed in hardware/firmware
- OpenGL Display Lists
  - Can be several times faster than direct rendering
  - Typically just structures in memory
- Deprecated in OpenGL 3 (but still useful)

# OpenGL Display Lists

- Can contain a sequence of most OpenGL calls
- Display lists can be nested
- Identified by a name (integer)
- Watch out for the state machine
  - State can change in a list
  - Existing state applies to the list
    - glEnable(\*)
    - Transformations

# OpenGL Display List Calls

- `glGenLists(n)`
  - Get unique name(s) for lists
  - Values guaranteed contiguous to allow arithmetic
- `glNewList(id,action)`
  - Start a new list
  - `GL_COMPILE` or `GL_COMPILE_AND_EXECUTE`
- `glEndList()`
  - End list
- `glDeleteLists(id,range)`
  - Delete display lists

# OpenGL Display List Calls

- `glCallList(id)`
  - Execute list
- `glCallLists(n,type,ids)`
  - Execute sequence of lists
  - *type* can be int, short, byte, etc.
- `glListBase()`
  - Add an offset to each id