

## NAME

**glGenLists** – generate a contiguous set of empty display lists

## C SPECIFICATION

GLuint **glGenLists**( GLsizei *range* )

## PARAMETERS

*range* Specifies the number of contiguous empty display lists to be generated.

## DESCRIPTION

**glGenLists** has one argument, *range*. It returns an integer *n* such that *range* contiguous empty display lists, named *n*, *n+1*, ..., *n+range-1*, are created. If *range* is 0, if there is no group of *range* contiguous names available, or if any error is generated, no display lists are generated, and 0 is returned.

## ERRORS

**GL\_INVALID\_VALUE** is generated if *range* is negative.

**GL\_INVALID\_OPERATION** is generated if **glGenLists** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

## ASSOCIATED GETS

**glIsList**

## SEE ALSO

**glCallList**, **glCallLists**, **glDeleteLists**, **glNewList**