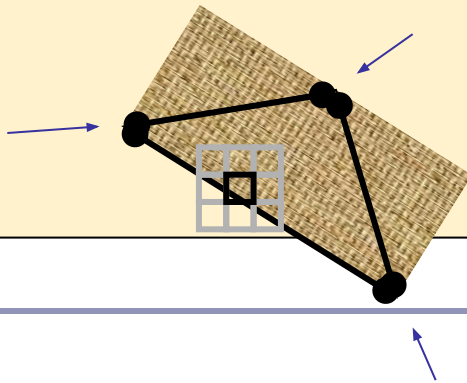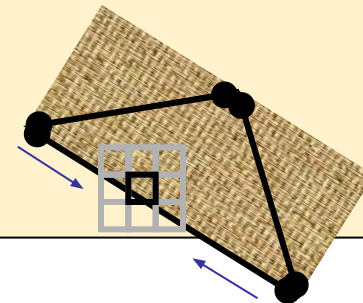# Errata - Lecture 1

```
#version 330

uniform mat4 mvp;

in vec4 vPos;
out vec3 c;

void main() {
  v = vPos.xyz;
  gl_Position = mvp * vPos;
}
```

Input

Output

interpolation

```
#version 330

in vec3 c;
out vec4 fragmentColor;

void main() {
    fragmentColor = vec4(c, 1);
}
```

Input

Color output

Errata - Lecture 1

- To ensure that OpenGL operates consistently on all ages of hardware, add:
```
GLFW.glfwWindowHint(
    GLFW.GLFW_OPENGL_FORWARD_COMPAT, GLFW.GLFW_TRUE);
```
to the GLFW setup section of HelloGL.java.

- The HelloGL.java code does not do any error-checking. (Calling `glfwSetErrorCallback()` does not set an exception handler, only a function pointer.)
- If you're not seeing a triangle, add calls to `glGetProgramInfoLog(program, ...)`. If its result is anything other than "No errors.", you've got problems.