

Forum:[Hack Forums](#)

Thread: [LWJGL and OpenGL](#)

aRuHZoNa - December 2, 2016, 9:38 pm

Hey guys, I've been watching YouTube videos on how to create a 2D game using LWJGL and OpenGL 3. So far it's been going well, but my real question is how relevant these libraries are in the real world? Do people actually create games or use these libraries or is it not even worth learning for the future? I'm mainly learning just to learn but knowing it would have some positive impact in the future would be nice too.

[Videos I'm Watching](#)

matt - December 3, 2016, 3:14 pm

(Dec 2, 2016 10:38 PM)aRuHZoNa Wrote: [\[CITE\]](#) Hey guys, I've been watching YouTube videos on how to create a 2D game using LWJGL and OpenGL 3. So far it's been going well, but my real question is how relevant these libraries are in the real world? Do people actually create games or use these libraries or is it not even worth learning for the future? I'm mainly learning just to learn but knowing it would have some positive impact in the future would be nice too.

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Every major most likely uses opengl or lwjgl
Here's a list of games/application that use them

https://en.wikipedia.org/wiki/List_of_OpenGL_programs

http://wiki.lwjgl.org/wiki/Projects_Using_LWJGL.html

I'd recommend using them because it's not efficient to write everything from scratch especially when they've been working on, perfecting and optimizing their library for years. (:

CAFEEFAC - December 4, 2016, 4:59 am

I'm not sure how popular Java is in the game-making industry anymore, but both those libraries are definitely used in the real world. Like Midnight Blue said, reinventing the wheel is not necessary, and is actually a waste of time (unless you're doing it for educational purposes only). So, use what others have built.

GenericSkid - December 4, 2016, 9:34 pm

(Dec 4, 2016 05:59 AM)CAFEEFAC Wrote: [\[CITE\]](#) I'm not sure how popular Java is in the game-making industry anymore, but both those libraries are definitely used in the real world.

For clarification, LWJGL is java-specific. OpenGL is not as proved by the project listing provided by Midnight Blue.

CAFEEFAC - December 5, 2016, 5:48 am

(Dec 4, 2016 10:34 PM)Lord Pankake Wrote: [\[CITE\]](#) For clarification, LWJGL is java-specific. OpenGL is not as proved by the project listing provided by Midnight Blue.

Hence the name: Lightweight Java Game Library. :)