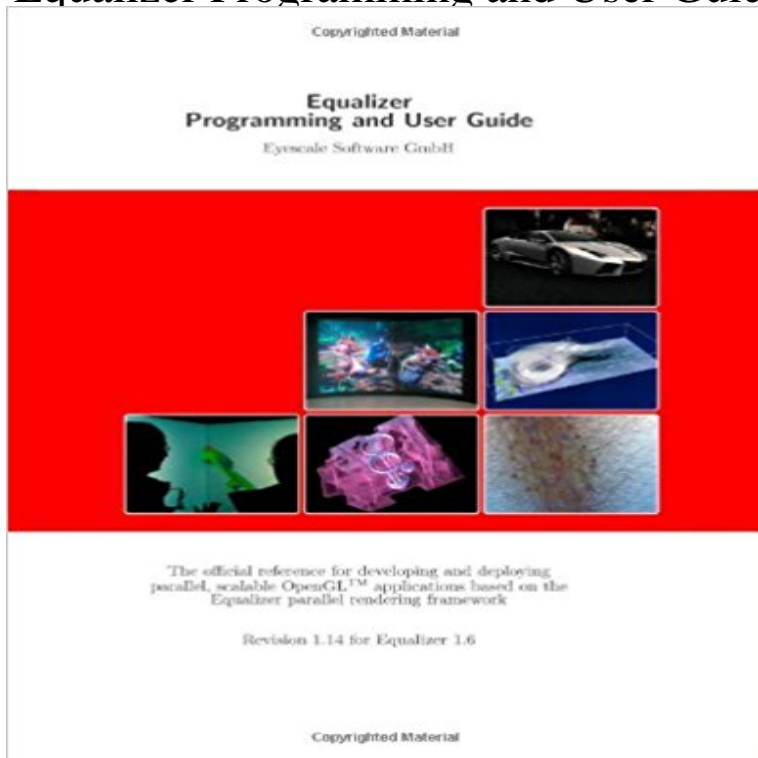


# Equalizer Programming and User Guide: Version 1.6



The official reference for developing and deploying parallel, scalable OpenGL applications based on the Equalizer parallel rendering framework.

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