NAME
     glColorMaterial − cause a material color to track the current color

C SPECIFICATION
     void **glColorMaterial**(GLenum *face*,
                              GLenum *mode*)

PARAMETERS
     face Specifies whether front, back, or both front and back material parameters should track the current
          color. Accepted values are **GL_FRONT**, **GL_BACK**, and **GL_FRONT_AND_BACK**. The initial
          value is **GL_FRONT_AND_BACK**.

     mode
          Specifies which of several material parameters track the current color. Accepted values are
          GL_EMISSION,   **GL_AMBIENT**,   **GL_DIFFUSE**,   **GL_SPECULAR**,   and
          GL_AMBIENT_AND_DIFFUSE. The initial value is **GL_AMBIENT_AND_DIFFUSE**.

DESCRIPTION
     glColorMaterial   specifies   which   material   parameters   track   the   current   color.   When
     GL_COLOR_MATERIAL is enabled, the material parameter or parameters specified by *mode*, of the
     material or materials specified by *face*, track the current color at all times.

     To enable and disable **GL_COLOR_MATERIAL**, call **glEnable** and **glDisable** with argument
     GL_COLOR_MATERIAL. **GL_COLOR_MATERIAL** is initially disabled.

NOTES
     glColorMaterial makes it possible to change a subset of material parameters for each vertex using only the
     glColor command, without calling **glMaterial**. If only such a subset of parameters is to be specified for
     each vertex, calling **glColorMaterial** is preferable to calling **glMaterial**.

     Call **glColorMaterial** before enabling **GL_COLOR_MATERIAL**.

     Calling **glDrawElements** may leave the current color indeterminate. If **glColorMaterial** is enabled while
     the current color is indeterminate, the lighting material state specified by *face* and *mode* is also indeter-
     minate.

     If the GL version is 1.1 or greater, and **GL_COLOR_MATERIAL** is enabled, evaluated color values
     affect the results of the lighting equation as if the current color were being modified, but no change is made
     to the tracking lighting parameter of the current color.

ERRORS
     GL_INVALID_ENUM is generated if *face* or *mode* is not an accepted value.

     GL_INVALID_OPERATION is generated if **glColorMaterial** is executed between the execution of
     glBegin and the corresponding execution of **glEnd**.

ASSOCIATED GETS
     glIsEnabled with argument **GL_COLOR_MATERIAL**
     glGet with argument **GL_COLOR_MATERIAL_PARAMETER**
     glGet with argument **GL_COLOR_MATERIAL_FACE**

SEE ALSO
     glColor, **glColorPointer**, **glDrawElements**, **glEnable**, **glLight**, **glLightModel**, **glMaterial**