NAME
     glReadBuffer − select a color buffer source for pixels

C SPECIFICATION
     void **glReadBuffer**(GLenum *mode*)

PARAMETERS
     mode Specifies a color buffer. Accepted values are **GL_FRONT_LEFT**, **GL_FRONT_RIGHT**, **GL_BACK_LEFT**, **GL_BACK_RIGHT**, **GL_FRONT**, **GL_BACK**, **GL_LEFT**, **GL_RIGHT**, and **GL_AUX***i*, where *i* is between 0 and **GL_AUX_BUFFERS** −1.

DESCRIPTION
     glReadBuffer specifies a color buffer as the source for subsequent **glReadPixels**, **glCopyTexImage1D**, **glCopyTexImage2D**, **glCopyTexSubImage1D**, **glCopyTexSubImage2D**, and **glCopyPixels** commands. *mode* accepts one of twelve or more predefined values. (**GL_AUX0** through **GL_AUX3** are always defined.) In a fully configured system, **GL_FRONT**, **GL_LEFT**, and **GL_FRONT_LEFT** all name the front left buffer, **GL_FRONT_RIGHT** and **GL_RIGHT** name the front right buffer, and **GL_BACK_LEFT** and **GL_BACK** name the back left buffer.

     Nonstereo double-buffered configurations have only a front left and a back left buffer. Single-buffered configurations have a front left and a front right buffer if stereo, and only a front left buffer if nonstereo. It is an error to specify a nonexistent buffer to **glReadBuffer**.

     mode is initially **GL_FRONT** in single-buffered configurations, and **GL_BACK** in double-buffered configurations.

ERRORS
     GL_INVALID_ENUM is generated if *mode* is not one of the twelve (or more) accepted values.

     GL_INVALID_OPERATION is generated if *mode* specifies a buffer that does not exist.

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

ASSOCIATED GETS
     glGet with argument **GL_READ_BUFFER**

SEE ALSO
     glCopyPixels,   **glCopyTexImage1D**,   **glCopyTexImage2D**,   **glCopyTexSubImage1D**, **glCopyTexSubImage2D**, **glDrawBuffer**, **glReadPixels**