

## NAME

**glCullFace** – specify whether front- or back-facing facets can be culled

## C SPECIFICATION

```
void glCullFace( GLenum mode )
```

## PARAMETERS

*mode* Specifies whether front- or back-facing facets are candidates for culling. Symbolic constants **GL\_FRONT**, **GL\_BACK**, and **GL\_FRONT\_AND\_BACK** are accepted. The initial value is **GL\_BACK**.

## DESCRIPTION

**glCullFace** specifies whether front- or back-facing facets are culled (as specified by *mode*) when facet culling is enabled. Facet culling is initially disabled. To enable and disable facet culling, call the **glEnable** and **glDisable** commands with the argument **GL\_CULL\_FACE**. Facets include triangles, quadrilaterals, polygons, and rectangles.

**glFrontFace** specifies which of the clockwise and counterclockwise facets are front-facing and back-facing. See **glFrontFace**.

## NOTES

If *mode* is **GL\_FRONT\_AND\_BACK**, no facets are drawn, but other primitives such as points and lines are drawn.

## ERRORS

**GL\_INVALID\_ENUM** is generated if *mode* is not an accepted value.

**GL\_INVALID\_OPERATION** is generated if **glCullFace** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

## ASSOCIATED GETS

**glIsEnabled** with argument **GL\_CULL\_FACE**

**glGet** with argument **GL\_CULL\_FACE\_MODE**

## SEE ALSO

**glEnable**, **glFrontFace**