NAME
     glHint − specify implementation-specific hints

C SPECIFICATION
     void **glHint**(GLenum *target*,
              GLenum *mode*)

PARAMETERS
     target Specifies a symbolic constant indicating the behavior to be controlled. **GL_FOG_HINT**,
          GL_LINE_SMOOTH_HINT,   **GL_PERSPECTIVE_CORRECTION_HINT**,
          GL_POINT_SMOOTH_HINT, and **GL_POLYGON_SMOOTH_HINT** are accepted.

     mode Specifies a symbolic constant indicating the desired behavior. **GL_FASTEST**, **GL_NICEST**, and
          GL_DONT_CARE are accepted.

DESCRIPTION
     Certain aspects of GL behavior, when there is room for interpretation, can be controlled with hints. A hint
     is specified with two arguments. *target* is a symbolic constant indicating the behavior to be controlled, and
     mode is another symbolic constant indicating the desired behavior. The initial value for each *target* is
     GL_DONT_CARE. *mode* can be one of the following:

     GL_FASTEST   The most efficient option should be chosen.

     GL_NICEST   The most correct, or highest quality, option should be chosen.

     GL_DONT_CARE   No preference.

     Though the implementation aspects that can be hinted are well defined, the interpretation of the hints
     depends on the implementation. The hint aspects that can be specified with *target*, along with suggested
     semantics, are as follows:

     GL_FOG_HINT   Indicates the accuracy of fog calculation. If per-pixel fog calculation is not
                        efficiently supported by the GL implementation, hinting **GL_DONT_CARE** or
                        GL_FASTEST can result in per-vertex calculation of fog effects.

     GL_LINE_SMOOTH_HINT
                        Indicates the sampling quality of antialiased lines. If a larger filter function is
                        applied, hinting **GL_NICEST** can result in more pixel fragments being generated
                        during rasterization,

     GL_PERSPECTIVE_CORRECTION_HINT
                        Indicates the quality of color and texture coordinate interpolation. If perspective-
                        corrected parameter interpolation is not efficiently supported by the GL imple-
                        mentation, hinting **GL_DONT_CARE** or **GL_FASTEST** can result in simple
                        linear interpolation of colors and/or texture coordinates.

     GL_POINT_SMOOTH_HINT
                        Indicates the sampling quality of antialiased points. If a larger filter function is
                        applied, hinting **GL_NICEST** can result in more pixel fragments being generated
                        during rasterization,

     GL_POLYGON_SMOOTH_HINT
                        Indicates the sampling quality of antialiased polygons. Hinting **GL_NICEST** can
                        result in more pixel fragments being generated during rasterization, if a larger
                        filter function is applied.

NOTES
     The interpretation of hints depends on the implementation. Some implementations ignore **glHint** settings.

ERRORS

       GL_INVALID_ENUM is generated if either *target* or *mode* is not an accepted value.

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