

NAME

glLoadIdentity – replace the current matrix with the identity matrix

C SPECIFICATION

```
void glLoadIdentity( void )
```

DESCRIPTION

glLoadIdentity replaces the current matrix with the identity matrix. It is semantically equivalent to calling **glLoadMatrix** with the identity matrix

```

                                left ( down 20 { ~ matrix {
ccol { 1 above 0 above 0 above 0~ }
ccol { 0 above 1 above 0 above 0~ }
ccol { 0 above 0 above 1 above 0~ }
ccol { 0 above 0 above 0 above 1 } } } ~ right )

```

but in some cases it is more efficient.

ERRORS

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

ASSOCIATED GETS

glGet with argument **GL_MATRIX_MODE**
glGet with argument **GL_MODELVIEW_MATRIX**
glGet with argument **GL_PROJECTION_MATRIX**
glGet with argument **GL_TEXTURE_MATRIX**

SEE ALSO

glLoadMatrix, **glMatrixMode**, **glMultMatrix**, **glPushMatrix**