

NAME

glMatrixMode – specify which matrix is the current matrix

C SPECIFICATION

```
void glMatrixMode(GLenum mode )
```

PARAMETERS

mode Specifies which matrix stack is the target for subsequent matrix operations. Three values are accepted: **GL_MODELVIEW**, **GL_PROJECTION**, and **GL_TEXTURE**. The initial value is **GL_MODELVIEW**.

DESCRIPTION

glMatrixMode sets the current matrix mode. *mode* can assume one of three values:

GL_MODELVIEW Applies subsequent matrix operations to the modelview matrix stack.

GL_PROJECTION Applies subsequent matrix operations to the projection matrix stack.

GL_TEXTURE Applies subsequent matrix operations to the texture matrix stack.

To find out which matrix stack is currently the target of all matrix operations, call **glGet** with argument **GL_MATRIX_MODE**. The initial value is **GL_MODELVIEW**.

ERRORS

GL_INVALID_ENUM is generated if *mode* is not an accepted value.

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

ASSOCIATED GETS

glGet with argument **GL_MATRIX_MODE**

SEE ALSO

glLoadMatrix, **glPushMatrix**