

## 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**