

[glCompressedTexImage3D](#)
[glCompressedTexSubImage1D](#)
[glCompressedTexSubImage2D](#)
[glCompressedTexSubImage3D](#)
[glConvolutionFilter1D](#)
[glConvolutionFilter2D](#)
[glConvolutionParameter](#)
[glCopyColorSubTable](#)
[glCopyColorTable](#)
[glCopyConvolutionFilter1D](#)
[glCopyConvolutionFilter2D](#)
[glCopyPixels](#)
[glCopyTexImage1D](#)
[glCopyTexImage2D](#)
[glCopyTexSubImage1D](#)
[glCopyTexSubImage2D](#)
[glCopyTexSubImage3D](#)
[glCreateProgram](#)
[glCreateShader](#)
[glCullFace](#)
[Top](#)

D
[glDeleteBuffers](#)
[glDeleteLists](#)
[glDeleteProgram](#)
[glDeleteQueries](#)
[glDeleteShader](#)
[glDeleteTextures](#)
[glDepthFunc](#)
[glDepthMask](#)
[glDepthRange](#)
[glDetachShader](#)
[glDisable](#)
[glDisableClientState](#)
[glDisableVertexAttribArrav](#)

Name

glDrawBuffer — specify which color buffers are to be drawn into

C Specification

```
void glDrawBuffer( GLenum mode);
```

Parameters

mode

Specifies up to four color buffers to be drawn into. Symbolic constants GL_NONE, GL_FRONT_LEFT, GL_FRONT_RIGHT, GL_BACK_LEFT, GL_BACK_RIGHT, GL_FRONT, GL_BACK, GL_LEFT, GL_RIGHT, GL_FRONT_AND_BACK, and GL_AUX*i*, where *i* is between 0 and the value of GL_AUX_BUFFERS minus 1, are accepted. (GL_AUX_BUFFERS is not the upper limit; use [glGet](#) to query the number of available aux buffers.) The initial value is GL_FRONT for single-buffered contexts, and GL_BACK for double-buffered contexts.

Description

When colors are written to the frame buffer, they are written into the color buffers specified by glDrawBuffer. The specifications are as follows:

GL_NONE

No color buffers are written.

GL_FRONT_LEFT

Only the front left color buffer is written.

GL_FRONT_RIGHT

Only the front right color buffer is written.

GL_BACK_LEFT