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## 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`