

Appendix B

Global State Attributes

This appendix lists the initial values and the defaults for the GL global state attributes.

Table B-1 lists the default color map values.

Index	Name	RGB Values		
		Red	Green	Blue
0	BLACK	0	0	0
1	RED	255	0	0
2	GREEN	0	255	0
3	YELLOW	255	255	0
4	BLUE	0	0	255
5	MAGENTA	255	0	255
6	CYAN	0	255	255
7	WHITE	255	255	255
All others	Unnamed	Unchanged	Unchanged	Unchanged

Table B-1 Default Color Map Values

Table B-2 lists the keys to the supplemental information in Table B-3.

Key	Description
A	Is pushed and popped on the attributes stack
G	Takes effect when <code>gconfig()</code> is called
V	Can be changed between <code>bgn</code> and <code>end</code> calls: <code>bgnpoint()</code> , <code>bgnline()</code> , <code>bgnclosedline()</code> , <code>bgnpolygon()</code> , <code>bgnqstrip()</code> and <code>bgntmesh()</code>

Table B-2 Keys to Information in Table B-3

Table B-3 lists the global state attributes and their defaults.

Attribute	Initial Value	Key
<code>acsize()</code>	0	G
<code>afunction()</code>	0, AF_ALWAYS	
<code>backbuffer()</code>	FALSE	A
<code>backface()</code>	FALSE	
<code>blendfunction()</code>	BF_ONE, BF_ZERO	
character position	Undefined	
<code>clipplane()</code>	CP_OFF	
<code>cmode()</code>	TRUE	A, G
<code>color()</code>	0	A, V
<code>concave()</code>	FALSE	
<code>curveprecision()</code>	Undefined	
depth range	<code>getgdesc(GD_ZMIN)</code> , <code>getgdesc(GD_ZMAX)</code>	
<code>depthcue()</code>	FALSE	
<code>dither()</code>	DT_ON	
<code>doublebuffer()</code>	FALSE	G
<code>drawmode()</code>	NORMALDRAW	A

Table B-3 Global State Attribute Defaults

Attribute	Initial Value	Key
feedback mode	Off	
fogvertex()	FG_OFF	
font	0	A
frontbuffer()	TRUE	A
frontface()	FALSE	
full screen mode	Off	
glcompat()	See below	
GLC_OLDPOLYGON	1	
GLC_ZRANGEMAP	1 (B and G models) 0 (other models)	
graphics position	Undefined	
leftbuffer()	TRUE	
linesmooth()	SML_OFF	
linestyle()	0 (solid)	A
linewidth()	1	A
lmcolor()	LMC_COLOR	V
lmbind()	See below	
BACKMATERIAL	0	
LIGHTn	0	
LMODEL	0	
MATERIAL	0	
logicop()	LO_SRC	
lsrepeat()	1	A
mapcolor()	No entries changed	

Table B-3 (continued) Global State Attribute Defaults

Attribute	Initial Value	Key
matrix	See below	
ModelView	Undefined	
Projection	Undefined	
Single	ortho2 matching window size	
Texture	Undefined	
mmode()	MSINGLE	
monobuffer()	Enabled	
msalpha()	MSA_ALPHA()	
msmask()	1.0, 0	
mspattern()	MSP_DEFAULT	
mssize()	0	G
multimap()	FALSE	G
multisample()	TRUE	
name stack	Empty	
nmode()	NAUTO	
normal vector	Undefined	V
onemap()	TRUE	G
overlay()	2	G
patchbasis()	Undefined	
patchcurves()	Undefined	
patchprecision()	Undefined	
pattern	0 (solid)	A
pick mode	Off	
picksize()	10×10	
pixmap()	Standard	

Table B-3 (continued) Global State Attribute Defaults

Attribute	Initial Value	Key
<code>pntsmooth()</code>	<code>SMP_OFF</code>	
<code>polymode()</code>	<code>PYM_FILL</code>	
<code>polysmooth()</code>	<code>PYSM_OFF</code>	
<code>readsource()</code>	<code>SRC_AUTO</code>	
<code>rectzoom()</code>	1.0,1.0	
<code>rightbuffer()</code>	<code>FALSE</code>	
RGB color	All components 0 when RGBmode is entered	
RGB shade range	Undefined	
<code>RGBsize()</code>	12	
<code>RGBmode()</code>	<code>FALSE</code>	G A
RGB writemask	0xFF when RGB is entered	A,V
<code>scrbox()</code>	<code>SB_RESET</code>	
<code>scrmask()</code>	Set to size of window	
<code>scrsubdivide()</code>	<code>SS_OFF</code>	
select mode	Off	
shade range	0,7, <code>getgdesc(GD_ZMIN)</code> , <code>getgdesc(GD_ZMAX)</code>	
<code>shademodel()</code>	<code>GOURAUD</code>	A
<code>singlebuffer()</code>	<code>TRUE</code>	G
<code>stencil()</code>	Disabled	
<code>stensize()</code>	0	G
<code>stereobuffer()</code>	Disabled	
<code>swritemask()</code>	All stencil planes enabled	
<code>tevbind()</code>	0 (off)	
<code>texbind()</code>	0 (off)	
<code>texgen()</code>	<code>TG_OFF</code>	

Table B-3 (continued) Global State Attribute Defaults

Attribute	Initial Value	Key
underlay()	0	G
viewport()	Set to size of window	
writemask()	All bitplanes enabled	A
zbsize()	32	
zbuffer()	FALSE	
zdraw()	FALSE	A
zfunction()	ZF_LEQUAL	
zsource()	ZSRC_DEPTH	
zwritemask()	All z-buffer planes enabled	

Table B-3 (continued) Global State Attribute Defaults