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how to reset the color in opengl after using glColor4f

Anything rendered after you set a color uses the same color and that this spans over frames and will not be reset in-between.

Can someone suggest a way to turn off setting the color after using it?

opengl

asked Feb 13 '12 at 11:33



Rikki

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1 Answer

OpenGL is a state machine. Once you set the color you cannot take it back. One mechanism that you can use is the `glPushAttrib` and `glPopAttrib`. `glPushAttrib(GL_CURRENT_BIT)` saves the color and a few other things and `glPopAttrib(GL_CURRENT_BIT)` restores it.

You may need to use another mechanism for what you want to do. Saving and restoring the state all the time is an expensive solution.

answered Feb 13 '12 at 12:09



P. Christopoulos Charitos

263 1 8

Can you suggest some alternatives. It will be good for me to have a look at some examples available over internet. Can you direct me to any links. thanks in advance. – Rikki Feb 13 '12 at 12:41

There is no need to restore the color. When you want to change it you just call `glColor*`. If you need to keep it you can do by having a float array in the client (eg your RAM memory). `GLfloat master_color[4]; master_color[0] = x; master_color[1] = y; master_color[2] = z; master_color[3] = w; glColor* (...); /* Draw / glColor4fv(master_color); /* Restore */` – P. Christopoulos Charitos Feb 13 '12 at 12:50