

# CANVIS AL FRAGMENT SHADER

## Afegir:

```
uniform float boolFocus;  
uniform mat4 view;
```

## CAMBIAR:

```
vec4 L = normalize(vec4(posFocus,1) - vertexFS);  
  
vec4 L = normalize(vec4(posFocus,1) - vertexFS);  
if (boolFocus == 1.0) {  
    vec3 posfocus = vec3(10, 10, -10);  
    vec4 posFocusSCO = view * vec4(posfocus, 1.0);  
    L = normalize(posFocusSCO - vertexFS); // Vector entre la posicio del  
}
```

# CANVIS AL .H

## Afegir:

```
GLuint boolFocusLoc;  
bool segonFocus;
```

# CANVIS AL .CPP

```
void MyGLWidget::ini_focus()  
{  
    float caca = segonFocus ? 1.0 : 0.0; //if (segonFocus) caca = 1; else caca = 0;  
    glUniform1f(boolFocusLoc, caca);  
}  
  
case Qt::Key_L: {  
    segonFocus = !segonFocus;  
    ini_focus();  
    break;  
}
```

```
boolFocusLoc = glGetUniformLocation (program->programId(), "boolFocus");
```

