Documentação Adicional

Laboratório de Aplicações com Interface Gráfica

Documentação Adicional WebCGF

CGFscene (adicional)

Properties

activeShader: CGFshader
Active shader in scene.

Methods

setActiveShader(shader)
Sets the active shader for rendering. Copies lighting and texture information from current shader.

Parameters

- `shader`: CGFshader
  Shader to activate.

CGFtextureRTT

Handles render-to-texture process, by creating necessary texture and depth buffers.

Methods

CGFtextureRTT(scene, width, height)

Parameters

- `scene` : **CGFscene**
- `width` : **float**
- `height`: **float**

attachToFrameBuffer()

detachFromFrameBuffer()

bind(`unit`) : boolean

Binds this texture, becoming the active texture. If another texture was bound, it will be unbound implicitly.

Parameters

- `unit` : int
  texture unit to bind the texture. By default it is 0. Only needs to be used if using multi-texture shaders

Returns

- `Boolean`
  true if texture was successfully bound, false otherwise (may happen if texture is still being loaded)

unbind(`unit`)

Unbinds the currently bound texture. It is one way to disable texturing. Not necessary if another texture is bound instead.

Parameters

- `unit` : int
  texture unit to unbind. By default it is 0. Only needs to be used if using multi-texture shaders.

Versão 20191011.1630