

OpenGL::setFog

GLfloat



```
graph LR; A[OpenGL::setFog] --> B[GLfloat]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'OpenGL::setFog'. The right box is white with a black border and contains the text 'GLfloat'. A dark blue arrow points from the right side of the left box to the left side of the right box.