

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.

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