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Subject: Geometry Visualization Manager

Posted by [StefanoSpataro](#) on Fri, 25 May 2007 13:53:36 GMT

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Hello,

is there a way to change detector colors, in the OpenGL view?

I know how to do it with the normal geometry manager, but it seems it does not work with the GL viewer.

And, how should one rotate the view around volume, I mean by "code lines"? Considering that sometime moving panda is a bit slow when you have all the detectors and with a high visualization level, probably it could be better to fix the rotation of the view by hands, instead of moving everything by mouse.

Are there some methods to do what I am asking?

Bye

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