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"? Cosidering 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 roation of the view by hands, instead of moving everything by mouse.

Are there some methods to do what I am asking?
Bye