

## osgDepthShadow example (last vers.) [476K]

Contributed by Administrator  
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This online example is an adaptation for cooki3d engine of the osgDepthShadow example provided by OpenSceneGraph.

Warning : your graphic card must support frame buffer objects and shaders to display the example correctly.

```
var GET_DATA=new Array();
var cookiApp = "osgDepthShadow";
var demosEmpl = "demosLastVers";
var appletEmpl = "appletLastVers";
```

```
initialiseGetData();
writeApplet();
writeJOGLLink();
writeExternLink( 'SDL', 'sdl', 'SDL 800x600' );
writeExternLink('PRODUCER', 'producer', 'PRODUCER 800x600' );
writeExternLink('QT4', 'qgl', 'QT4 800x600 (linux only)');
writeSpecialInstallMessage();
```

Development purpose:

After have run once the application, you can edit and modify it on your disk with the cooki3d framework

You have to open this file  $\$(HOME)/.cooki3d/webDownload/osgDepthShadow/osgDepthShadowWeb.xml$

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