

リスト 8.4

「slEruption.cpp」の「drawParticle()」ルーチン

```
void drawParticle(float dt)
{
    int i;
    glDepthMask(GL_FALSE);
    glEnable(GL_BLEND);
    glBlendFunc(GL_ONE, GL_ONE_MINUS_SRC_ALPHA);

    for(i = 0; i < num0; i++) p[countP + i].create(elapseTime2);
    countP += num0;
    if(countP + num0 >= NUM_PARTICLE) countP = 0;

    for(i = 0; i < NUM_PARTICLE; i++)
    {
        //粒子の位置に相当するTerrainの高さを求める
        if(p[i].vPosition.x <= - sizeX * sc / 2.0 || p[i].vPosition.x >= sizeX * sc /
2.0) continue;
        if(p[i].vPosition.z <= - sizeY * sc / 2.0 || p[i].vPosition.z >= sizeY * sc /
2.0) continue;
        p[i].heightT = getHeightTerrain(p[i].vPosition.x, p[i].vPosition.z);
        p[i].show(elapseTime2);
        p[i].update(elapseTime2, dt);
        p[i].vAccel.x = accelX;
    }
    glDisable(GL_BLEND);
    glDepthMask(GL_TRUE);
}
```