

リスト 2.6	「slAttenuation.cpp」の一部
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void setLight()
{
    float lightAmbient0[] = {0.5, 0.5, 0.5, 1.0}; //環境光
    float lightDiffuse0[] = {1.0, 1.0, 1.0, 1.0}; //拡散光
    float lightSpecular0[] = {1.0, 1.0, 1.0, 1.0}; //鏡面光
    glLightfv(GL_LIGHT0, GL_AMBIENT, lightAmbient0);
    glLightfv(GL_LIGHT0, GL_DIFFUSE, lightDiffuse0);
    glLightfv(GL_LIGHT0, GL_SPECULAR, lightSpecular0);
    glLightfv(GL_LIGHT0, GL_POSITION, lightPos);

    if(AttMode == 0)
    {
        constAtt = 1.0; linearAtt = 0.0; quadraAtt = 0.0;
    }
    else if(AttMode == 1)
    {
        constAtt = 0.0; linearAtt = 1.0 / lightPos[1]; quadraAtt = 0.0;
    }
    else
    {
        constAtt = 0.0; linearAtt = 0.0;
        quadraAtt = 1.0 / (lightPos[1] * lightPos[1]);
    }

    glLightf(GL_LIGHT0, GL_CONSTANT_ATTENUATION, constAtt);
    glLightf(GL_LIGHT0, GL_LINEAR_ATTENUATION, linearAtt);
    glLightf(GL_LIGHT0, GL_QUADRATIC_ATTENUATION, quadraAtt);

    glEnable(GL_LIGHT0);
    glEnable(GL_LIGHTING);
}
```