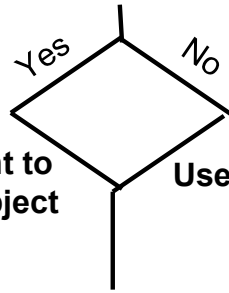


Is GL_LIGHTING
enabled?



Use SetMaterial and Set*Light to determine the color of this object

Use glColor3f to determine the color of this object

Near the top of the program:

```
#include "setmaterial.cpp"  
#include "setlight.cpp"  
#include "osusphere.cpp"  
//#include "osucone.cpp"  
//#include "osutorus.cpp"  
//#include "bmptotexture.cpp"  
#include "loadobjfile.cpp"  
//#include "keytime.cpp"  
//#include "glslprogram.cpp"
```

In InitLists():

```
CowList = glGenLists( 1 );  
glNewList( CowList, ... );  
    SetMaterial(...)  
    OsuSphere(...) or LoadObjFile( (char *)"cow.obj" )  
glEndList( );
```

In Display():

```
if( NowLight == POINT )  
    SetPointLight(GL_LIGHT0, ...)  
else  
    SetSpotLight(GL_LIGHT0, ...)  
  
glEnable( GL_LIGHTING );  
glEnable( GL_LIGHT0 );  
glCallList( CowList );  
glDisable( GL_LIGHTING );
```