

NAME

glNormal3b, **glNormal3d**, **glNormal3f**, **glNormal3i**, **glNormal3s**, **glNormal3bv**, **glNormal3dv**, **glNormal3fv**, **glNormal3iv**, **glNormal3sv** – set the current normal vector

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C SPECIFICATION

```
void glNormal3b( GLbyte nx,
                GLbyte ny,
                GLbyte nz )
void glNormal3d( GLdouble nx,
                GLdouble ny,
                GLdouble nz )
void glNormal3f( GLfloat nx,
                GLfloat ny,
                GLfloat nz )
void glNormal3i( GLint nx,
                GLint ny,
                GLint nz )
void glNormal3s( GLshort nx,
                GLshort ny,
                GLshort nz )
```

PARAMETERS

nx, *ny*, *nz*

Specify the x , y , and z coordinates of the new current normal. The initial value of the current normal is the unit vector, (0, 0, 1).

C SPECIFICATION

```
void glNormal3bv( const GLbyte *v )
void glNormal3dv( const GLdouble *v )
void glNormal3fv( const GLfloat *v )
void glNormal3iv( const GLint *v )
void glNormal3sv( const GLshort *v )
```

PARAMETERS

v Specifies a pointer to an array of three elements: the x , y , and z coordinates of the new current normal.

DESCRIPTION

The current normal is set to the given coordinates whenever **glNormal** is issued. Byte, short, or integer arguments are converted to floating-point format with a linear mapping that maps the most positive representable integer value to 1.0, and the most negative representable integer value to -1.0.

Normals specified with **glNormal** need not have unit length. If normalization is enabled, then normals specified with **glNormal** are normalized after transformation. To enable and disable normalization, call **glEnable** and **glDisable** with the argument **GL_NORMALIZE**. Normalization is initially disabled.

NOTES

The current normal can be updated at any time. In particular, **glNormal** can be called between a call to **glBegin** and the corresponding call to **glEnd**.

ASSOCIATED GETS

glGet with argument **GL_CURRENT_NORMAL**
glIsEnabled with argument **GL_NORMALIZE**

GLNORMAL()

UNIX System V

GLNORMAL()

SEE ALSO

glBegin, glColor, glIndex, glNormalPointer, glTexCoord, glVertex