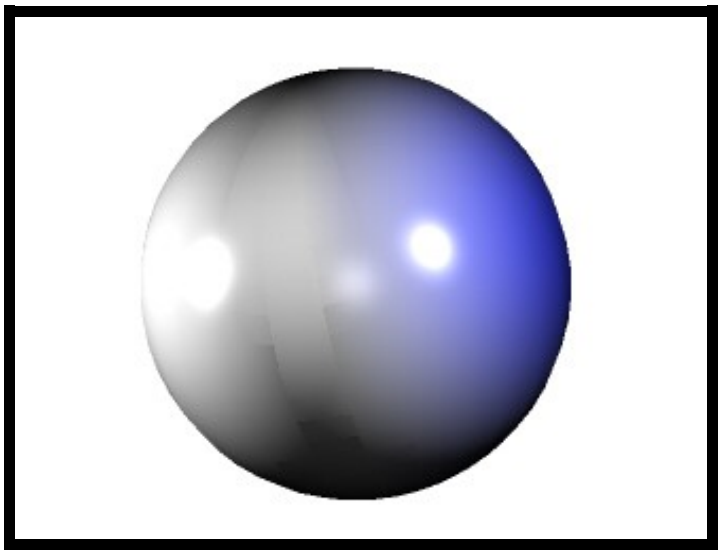
zbuffer.itx

Type: Color.

Z Buffer is a very specific use texture. This texture takes the Y position of a surface within a scene, and uses that to determine the color of the surface. This allows you to get depth information about object placement.



REQUESTER TABS

- ***Color***
  - ♦ Y1 and Y2 Color: These are the color values associated with the Y1 and Y2 coordinates. The color of any point on the object will be tweened from these.
  - ♦ Y1 and Y2: These are the front and back limits of this textures application (global coordinate values). Everything beyond these limits will be set to the texture color nearest.