

# How do I visualize with OpenGL

First, create a scene containing volumes, hits, and trajectories.

```
/vis/scene/create  
/vis/scene/add/volume  
/vis/scene/add/hits  
/vis/scene/add/trajectories
```

Open the OpenGL stored viewer to use the backing store, which will save the image even when another window is moved on top.

```
/vis/open OGLSX
```

The immediate viewer does not use the backing store.

```
/vis/open OGLIX
```

If the immediate viewer is covered up, the scene needs to be manually refreshed to redraw the image.

```
/vis/scene/refresh
```