

```

                                codigo
pDestImage = pDepthTexBuf; // restart the pointer
// Draw the orange target
if (targetAvailable)
{
    XnUInt orangeX = target2D.X;
    XnUInt orangeY = target2D.Y;
    for (XnUInt y = 0; y < g_nYRes; ++y)
    {
        for (XnUInt x = 0; x < g_nXRes; ++x)
        {
            if (
(x>orangeX-targetHalfSize)&&(x<orangeX+targetHalfSize)&&(y>orangeY-targetHalfSiz
e)&&(y<orangeY+targetHalfSize) )
            {
                pDestImage[0] = 255;
                pDestImage[1] = 128;
                pDestImage[2] = 0;
            }
            pDestImage+=3;
        }
        pDestImage += (texwidth - g_nXRes) *3;
    }
}

```