
Subject: Re: iSurface lighting questions

Posted by [Karl Schultz](#) on Wed, 22 Jun 2005 17:56:00 GMT

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On Wed, 22 Jun 2005 09:40:56 -0500, Kenneth Bowman wrote:

- > Why does the default lighting for iSurface illuminate the *bottom* of the
- > surface?
- >
- > And if I want to add a light manually to illuminate the top, why do I have to
- > drag it to the *bottom* of the window?
- >

Exactly what command are you using?

What happens if you jsut do something simple like

isurface, dist(40)

Does it look different if you force software rendering?
