
Subject: Re: iSurface lighting questions

Posted by [K. Bowman](#) on Wed, 22 Jun 2005 22:26:29 GMT

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In article <pan.2005.06.22.21.19.08.312000@rsinc.com>,
Karl Schultz <k____schultz@rsinc.com> wrote:

> Another way to attack the problem is to realize that you are flipping your
> scene, effectively, in iSurface and need to move the position of the
> lights to adapt to the change. I'm pretty sure that they are ways to
> locate the visualization objects programmatically. You could find all the
> lights and move them to where you want them.
>
> Karl

Or RSI could add a keyword to let me indicate that I am working in a left-handed
coordinate system. ;-)

I'm right-handed myself, but sometimes we have to accommodate lefties (... a
blatant troll).

Thanks, Ken
