
Subject: Re: Light objects

Posted by [David Fanning](#) on Mon, 04 Dec 2006 18:26:01 GMT

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eric :) writes:

> In object graphics, how can I keep a light source added to one model
> from interfering with (or, shining on) objects in another model? The 2
> models are in the same view.

You could turn them off. See the Light Controls under the
Properties menu in FSC_SURFACE:

```
IDL> FSC_Surface, Shading=1, Style=2
```

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
