
Subject: Re: Isurface, inverting the axis without changing default lighting direction
Posted by [penteado](#) on Wed, 05 May 2010 19:38:58 GMT

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On May 5, 3:24 pm, "Kenneth P. Bowman" <k-bow...@null.edu> wrote:

```
> In article
> <f460e955-39e9-40d4-be31-0beb89b53...@u20g2000pru.googlegroup s.com >,
> cameron bowles <cameronbowle...@gmail.com> wrote:
>
>> For anyone reading this, I ended up just defininn my "lights_id"
>> idebntifier to be that of Light_1 using this line of code in place of
>> the code in my second post;
>
>> lights_id = itool_obj -> FindIdentifiers('*LIGHT_1', /VISUALIZATIONS)
>
>> it now works a treat and looks good to boot.
>
>> Thanks again Ken and PP.
>
> I just want to make clear that this does not mean that I
> actually understand anything about how the iTools work. ;-)
```

Yes, they are a bit complicated. As far as I know (somebody please correct this if I am wrong), the only book on it is the iTool Developer's Guide, in IDL's help system.

In this particular case, the difference between the object with id (...)/LIGHTS and the other two (with (...)/LIGHTS/LIGHT and (...)/LIGHTS/LIGHT_1) is that (...)/LIGHTS is an _IDLITVISUALIZATION, which is there as a container for the lights, to keep all the objects in a hierarchy. The ambient and directional lights are IDLITVISLIGHT objects, which are the actual lights. If you ask one of these two for their parent, you get the object with the (...)/LIGHTS id:

```
IDL> light_1=ot->getbyidentifier('/TOOLS/SURFACE TOOL/WINDOW/VIEW_1/
VISUALIZATION LAYER/LIGHTS/LIGHT_1')
IDL> lights=ot->getbyidentifier('/TOOLS/SURFACE TOOL/WINDOW/VIEW_1/
VISUALIZATION LAYER/LIGHTS')
IDL> light_1->getproperty,parent=par & print, par eq lights
1
IDL> print,lights->findidentifiers()
/TOOLS/SURFACE TOOL/WINDOW/VIEW_1/VISUALIZATION LAYER/LIGHTS/LIGHT
/TOOLS/SURFACE TOOL/WINDOW/VIEW_1/VISUALIZATION LAYER/LIGHTS/LIGHT_1
IDL> help,lights
LIGHTS      OBJREF    = <ObjHeapVar18919(_IDLITVISUALIZATION)>
IDL> help,light_1
LIGHT_1     OBJREF    = <ObjHeapVar19107(IDLITVISLIGHT)>
```
