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Subject: Re: Isurface, inverting the axis without changing default lighting direction  
Posted by [Kenneth P. Bowman](#) on Wed, 05 May 2010 18:24:15 GMT  
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In article

<f460e955-39e9-40d4-be31-0beb89b53ef7@u20g2000pru.googlegroups.com>,  
cameron bowles <cameronbowles79@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. ;-)

K

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