Subject: Re: Isurface, inverting the axis without changing default lighting direction
Posted by cameron bowles on Wed, 05 May 2010 07:27:30 GMT
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On May 5, 10:49 am, pp <pp.pente...@gmail.com> wrote:
> On May 4, 10:06 pm, cameron bowles <cameronbowle...@gmail.com> wrote:
>
>
>
>> Thankyou so much for your tips Ken, they really helped. In the end I
>> got it to look kind of OK with this code;
>
>> void = ITGETCURRENT(TOOL=itool_obj)
>> lights_id = itool_obj -> FindIdentifiers('*LIGHTS', /
>> VISUALIZATIONS) ;Get lights ID
>> lights_obj = itool_obj ->
>> GetByIdentifier(lights_id) ;Get lights object
>> reference
>> lights_obj -> SetProperty, INTENSITY = 0.7, DISTANCE =
>> -20 ;Set intensity and distance (z axis)
>> itool_obj -> RefreshCurrentWindow
>
>> However I would really like to be able to set the location and
>> direction of the directional light, this should be possible with;
>
>> lights_obj -> SetProperty, DIRECTION = [x,y,z], DISTANCE = [x,y,z]
>
>> But I found that no matter what setting I had for x/y/z it wouldnt
>> affect the lighting. Has anyone done this manually? I roughly want to
>> have the light coming with a vector of [1,1,-1] from a position
>> direction of [-1,-1,1]. If anyone knows the tricks to get that working
>> I would appreciate it.
>
> I think your problem is the object you are picking to edit. By
> default, isurface makes two lights, one ambient (isotropic, I guess),
> and one directional. For instance,
>
> IDL> ids=itool_obj->findidentifiers('*LIGHT*',/visualization)
> IDL> for i=0,n_elements(ids)-1 do print,ids[i]
> /TOOLS/SURFACE TOOL/WINDOW/VIEW_1/VISUALIZATION LAYER/LIGHTS
> /TOOLS/SURFACE TOOL/WINDOW/VIEW_1/VISUALIZATION LAYER/LIGHTS/LIGHT
> /TOOLS/SURFACE TOOL/WINDOW/VIEW_1/VISUALIZATION LAYER/LIGHTS/LIGHT_1
>
> You are selecting the lights object, but the properties you want to
> edit are for the directional object, which in this case is LIGHT_1:
>
> IDL> light=itool_obj->getbyidentifier('/TOOLS/SURFACE TOOL/WINDOW/
> VIEW_1/VISUALIZATION LAYER/LIGHTS/LIGHT')

> IDL> light->getproperty,name=name & print,name
> Ambient Light
> IDL> light=itool_obj->getbyidentifier('/TOOLS/SURFACE TOOL/WINDOW/
> VIEW_1/VISUALIZATION LAYER/LIGHTS/LIGHT_1')
> IDL> light->getproperty,name=name & print,name
> Directional Light
>
> With the object for the directional light, I can move and point it
> around with
>
> light->setproperty,location=[1,1,-1],direction=[-1,-1,1]
>
> Note that it may take a
>
> itool_obj->commitactions
>
> for the image to be updated after you change the objects.

Thanks pp!

for pointing out my error, as always it is teh simple error that
stumps me.

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.
