Paolo,
sorry for the late reply and thank you for your comment. I looked at
your web site and this describes exactly what I want to accomplished.
Thank you so much for the help.

Haje

On Apr 18, 1:17 pm, Paulo Penteado <pp.pente...@gmail.com> wrote:
> On Apr 15, 4:57 pm, Haje Korth <hajeko...@gmail.com> wrote:
>
>> I am playing with the surface function of the new graphics system. In
>> my example I use a plain sphere and I use a single color and no vertex
>> texture. The light source seems to be in some oblique direction, but I
>> cannot figure out how to change the light source location. Does
>> anybody know whether there is functionality similar to
>> set_shading,light=[x,y,z] that works with the new graphics system?
>
> This might help
>
> http://www.ppenteado.net/idl/pp_lib/doc/pp_getcurrentlights. html