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Subject: Re: Light source for surface

Posted by [penteado](#) on Mon, 18 Apr 2011 17:17:06 GMT

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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](http://www.ppenteado.net/idl/pp_lib/doc/pp_getcurrentlights.html)

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