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Subject: Light source for surface

Posted by [Haje Korth](#) on Fri, 15 Apr 2011 19:57:07 GMT

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Hi,

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?

Cheers,

Haje

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