
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

Subject: Re: Light source for surface

Posted by [Haje Korth](#) on Sat, 23 Apr 2011 11:53:24 GMT

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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:
>
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