# DISTANTLIGHT command

2095  GstarCAD MY /KW  August 12, 2021  [CAD Commands](#)   0   1056

The **DISTANTLIGHT** command is used to create a parallel light.

**Command Access:**

**Menu** : View > Render> Light > New Distance Light
**Command** : DISTANTLIGHT

**Command Prompts:**

Specify light direction FROM<0, 0, 0> or [Vector]:
Specify light direction TO <1, 1, 1>:

If inputting "Vector", it will display the following prompt:

Specify vector direction <0.0000,-0.0000> After specifying light source direction, if the LIGHTINGUNITS system variable is specified to 0, it will display the following prompt:

Enter an option to change [Name/Intensity factor/Status/shadoW/Color /eXit]:
If LIGHTINGUNITS system variable is specified to 1 or 2, it will display the following prompt:

Enter an option to change [Name/Intensity factor/Status/Photometry/shadoW/filter Color /eXit]:

**Note** : If LIGHTINGUNITS system variable is specified to 1 or 2, the "Attenuation" option has no effect on light source. This option is kept to maintain compatibility.

**Relative Glossary:**

**Name**:
Specify the name of light source. users could use upper case letters, lower case letters, numbers, spaces, hyphens(-) and underscores(_). The maximum number of character is 256.
**Intensity factor:**
Specify the intensity or brightness of light. The intensity ranges from 0.00 to the supported maximum value.
**Status**:
Turn on or turn off light source. If no light applied on current drawing, this setting will not work.
**Photometry**:
Photometry is refers to the measurement of visible light illumination.
When the LIGHTINGUNITS system variable is specified to 1 or 2, the photometry is available.
The illuminance refers to perceived energy that emitted from specified direction of light source. The luminous flux refers to perceived energy per unit solid angle. The total flux is perceived energy that emitted in all directions. The brightness refers to total luminous flux on surface per unit area.

**Intensity**:

Enter an intensity value in candelas or perceived energy that expressed by flux value or total incidence illuminance on the surface. User could use Candela (cd) to express the luminous intensity in SI units; the unit is Cd/Sr.

User could use Lux (lx) to express the illuminance in SI units; the unit is Lm/m2. Users could use Foot candle (fc) to express the illuminance in US units; the unit is Lm/ft2.

Input "f" and specify flux to express perceived energy. . Input "i" to specify light intensity based on illuminance.

Users could choose Lux or Foot candle to specify the illuminance value.

Input "d" and specify the distance of illuminance.

**Color:**

Specify the light color based on the color name and Kelvin temperature. Users could input "?" to display the list of color name.

Users could use wild card character to input character string in order to display part color name list; input "*" to display available choices.

Input "k" to specify light color based on Kelvin temperature.

**exit :** Exit the Photometry option.

**Shadow:**

Create shadow from light source.

**Off** : Close the display and calculation of shadow. Close shadow could improve performance.
**Sharp :** Display shadow with sharp boundary. This option could improve performance.
**Softmapped :** Display real shadow with soft boundary. Specify memory or softness that applied on shadow map.

**Color**:

Control the color of light source.

**True color** : Specify true color. Output in R,G,B format.
**Index color** : Specify ACI color.
**Hsl** : Specify HSL color.
**Color Book** : Specify color from color book.

**eXit** : Exit command.