WEBLIGHT Command — GstarCAD 2027

2879 kbadmin September 25, 2026 Command Reference 0 6

WEBLIGHT Command

Function Description:

This command is used to create a web light.

Command Access:

Icon: /
Menu: /
Ribbon: /
Toolbar: /
Command: WEBLIGHT
Alias: /

Command Prompts:

Specify source location <0,0,0>:
Specify target location <0,0,-10>:
Enter an option to change [Name/Intensity
factor/Status/Photometry/shadoW/Attenuation/filterColor/eXit]
<eXit>:

Relative Glossary:

Specify source location

Specifies a location in the drawing for the light. Enters coordinate values or uses the pointing device.

Specify target location

Specifies where the light beam shines. Enters coordinate values or uses the pointing device.

Name

Specifies the name of the parallel light, users can use upper case letters, lower case letters, numbers, spaces, hyphens(-) and underscores(_). The maximum number of character is 256.

Intensity factor

Specifies the intensity or brightness of
the light. The intensity ranges from 0.00 to the maximum that supported.

Status

Turns on and turns off the light. If no light applied on
the current drawing, this setting will not work.

Photometry

Photometry refers to the measurement of visible light illumination.
When the LIGHTINGUNITS system variable is specified to 1 or 2, the photometry is available.
The illumination refers to the perceived energy that emitted from a specified direction of
a light source. The luminous flux refers to the perceived energy per unit solid angle. The total flux is
the perceived energy that emitted in all directions. The brightness refers to
the total luminous flux on a surface per unit area.

- **Intensity:**
  Enter an intensity value in candelas or perceived energy that expressed by flux value or total incidence illumination on the surface.
  User can use Candela (cd) to express the luminous intensity in SI units; the unit is Cd/Sr.
  User can use Lux (lx) to express the illumination in SI units; the unit is Lm/m2.
  Users can use Foot candle (fc) to express the illumination in US units; the unit
  is Lm/ft2. Enter "f" and specify flux to express the perceived energy.
  Enter "i" to specify the light intensity based on an illumination.
  Users can choose Lux or Foot candle to specify the illumination value. Enter "d" and specify the distance of illumination.
- **Color:** Specify the light color based on the color name
  and Kelvin temperature. Users can enter "?" to display the list of color name.
  Users can use wild card character to input character string in order to display
  a partial listing of color names; enter "*" to display available choices.
  Enter "k" to specify the light color based on a Kelvin temperature.
- **eXit:**
  Exit the Photometry option.

ShadoW

Creates shadows from the light source.

- **Off:** Close the display and calculation of shadow. Close shadow can improve performance.
- **Sharp:** Display shadow with sharp boundary. This option can improve performance.
- **soFtmapped:** Display real shadow with soft boundary.
- **Softsampled:** Display real shadow and much softer shadow that based on extended source (half shadow). Enter "S" to specify the shape of the shadow, and then specify the size of the shape. (For example, the radius of the sphere or the length and width of a rectangle); Enter "A" to specify the sample size; Enter "V" to specify the visibility of the shadow shape.

filterColor

Controls the light color.

- **True color:** Output in R,G,B format.
- **Index color:** Specify an ACI color.
- **Hsl:** Specify an HSL color.
- **ColorBook:** Specify an ACI color.

eXit

Exits the command.

Related References

- Commands about Creating Lights

Other versions with matching text

2023 · 2024 · 2025 · 2026