

FREEWEB Command — GstarCAD 2027

3071 kbadmin September 25, 2026 [Command Reference](#) 0 13

FREEWEB Command

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Commands > F Command > FREEWEB

Function Description:

This command is used to create a free web light which is a web light without a specified target.

Note: To create and use freeweb lights, the LIGHTINGUNITS system variable must be set to a value except 0.

Command Access:

Icon: /

Menu: /

Ribbon: /

Toolbar: /

Command: FREEWEB

Alias: /

Command Prompts:

Specify source location <0,0,0>:

Enter an option to change [Name/Intensity factor/Status/Photometry/shadoW/filterColor/eXit]
<eXit>:

Name

Specifies the name of the light.

Users can use uppercase and lowercase letters, numbers, spaces, hyphens(-) and underscores(_) in the name. The maximum length is 256 characters.

Intensity factor

Sets the intensity or brightness of the light. The intensity ranges from 0.00 to the supported maximum value.

Status

Turns on or turns off the light. If no light applied in the current drawing, this setting has no effect.

Photometry

Photometry is the measurement of the luminous intensities of visible light sources.

When the LIGHTINGUNITS system variable is set to 1 or 2, the photometry is available.

In photometry, luminous intensity is a measure of the perceived power emitted by a light source in a particular direction. The luminous flux refers to the perceived power per unit of solid angle. The total luminous flux is the perceived power that emitted in all directions. The luminance refers to the total luminous flux on

a surface per unit area.

- **Intensity:** Enters an intensity value in candelas or perceived power in a luminous flux value, or illuminance value for the total luminous flux incident on a surface. User can use Candela (cd) to express the luminous intensity in SI units; the unit is Cd/Sr.
Users can use Lux (lx) to express the illuminance in SI units; the unit is Lm/m².
Users can use Foot-candle (fc) to express the illuminance in US units; the unit is Lm/ft².
Enter "f" to specify the perceived power in a luminous flux value. Enter "i" to specify the intensity of the light based on an illuminance value.
Users can choose Lux or Foot candle to specify the illuminance value.
Enter "d" to specify a distance to use to calculate illuminance.
- **Color:**
Specifies the light color based on a color name and a Kelvin temperature.
Users can enter "?" to display a list of color names.
Users can use wild card characters to enter a text string in order to display a partial listing of color names, or enter "*" to display all the possible choices.
Enter "k" to specify the color of the light based on Kelvin temperature value.
- **eXit:** Exits the Photometry option.

Shadow

Makes the light cast shadows.

- **Off:** Turns off the display and calculation of shadows.
Turning shadows off increases performance.
- **Sharp:** Displays shadows with sharp edges.
This option can increase performance.
- **soFtmapped:** Displays realistic shadows with soft edges. Specifies the amount of the memory or softness to use to calculate the shadow map.
- **softsAmpled:** Displays realistic shadows with softer shadows based on the extended light sources. Specify the shape of the shadow by entering s and

then the dimensions of the shape. Specify the sample size by entering a.
Specify the visibility of the shape for the shadow by entering v.

Filtercolor

Controls the color of the light.

- **True color:** Specifies a true color. Output in R,G,B format.
- **Index color:** Specifies an GCI color.
- **Hsl:** Specifies an HSL color.
- **Color Book:** Specifies a color from a color book.

eXit

Exits the command.

Related References?

- [Commands about Creating Lights](#)

Other versions with matching text

[2023](#) · [2024](#) · [2025](#) · [2026](#)

Online URL: <https://www.kb2.gstarcad.com.my/article.php?id=3071>