

Setting light parameters setFrom: makeSpotFrom:to:coneAngle:coneDelta: beamDistribution:in

read:

write:
awake

awake

Invoked after unarchiving to allow the N3DLight to perform additional initialization. Returns self
read:, write:

makeSpotFrom:to:coneAngle:coneDelta:beamDistribution:intensity:,
setConeAngle:coneDelta:beamDistribution:

awake, write:

getConeAngle:coneDelta:beamDistribution;
makeSpotFrom:to:coneAngle:coneDelta:beamDistribution:intensity:

type

setType:

write:(NXTypedStream *)stream

Writes the receiving light to the typed stream stream. Returns self.

awake, read: