

SceneGraphBuilder.lighting

Generated Object

javafx.scene.effect.Lighting

Attributes

This node takes the attributes of the `javafx.scene.effect.Lighting` class, see [javafx.scene.effect.Lighting](#).

Content

A blend may have a **bumpInput**, **contentInput** effect and a `Light` (distant, point, or spot).

Usage

Creates a blend effect applied to a JavaFX Node.

Examples

```
GroovyFX.start({
def sg = new SceneGraphBuilder(it);

sg.stage(
    title: "Blend Effect Example",
    x: 100, y: 100, width: 500, height:300,
    visible: true,
    style: "decorated",
) {

    scene(fill: hsb(128, 0.5, 0.5, 0.5) ) {
        text(x: 20, y: 120, content: "Light Effect", font: "bold 90pt", fill: red) {
            lighting(surfaceScale: 5.0) {
                distant(azimuth: -135)
                bumpInput() {
                    dropShadow()
                }
                contentInput() {
                    glow()
                }
            }
        }
    }
}
});
```