Spotlight: public PointLight

\# _spot_direction: Cartesian3
\# _spot_cos_cutoff: GLfloat
\# _spot_exponent: GLfloat

+ Spotlight(position: const Homogeneous3&, ambient_intensity: const Color4&,
        diffuse_intensity: const Color4&, specular_intensity: const Color4&,
        constant_attenuation: GLfloat, linear_attenuation: GLfloat,
        quadratic_attenuation: GLfloat, spot_direction: const Cartesian3&,
        spot_cos_cutoff: GLfloat, spot_exponent: GLfloat)
+ setSpotDirection(spot_direction: const Cartesian3&): GLvoid
+ setSpotCosCutoff(spot_cos_cutoff: GLfloat): GLvoid
+ setSpotExponent(spot_exponent: GLfloat): GLvoid
+ <<const>> addressOfSpotDirection(): const GLdouble * const
+ <<const>> spotCosCutoff(): GLfloat
+ <<const>> spotExponent(): GLfloat
+ <<const>> *clone*(): Spotlight*