

PointLight: public DirectionalLight

```
# _constant_attenuation: GLfloat  
# _linear_attenuation: GLfloat  
# _quadratic_attenuation: GLfloat
```

```
+ PointLight(position: const Homogeneous3&, ambient_intensity: const Color4&,  
             diffuse_intensity: const Color4&, specular_intensity: const Color4&,  
             constant_attenuation: GLfloat, linear_attenuation: GLfloat,  
             quadratic_attenuation: GLfloat)  
+ setConstantAttenuation(constant_attenuation: GLfloat): GLvoid  
+ setLinearAttenuation(linear_attenuation: GLfloat): GLvoid  
+ setQuadraticAttenuation(quadratic_attenuation: GLfloat): GLvoid  
+ <<const>> constantAttenuation(): GLfloat  
+ <<const>> linearAttenuation(): GLfloat  
+ <<const>> quadraticAttenuation(): GLfloat  
+ <<const>> clone(): PointLight*
```