DirectionalLight

```
# _position: Homogeneous3
# _half_vector: Homogeneous3
# _ambient_intensity: Color4
# _diffuse_intensity: Color4
# _specular_intensity: Color4
```

```
+ DirectionalLight(position: const Homogeneous3&, half_vector: const Homogeneous3&,
                   ambient_intensity: const Color4&, diffuse_intensity: const Color4&,
                   specular_intensity: const Color4&)
+ setPosition(position: const Homogeneous3&): GLvoid
+ setAmbientIntensity(ambient_intensity: const Color4&): GLvoid
+ setHalfVector(half_vector: const Homogeneous3&): GLvoid
+ setDiffuseIntensity(diffuse_intensity: const Color4&): GLvoid
+ setSpecularIntensity(specular_intensity: const Color4&): GLvoid
+ <<const>> addressOfPosition(): const GLfloat * const
+ <<const>> addressOfHalfVector(): const GLfloat * const
+ <<const>> addressOfAmbientIntensity(): const GLfloat * const
+ <<const>> addressOfDiffuseIntensity(): const GLfloat * const
+ <<const>> addressOfSpecularIntensity(): const GLfloat * const
+ <<const>> clone(): DirectionalLight*
```