

PointLight

```
PointLight {  
  exposedField SFFloat ambientIntensity 0    # [0,1]  
  exposedField SFVec3f attenuation    1 0 0  # [0,)  
  exposedField SFColor color          1 1 1  # [0,1]  
  exposedField SFFloat intensity      1      # [0,1]  
  exposedField SFVec3f location        0 0 0  # (-,)  
  exposedField SFBool  on              TRUE  
  exposedField SFFloat radius          100    # [0,)  
}
```