
Subject: Re: object graphics specular reflections
Posted by [davidf](#) on Thu, 24 Jun 1999 07:00:00 GMT
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Jonathan Joseph (jj@scorpio.tn.cornell.edu) writes:

- > I just started playing with object graphics (I'm currently
- > using IDL 5.1) and I noticed that my objects have specular
- > reflections by default.
- >
- > Well, I don't want specular reflections, but I haven't found
- > a way to change the object surface properties (other than color).
- >
- > Can it be done?

No, I'm afraid not. I've had trouble with spectral reflections, too. In fact, for the particular application I was working on I thought the reflections were exactly the opposite of what they should have been. I spoke to the engineer in charge of writing this part of the program and she indicated nothing could be done, but that it **was** something that should be user-controlled. She agreed to look into adding that capability in future versions, although she made no promises.

Cheers,

David

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