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Subject: object graphics specular reflections

Posted by [Jonathan Joseph](#) on Thu, 24 Jun 1999 07:00:00 GMT

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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?

Thanks.

-Jonathan

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