

Material

```
- _ambient: Color4  
- _diffuse: Color4  
- _specular: Color4  
- _emission: Color4  
- _shininess: GLfloat
```

```
+ Material(ambient: const Color4& = Color4(), diffuse: const Color4& = Color4(),  
           specular: const Color4& = Color4(), emission: const Color4& = Color4(),  
           shininess: GLfloat = 128.0f)  
+ setAmbientReflectionCoefficients(c: const Color4&): GLvoid  
+ setAmbientReflectionCoefficients(r: GLfloat, g: GLfloat, b: GLfloat, a: GLfloat = 1.0f): GLvoid  
+ setDiffuseReflectionCoefficients(c: const Color4&): GLvoid  
+ setDiffuseReflectionCoefficients(r: GLfloat, g: GLfloat, b: GLfloat, a: GLfloat = 1.0f): GLvoid  
+ setSpecularReflectionCoefficients(c: const Color4&): GLvoid  
+ setSpecularReflectionCoefficients(r: GLfloat, g: GLfloat, b: GLfloat, a: GLfloat = 1.0f): GLvoid  
+ setEmissionColor(c: const Color4&): GLvoid  
+ setEmissionColor(r: GLfloat, g: GLfloat, b: GLfloat, a: GLfloat = 1.0f): GLvoid  
+ setShininess(shininess: GLfloat): GLvoid  
+ setTransparency(alpha: GLfloat): GLvoid  
+ <<const>> addressOfAmbientReflectionCoefficients(): const GLfloat * const  
+ <<const>> addressOfDiffuseReflectionCoefficients(): const GLfloat * const  
+ <<const>> addressOfSpecularReflectionCoefficients(): const GLfloat * const  
+ <<const>> addressOfEmissionColor(): const GLfloat * const  
+ <<const>> shininess(): GLfloat  
+ <<const>> isTransparent(): GLboolean  
+ <<const>> clone(): Material*
```