Subject: Re: capsulated Scatter Vectors
Posted by koldo on Tue, 11 May 2010 14:53:59 GMT
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Quote:@Plot3D, this thing is cool, but I have no time to do it one very fast ends up implementing own 3d engine, transform matrixes, viewpoints, world matrixes and all that (depending on rotation, translation and all of that). isnt there any lib already available for that (i mean computing 3d stuff in software, besides Mesa/DRI)?

Hello kohait00

If I would do it I would implement it in OpenGL. U++ has an OpenGL demo that can be a very basic base.