

"version 13-may-2010

"===== put code below

CALL ClearView eyeX , eyeY , eyeZ , centerX , centerY , centerZ , upX , upY , upZ

call glLoadIdentity

call glRotatef 45 ,0,1,0

call glRotatef 30 ,1,0,0

call box 0-2,0,0 , 2,2,2

call cube red,green,blue,magenta,cyan,yellow

call box 2,0,0 , 2,2,2

call cilinder 12,1,1,0-1,0

CALL RefreshView

WAIT

"===== put code above