

Proj X 1010 Regi ⚡ Fault Peri

3D_Cube_Sphere <Debug>

- Project References
- Project Settings
- Binaries
- Includes
- src
 - cr_startup_lpc175x_6x.c
 - crp.c
 - cube.h
 - drawline.h
 - main.c
 - sphere.h
 - ssp.c
 - ssp.h
 - world_config.h
- Debug
 - 3D_Cube_Sphere LinkServer Debug [C/C++ (NXP Semiconductors) MCU Application]
 - 3D_Cube_Sphere.axf [LPC1769 (cortex-m3)]
 - Thread #1 1 (Running)
 - arm-none-eabi-gdb (10.2.90.20210621)

Debug X

LS 3D_Cube_Sphere LinkServer Debug [C/C++ (NXP Semiconductors) MCU Application]

3D_Cube_Sphere.axf [LPC1769 (cortex-m3)]

Thread #1 1 (Running)

arm-none-eabi-gdb (10.2.90.20210621)

*main.c X world_config.h drawSquare.c cube.h cr_

```

17 #include <math.h>
18 #include <stdbool.h>
19 #include "Cube.h"
20 #include "sphere.h"
21 #include "drawline.h"
22 #include "world_config.h"

(void)

pnum = PORT_NUM;
;
n == 0 )
init();

"Incorrect Port!";

background color with BROWN
rect(0, 0, ST7735_TFTWIDTH, ST7735_TFTHEIGHT, BL
Eye_Loc; //virtual camera location
z) = (200, 200, 200) and D = 20~50 for perspe

```

Quickst X (x)= Variable

MCUXpresso IDE Project: 3D_Cube_Sphere

Create or import a project

- New project...
- Import SDK example...
- Import project(s) from...

Build your project

- Build
- Clean

Debug your project

Writable Smart