obtains the system property. <string>: the name of the system property starts the logging. <string>: the name of the log file

creates / selects the game object. <string> : the name of the game object

specifies the coordinate system. <string>: "zup_righthand" (default) and "yup_lefthand" are allowed

draws a multicolored line segments. <list1>: the list of points, <list2>: the list of colors specifies the topology. "open" (default) and "close" are allowed.

Compatible List	as of June 21
Status Compatible	
Extended Not Worging	
Sysem	Modifie
systemproperty3d(<string>) logging3d(<string>)</string></string>	-
Begin/End	Modifie
begin3d() begin3d(<string>) end3d()</string>	-
Save/Restore Appearance	Modifie
gsave3d() grestore3d()	-
Coordinate System	Modifie
coordinate3d(<string>)</string>	- Madifia
Color color3d(<colorvec>)</colorvec>	Modifie
pointcolor3d(<colorvec>) linecolor3d(<colorvec>) surfacecolor3d(<colorvec>)</colorvec></colorvec></colorvec>	-
Opacity	Modifie
alpha3d(<real>) surfacealpha3d(<real>)</real></real>	-
Shininess	Modifie
shininess3d(<real>) pointshininess3d(<real>)</real></real>	-
lineshininess3d(<real>) surfaceshininess3d(<real>)</real></real>	-
Size	Modifie
size3d(<real>) pointsize3d(<real>)</real></real>	-
linesize3d(<real>)</real>	-
Point	Modifie size
draw3d(<point>)</point>	color shininess
Line	Modifie
draw3d(<point1>,<point2>)</point2></point1>	type size
urawou(spointre, spointee)	color shininess
Segments	Modifie
connect3d(<list>)</list>	size
	shininess -
colorconnect3d(<list1>,<list2>)</list2></list1>	topology size shininess
Polygon	Modifie
drawpoly3d(<list>)</list>	size color
, , , , , , , , , , , , , , , , , , , ,	shininess
Filled Polygon	Modifie size
fillpoly3d(<list>)</list>	color shininess
	alpha
Filled Polygon with normals	Modifie size
fillpoly3d(<list1>,<list2>)</list2></list1>	color shininess
	alpha
Filled Circle	Modifie
fillcircle3d(<point>,<vec>,<real>)</real></vec></point>	color shininess
Sphere	alpha Modifie
	size color
drawsphere3d(<point>,<real>)</real></point>	shininess alpha
Mesh	Modifie
	normaltype topology
mesh3d(<int1>,<int2>,<list>)</list></int2></int1>	size color
	shininess alpha
Mesh with normals	Modifie
	topology size
mesh3d(<int1>,<int2>,<list1>,<list2>)</list2></list1></int2></int1>	shininess
	alpha
Backgrond Color background3d(<colorvec>)</colorvec>	
Camera Position	
	_
lookat3d(<point1>,<point2>,<vec>)</vec></point2></point1>	_
lookat3d(<point1>,<point2>,<vec>) Field of View of Camera fieldofview3d(<real>) Min and Max Camera Depth</real></vec></point2></point1>	
lookat3d(<point1>,<point2>,<vec>) Field of View of Camera fieldofview3d(<real>)</real></vec></point2></point1>	Modifie

spotlight3d(<int>)

Disable Light disablelight3d(<int>)

cutoffAngle exponent frame

	SIZC
circle3d(<point>,<vec>,<real>)</real></vec></point>	color
	shininess
	alpha
Cohora	Madifier
Sphere	Modifier
awsphere3d(<point>,<real>)</real></point>	size
	color
	shininess
	alpha
	шрпа
Mach	Modifier
Mesh	Modifier
	normaltype
	topology
and the state of t	size
esh3d(<int1>,<int2>,<list>)</list></int2></int1>	color
	shininess
	alpha
Mesh with normals	Modifier
	topology
och2d(zint1> zint2> zliat1> zliat2>)	size
esh3d(<int1>,<int2>,<list1>,<list2>)</list2></list1></int2></int1>	color
	shininess
	alpha
Backgrond Color	7
ckground3d(<colorvec>)</colorvec>	
lengroundou(\colorvec>)	
	7
Camera Position	
okat3d(<point1>,<point2>,<vec>)</vec></point2></point1>	
	-
Field of View of Camera	7
Idofview3d(<real>)</real>	
idotview3d(<reai>)</reai>	
Min and Max Camera Depth	
pthrange3d(<real1>,<real2>)</real2></real1>	
	-
Rendering Hints	Modifier
rendering rillits	
	quality
nderhints3d()	renderMode
iueminissu()	samplingRate
	screenError
Doint Light	Modifier
Point Light	Modifier
intlight3d(<int>)</int>	ambient
	diffuse
	specular
antagatod(ante)	
	position
	frame
Directional Light	Modifier
	ambient
	diffuse
en etien elliebtüd/sigtr	
rectionallight3d(<int>)</int>	specular
	direction
	frame
Spot Light	Modifier
Opor Light	
	ambient
	diffuse
	specular
otlight3d(<int>)</int>	position
otlight3d(<int>)</int>	