Compatible List as of June 21, 2018

Status
Compatible
Extended
Not Worging

Sysem	Modifier	
systemproperty3d(<string>)	-	obtains the system property. <string> : the name of the system property
logging3d(<string>)	-	starts the logging. <string> : the name of the log file

Begin/End	Modifier	
begin3d()	-	
begin3d(<string>)	-	creates / selects the game object. <string> : the name of the game object
end3d()	-	

Save/Restore Appearance	Modifier
gsave3d()	-
grestore3d()	-

Coordinate System	Modifier	
coordinate3d(<string>)	-	specifies the coordinate system. <string> : " zup_righthand" (default) and "yup_lefthand" are allowed

Color	Modifier
color3d(<colorvec>)	-
pointcolor3d(<colorvec>)	-
linecolor3d(<colorvec>)	-
surfacecolor3d(<colorvec>)	-

Opacity	Modifier
alpha3d(<real>)	-
surfacealpha3d(<real>)	-

Shininess	Modifier
shininess3d(<real>)	-
pointshininess3d(<real>)	-
lineshininess3d(<real>)	-
surfaceshininess3d(<real>)	-

Size	Modifier
size3d(<real>)	-
pointsize3d(<real>)	-
linesize3d(<real>)	-

Point	Modifier
draw3d(<point>)	size
	color
	shininess

Line	Modifier
draw3d(<point1>,<point2>)	type
	size
	color
	shininess

Segments	Modifier	
connect3d(<list>)	size	
	color	
	shininess	
colorconnect3d(<list1>,<list2>)	-	draws a multicolored line segments. <list1>: the list of points, <list2>: the list of colors
	topology	specifies the topology. “open” (default) and “close” are allowed.
	size	
	shininess	

Polygon	Modifier
drawpoly3d(<list>)	size
	color
	shininess

Filled Polygon	Modifier
fillpoly3d(<list>)	size
	color
	shininess
	alpha

Filled Polygon with normals	Modifier
fillpoly3d(<list1>,<list2>)	size
	color
	shininess
	alpha

Filled Circle	Modifier
fillcircle3d(<point>,<vec>,<real>)	size
	color
	shininess
	alpha

Sphere	Modifier
drawsphere3d(<point>,<real>)	size
	color
	shininess
	alpha

Mesh	Modifier
mesh3d(<int1>,<int2>,<list>)	normaltype
	topology
	size
	color
	shininess
	alpha

Mesh with normals	Modifier
mesh3d(<int1>,<int2>,<list1>,<list2>)	topology
	size
	color
	shininess
	alpha

Backgrond Color
background3d(<colorvec>)

Camera Position
lookat3d(<point1>,<point2>,<vec>)

Field of View of Camera
fieldofview3d(<real>)

Min and Max Camera Depth
depthrange3d(<real1>,<real2>)

Rendering Hints	Modifier
renderhints3d()	quality
	renderMode
	samplingRate
	screenError

Point Light	Modifier
pointlight3d(<int>)	ambient
	diffuse
	specular
	position
	frame

Directional Light	Modifier
directionallight3d(<int>)	ambient
	diffuse
	specular
	direction
	frame

Spot Light	Modifier
spotlight3d(<int>)	ambient
	diffuse
	specular
	position
	direction
	cutoffAngle
	exponent
	frame

Disable Light
disablelight3d(<int>)