# Plan to render JOGL meshes and P3D components simultaneously

The JOGL example shows that it **is** possible to render both.

* [Advanced OpenGL · processing/processing Wiki · GitHub](https://github.com/processing/processing/wiki/Advanced-OpenGL)
* [Can't render OpenGL mesh and P3D components at the same time - Processing / Coding Questions - Processing Foundation](https://discourse.processing.org/t/cant-render-opengl-mesh-and-p3d-components-at-the-same-time/44624)
* [processingDemo - Google Drive](https://drive.google.com/drive/folders/15lpJD9f85sHzWlkGNHMwyE38pOL3994r)

We want to make sure the opengl Mesh can interface with real P3d meshes every step of the way

* Test with multiple P3d components, text boxes, etc.

1. **Start to reverse engineer this example code by putting the jogl mesh into a class:**
2. Only make the VBOs in the constructor
3. Make a VAO
4. Use a JOGL shader instead of a PShader
5. Use a MVP

**Remember that I am still giving up XBuilders 100%.** If this can't be completed in a **VERY** short time period, **I will have to forget about it.**

**I won't try this idea until a good long while from now.**