

Workspace

GLStef new openInWorld

```
gl translatef_x: -1.5 y: 0 z: -60.  
gl rotatef_angle: rotationAngle x: 0 y: 1
```

```
gl  
  begin: GL_TRIANGLES;  
  color3f_red: 1 green: 0 blue: 0;  
  vertex3f_x: 0 y: 1 z: 0;  
  color3f_red: 0 green: 1 blue: 0;  
  vertex3f_x: -1 y: -1 z: 1;  
  color3f_red: 0 green: 0 blue: 1;  
  vertex3f_x: 1 y: -1 z: 1;
```

```
  color3f_red: 1 green: 0 blue: 0;  
  vertex3f_x: 0 y: 1 z: 0;
```

GL viewport

