

3D Graphics in MFC

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- *From:* Anders Eriksson <andis59@xxxxxxxxxx>
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Hello

I want to draw some simple 3D graphics in a MFC SDI Application. The graphics consist of a cylinder, which may have multiple radius, and on that cylinder I want to draw Text and if possible also bitmap images.

I have not done anything like this before so please recommend how to proceed...

// Anders

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English is not my first, or second, language so anything strange, or insulting, is due to the translation.

Please correct me so I may improve my English!

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