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June 3rd, 2020 - i am new to 3d programming and i have been using ogre3d lately to get a grasp of it what i am trying to do is the following i want to make an entity rotate around a point probably the parent scenenode in a circular way only in the x and z axis'

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May 8th, 2020 - introduction up until now the exampleapplication class has started and initialized ogre 3d for us now we are going to do it ourselves time for action starting ogre 3d this time we are working on a blank sheet start with an empty code file include ogre3d h and create an empty main function include ogreogre h'
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