Dec 12 1998:
the purpose of this project is to create a VRML2 viewer, that reads the ascii files and uses openGl to view the stuff.

The idea here is to seperate the viewer from the vrml file or the information of the scene in general.

we compile a list (list 9) which contains the scene information. list 9 is compiled in the file Draw_vrml.cpp

```
This project is just a Vrml converter to  openGl. I am trying to follow
the same structure of Vrml but sometimes things are so useless that I
take shortcuts.
For instance today I decided to eliminate the shape node and replace it
simply with its two fields: Geometry and Appearance. So:

     | Transform
NODE | Geometry
     | Appearance

This copy contain enough code to run ..\..\Arch98_Class\EDTOWN14\
Edtown14spaced.wrl in Debug\RENDER2.EXE by dragging it to it. And then it
uses the joystick to move in the edmonds city.Pretty cool.

Janvier 30, 1999:

By fear of forgetting what I programmed, and how to use the keyboard
menu I decided to write the readme file as part of the program, in
comments under the code. So that is what I did in D:\C:\Vrml2_Viewer\
interface.h where I wrote after the code what the keyboard menu does.
This should also be in the Demo version (in the txt file) and also
should be in the readme file of the current project.

* Keyboard menu:
                              // LIGHTS
s:  shows and hides (Toggles) the lights. It does not turn them on
    and off, rather it only shows their location / or orientation.

lt0: Lights Translate 0 Translates light number Zero towards or away
     from the Center_Of_Rot_Of_Lights which is a code variable.

lt1: Lights Translate 1 Translates light number One towards or away
     from the Center_Of_Rot_Of_Lights which is a code variable.

lr0: Lights rotate 0 rotates light number Zero around
     the Center_Of_Rot_Of_Lights which is a code variable.

lr1: Lights rotate 1 rotates light number One around
     the Center_Of_Rot_Of_Lights which is a code variable.

l1 : turns glLightModeli(GL_LIGHT_MODEL_TWO_SIDE, GL_FALSE);
l2 : turns glLightModeli(GL_LIGHT_MODEL_TWO_SIDE, GL_TRUE);

f  : Toggles between fixing the lights t the camera or to the scene.
```

```
  */
```

Now I want to include a vehicle in this city!! (done!!)

March 31, 1999:

When we have