

To Demo, run the batch file VIEW

Requires 386+VGA to run.

When running use the following keys:

```
LEFT  -> move object left.
RIGHT -> move object right.
HOME  -> move object up.
PGUP  -> move object down.
UP     -> move object forward
DOWN  -> move object back.
ENTER -> toggle wireframe/solid fill.
+      -> scale object larger
-      -> scale object smaller
x/X    -> change x rotational velocity
y/Y    -> change y rotational velocity
z/Z    -> change z rotational velocit
SPACEBAR-> stop all rotation.
M      -> toggle mirror reflection on/off
ESC    -> exit.
```

In most case you hold the key down, to get the desired effect, excepting those modes that toggle.

This is the first version of my 3d engine. Obviously the polygons are not currently being sorted. This is my first pass at writing the absolute fastest point transform possible. Performs 70,000 full 3d point transforms per second on my 486/33.

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