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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'**

**'getting started ogre wiki**

**May 2nd, 2020 - a note to newbies knowing how to program c such as syntax etc does not help you actually create a sophisticated program ogre will bring you a step closer to creating a 3d**

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**program but you still need a lot of practice is ogre a game engine  
no this is a subtle distinction that a lot of people tend to miss'**

**'ogre vs horde3d detailed parison as of 2019 slant**

September 1st, 2019 - ogre is designed to be an extremely flexible graphics rendering engine which means that there is no one test case where it excels if the user wants to make a relatively standard first person shooter game a more thorough game engine with integrated physics simulation and a graphics rendering engine designed for that type of movement such as unity'

**'rotation rotate an object around a point in ogre3d**

**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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