
Subject: Re: An Interactively rotating 3D animation ?
Posted by [David Fanning](#) on Mon, 09 Feb 2004 23:57:24 GMT
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Rick Towler writes:

- > If both smooth animation and user feedback are important, you'll have to set
- > up a single timer based event loop and poll inside that loop for user input.
- > The downside of this approach is that it isn't portable.

Why wouldn't this be portable?

Cheers,

David

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