

While 3D Graphics are not natively supported, some have found ways to accomplish it. Tom Nally first published his ScreenX() and ScreenY() user functions to determine the 2D point of an object in 3D space in [LB Newsletter #113](#). Mr. Nally later published the [LB Wireframe Library](#) ('Wire' for short), which contains functions for creating Wireframe objects.

Also, the [Liberty BASIC Forums](#) demonstrate methods to use OpenGL.