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cylinder in OpenGL,
you must 1) define a
new quadric object, 2)
set the drawing style
(GLU_LINE:
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the object:

```
GLUquadricObj * qobj
= gluNewQuadric ();
// make a quadric
object
gluQuadricDrawStyle
(qobj, GLU_LINE); //
set style to wireframe
gluCylinder (qobj,
baseRad, topRad,
nSlices, nStacks); //
draw the cylinder
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