

Computer Graphics

OpenGL setup

Installing codeblocks

Go to <http://www.codeblocks.org/>

Go to “Downloads”

Click on [Download the binary release](#)



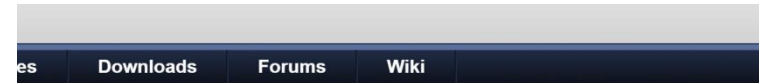
Downloads

There are different ways to download and install Code::Blocks on your computer:

- **Download the binary release**

This is the easy way for installing Code::Blocks. Download the setup file, run it on your computer and Code::Blocks will be installed, ready for you to work with it. Can't get any easier than that!

- **Download a nightly build:** There are also more recent so-called *nightly builds* available in the [forums](#) or (for Debian and Fedora users) in [Jens' Debian repository](#) and [Jens' Fedora repository](#). Other distributions usually follow provided by the community (Big "Thank you" for that!) Please note that we consider nightly builds to be *stable*, usually, unless stated otherwise.



The open source, cross platform, free C, C++ and Fortran IDE.

Code::Blocks is a *free C, C++ and Fortran IDE* built to meet the most demanding needs of its users. It is designed to be very extensible and fully configurable.

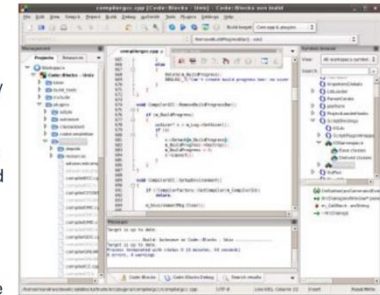
Finally, an IDE with all the features *you* need, having a consistent look, feel and operation across platforms.

Built around a plugin framework, Code::Blocks can be *extended with plugins*. Any kind of functionality can be added by installing/coding a plugin. For instance, compiling and debugging functionality is already provided by plugins!

Special credits go to [darmar](#) for his great work on the [FortranProject](#) plugin, bundled since release 13.12.

We hope you enjoy using Code::Blocks!

The Code::Blocks Team



Code::Blocks 16.01 is here!



Written by [MortenMacFly](#)
Thursday, 28 January 2016 10:21

Many, many improvements, new plugins and features, more stable and major code completion enhancement, the new Code::Blocks release has finally arrived. Get it from the [downloads](#) section! A [changelog](#) summarises new features and fixes.

We provide binaries for the major platforms supported by Code::Blocks, with more to come in the next time.

Installing codeblocks

Select “codeblocks-16.01mingw-setup.exe” For the windows



File	Date	Download from
codeblocks-16.01-setup.exe	28 Jan 2016	Sourceforge.net or FossHub
codeblocks-16.01-setup-nonadmin.exe	28 Jan 2016	Sourceforge.net or FossHub
codeblocks-16.01-nosetup.zip	28 Jan 2016	Sourceforge.net or FossHub
codeblocks-16.01mingw-setup.exe	28 Jan 2016	Sourceforge.net or FossHub
codeblocks-16.01mingw-nosetup.zip	28 Jan 2016	Sourceforge.net or FossHub
codeblocks-16.01mingw_fortran-setup.exe	28 Jan 2016	Sourceforge.net or FossHub

Select “CodeBlocks-13.12-mac.zip” for the Mac uses

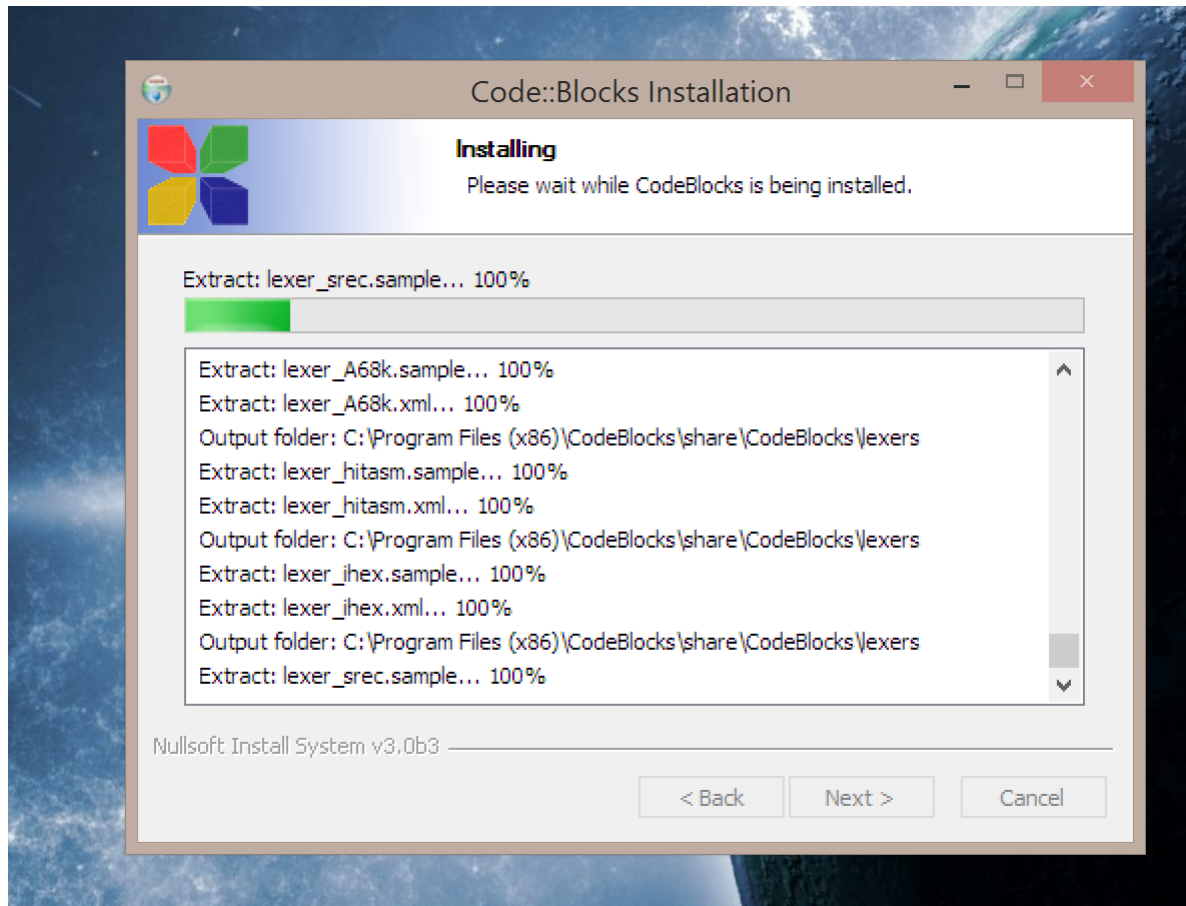


File	Date	Download from
CodeBlocks-13.12-mac.zip	26 Dec 2013	Sourceforge.net

NOTES:

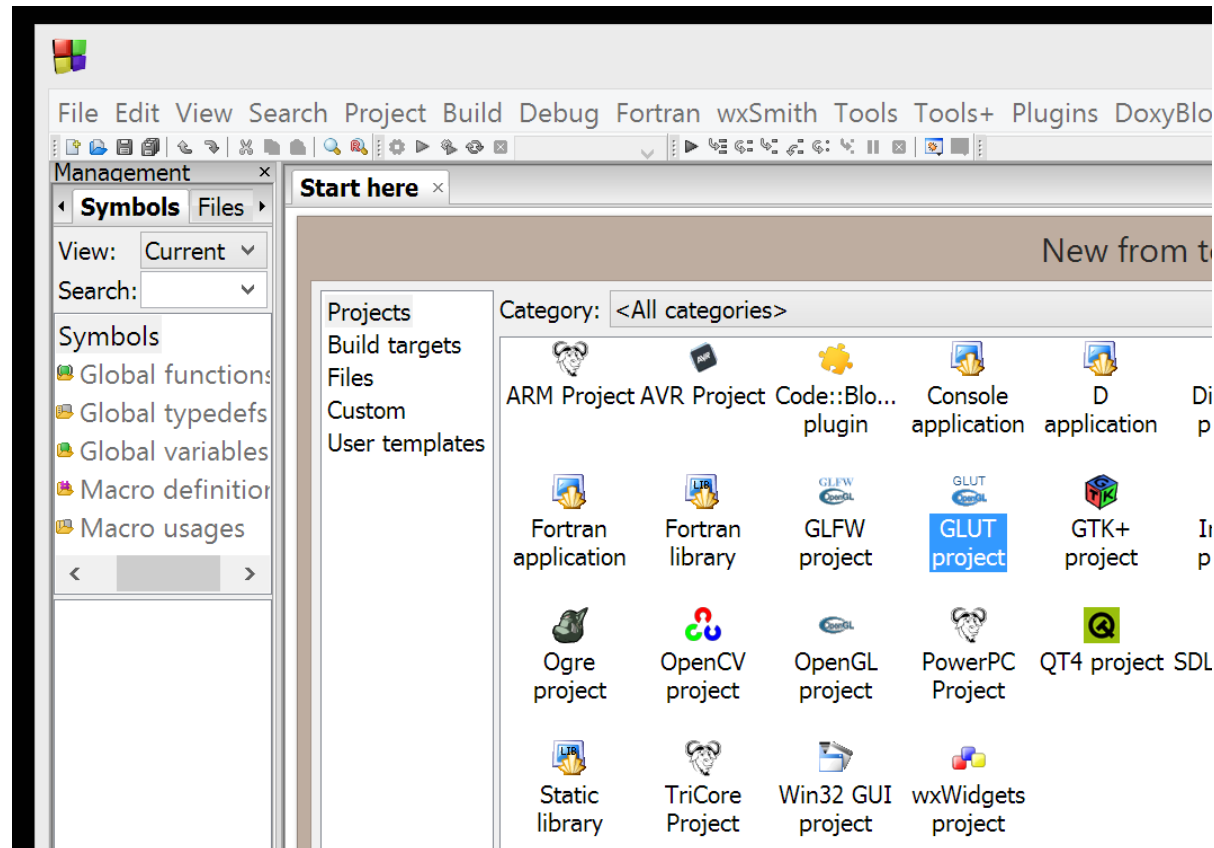
- Code::Blocks 16.01 for Mac is currently not available due to the lack of Mac developers, or developers that own a Mac. We could use an extra Mac developer (or two) to work on Mac compatibility issues.
- The provided download contains an Application Bundle (for the i386 architecture) built for Mac OS X 10.6 (and later), bundling most Code::Blocks plugins.

Installing codeblocks



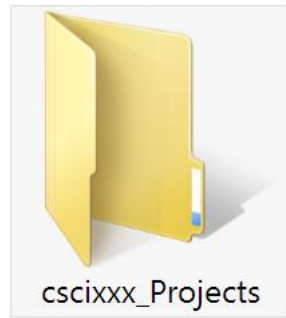
Installing codeblocks

File → new → project → GLUT project

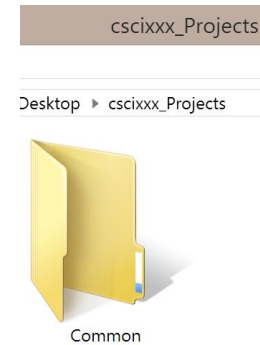


Setting up First Project (Windows users)

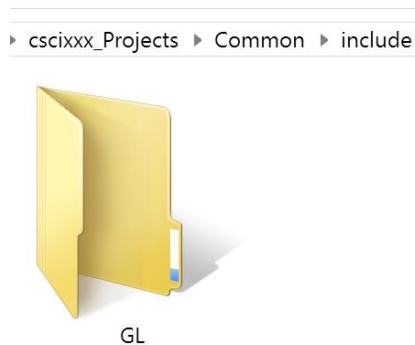
Create Folder named “cscixxx_Projects”



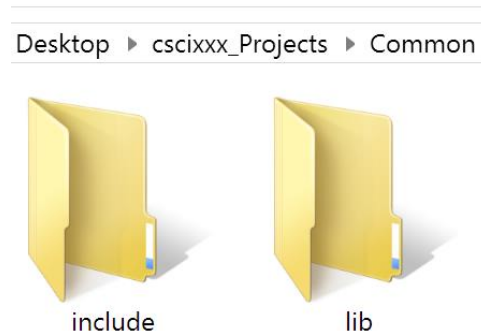
Create Folder named “Common”
inside the folder “cscixxx_projects”



Create folder named “GL”
inside the folder “include”



Create two folders named
“lib” and “include” inside
the folder “Common”



Placing Glut files

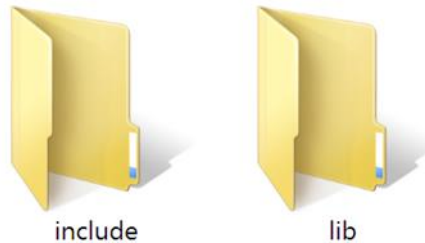
Download Glut Library “glut32.lib” from [here](#)
and save it in the folder “lib”

Download Glut “glut.h” from [here](#)
and save it in the folder “GL”

Glut Library:

[glut32.lib](#)
[glut.h](#)

Desktop ▶ cscixxx_Projects ▶ Common

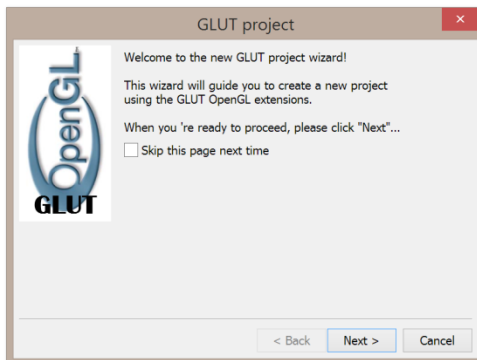
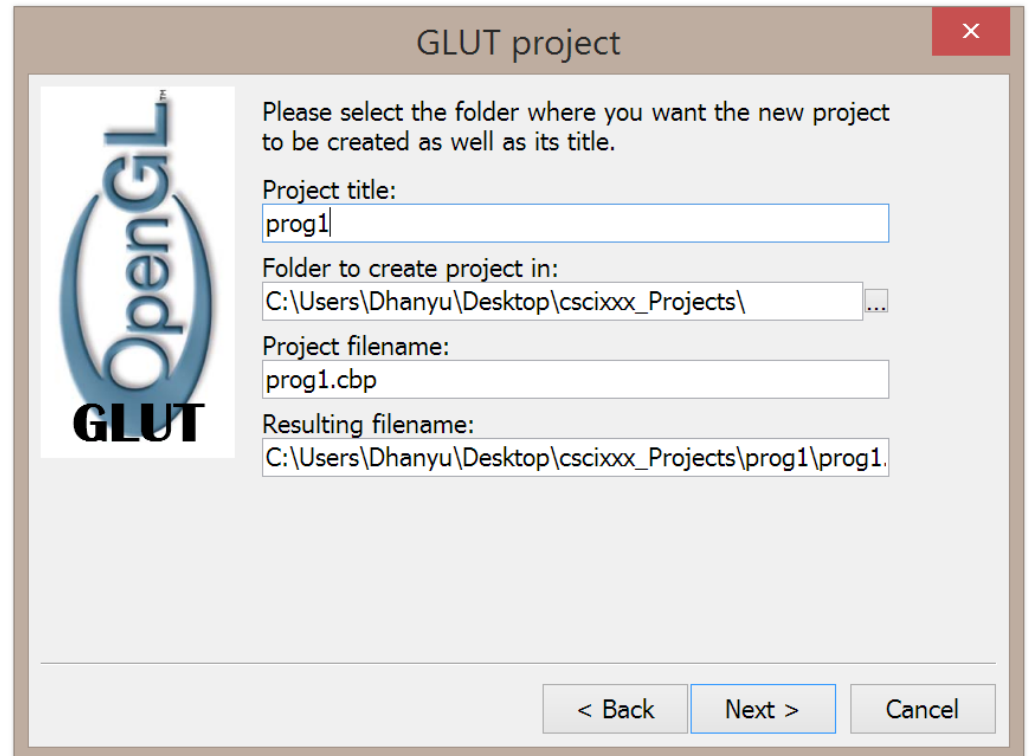
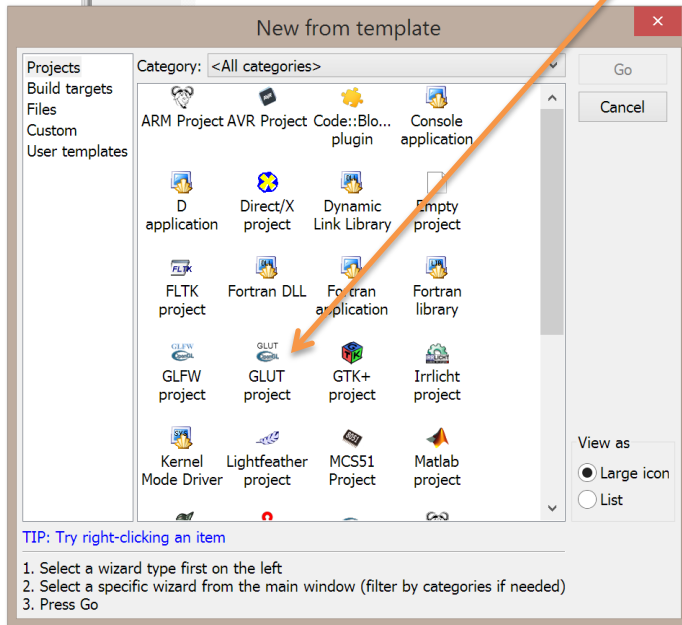


▶ cscixxx_Projects ▶ Common ▶ include



Starting OpenGL Project

File -> new ->project -> Glut Project



Setting Paths for GLUT

