Computer Graphics

OpenGL setup

Installing codeblocks

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

Go to "Downloads"

Click on **Download the binary release**

Installing codeblocks

Select "codeblocks-16.01mingw-setup.exe" For the windows

Windows XP / Vista / 7 / 8.x / 10:

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

Mac OS X:

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
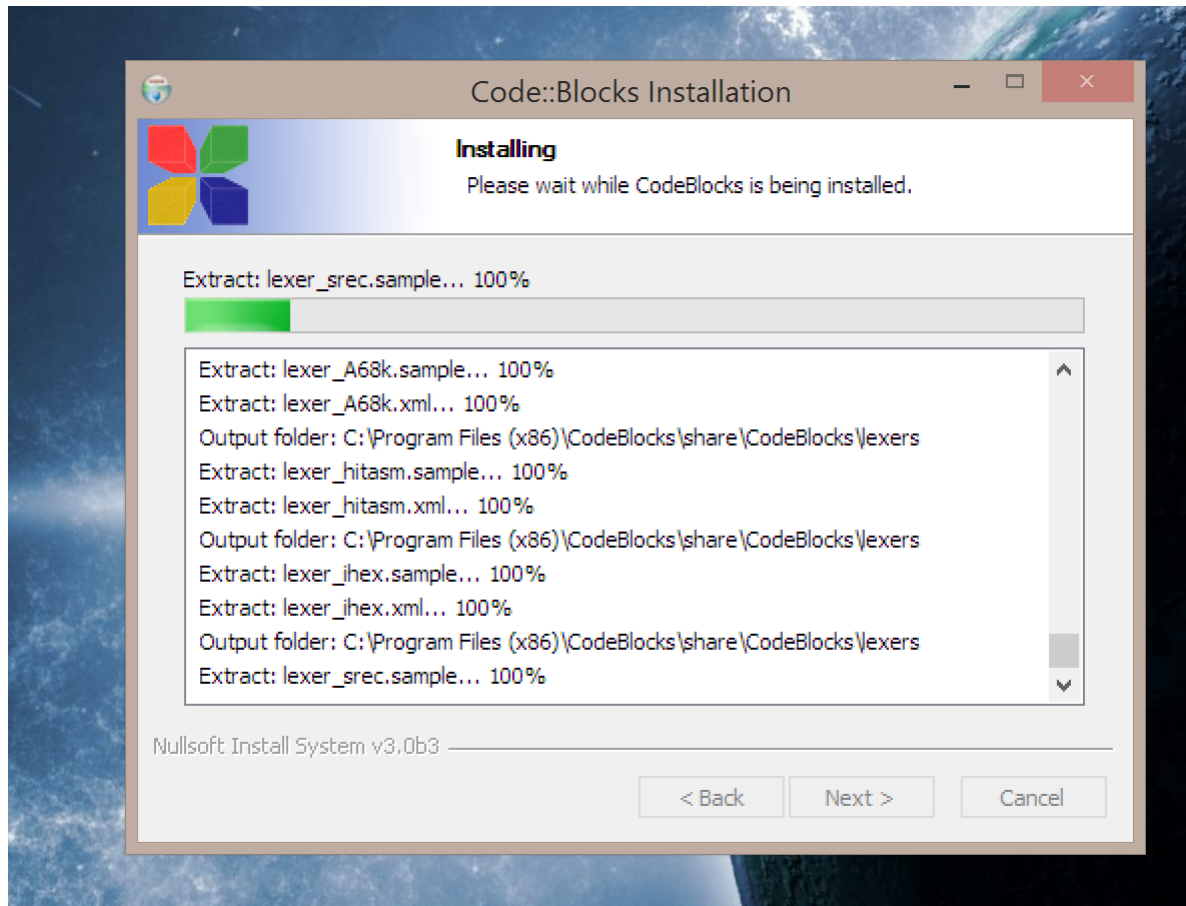
Installing codeblocks

File → new → project → GLUT project
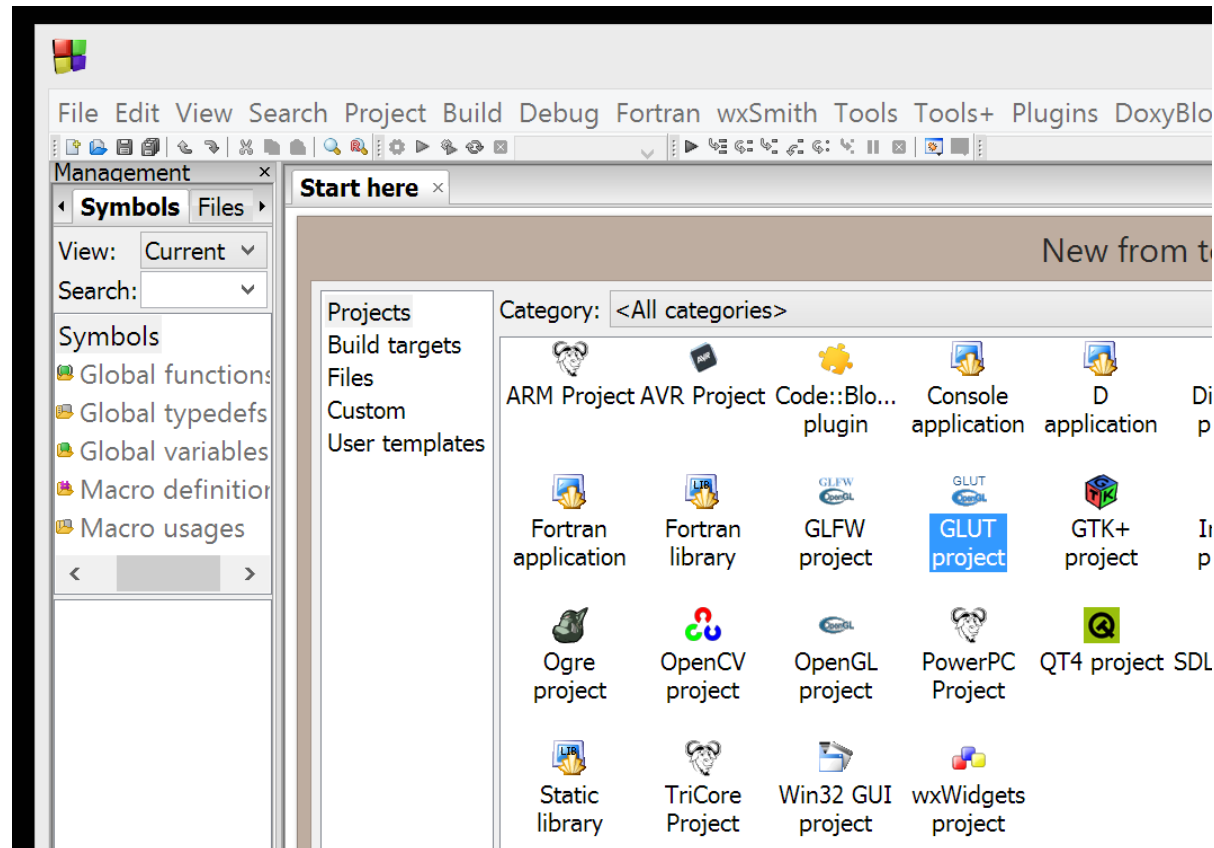
Setting up First Project
(Windows users)

Create Folder named " cscixxx_Projects"
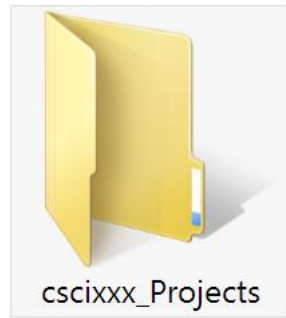
Create Folder named " Common"
inside the folder "cscixxx_projects"

cscixxx_Projects

Desktop ▸ cscixxx_Projects
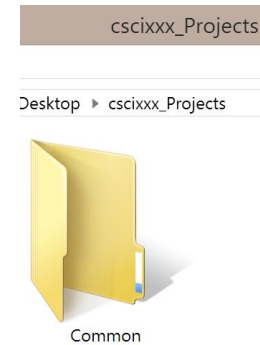
Common

Create folder named "GL"
inside the folder "include"
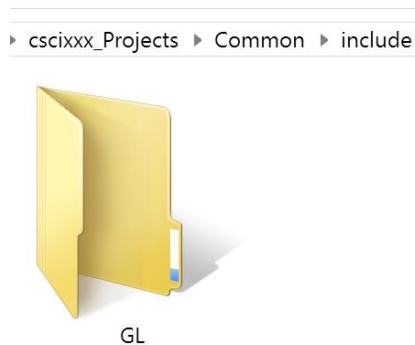
Create two folders named
"lib" and "include" inside
the folder "Common"

▸ cscixxx_Projects ▸ Common ▸ include

Desktop ▸ cscixxx_Projects ▸ Common

GL

include   lib
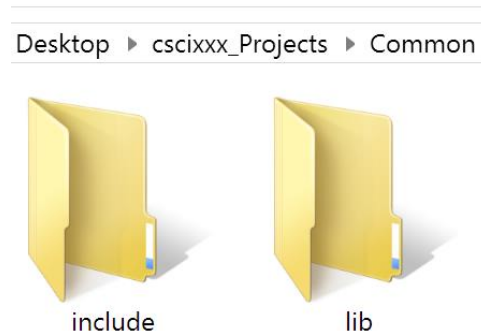
Placing Glut files

Download Glut Library "glut32.lib" from here
and save it in the folder "lib"

Download Glut "glut.h" from here
and save itin the folder "GL"

Glut Library:

glut32.lib
glut.h

Desktop ▸ cscixxx_Projects ▸ Common

include   lib

▸ cscixxx_Projects ▸ Common ▸ include

GL

Starting OpenGL Project

File -> new ->project -> Glut Project

Setting Paths for GLUT

GLUT project ×

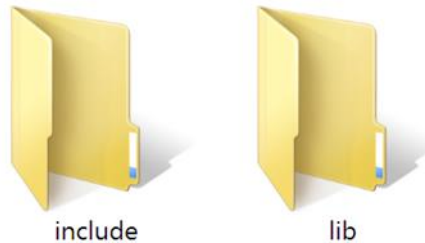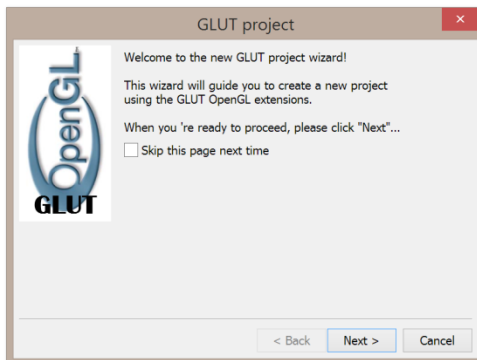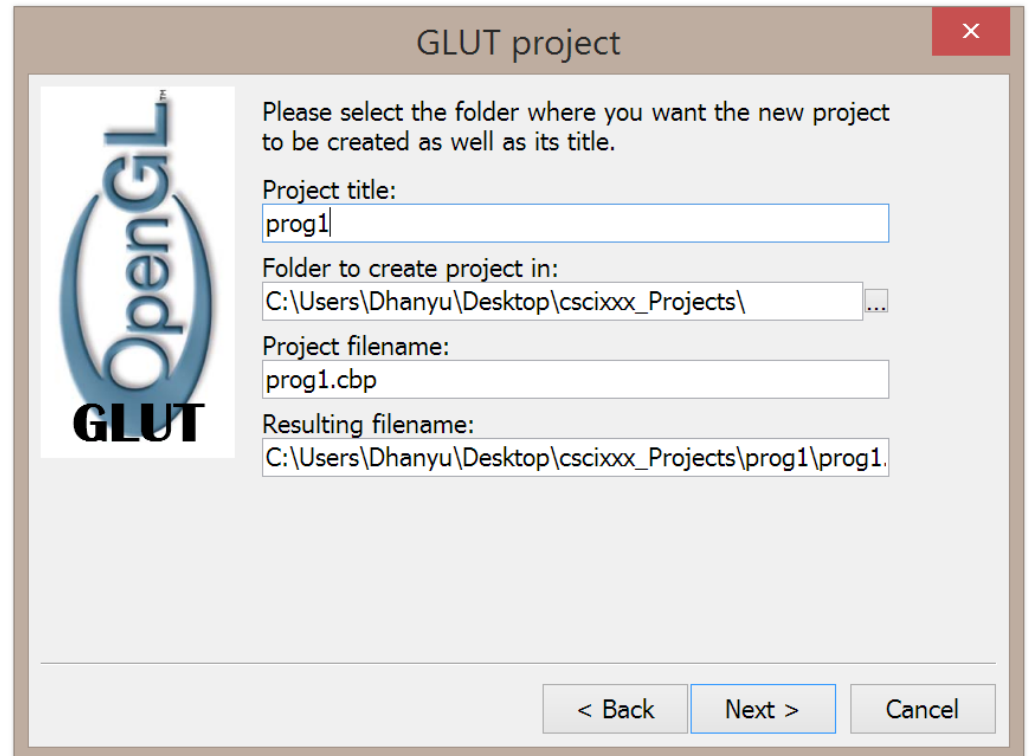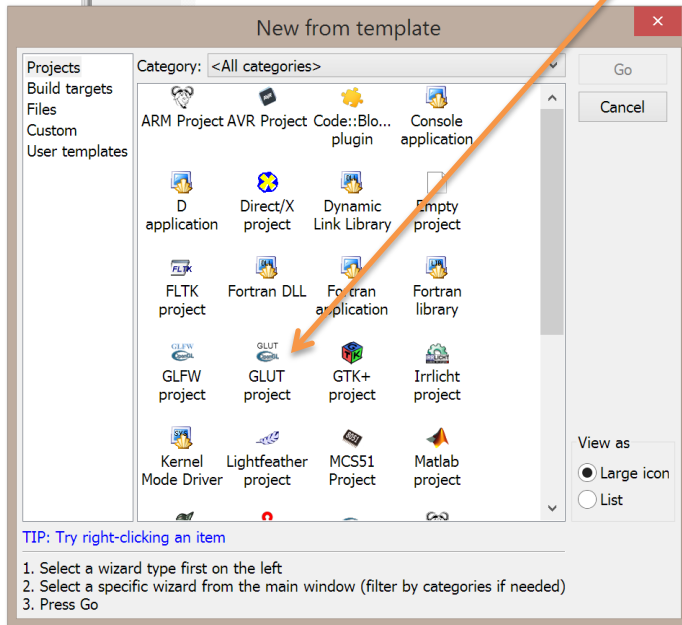Please select the location of GLUT on your computer.
This is the top-level folder where GLUT was installed (unpacked).
To help you, this folder must contain the subfolders
"include" and "lib".

Please select GLUT's location:

C:\Users\Dhanyu\Desktop\cscixxx_Projects\Common   ...

< Back   Next >   Cancel

GLUT project ×

Please select the compiler to use and which configurations
you want enabled in your project.

Compiler:
GNU GCC Compiler   ∨

☑ Create "Debug" configuration: Debug

"Debug" options

Output dir.:   bin\Debug\
Objects output dir.:   obj\Debug\

☑ Create "Release" configuration: Release

"Release" options

Output dir.:   bin\Release\
Objects output dir.:   obj\Release\

< Back   Finish   Cancel