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Configuring and Using OpenGL

1. Configuring OpenGL

I configure OpenGL on Microsoft Visual Studio. I finish the entire process under the guidance of this article - "Windows10 下 vs2017 的 OpenGL 的配置" [1]. The header files, library files and dynamitic link library files I use are included in the folder named "glutdlls37beta" in my submission.

## 2. Drawing Rectangle and cube with OpenGL

a. About the programs

These two programs are implemented in C++. They are complied and linked into executive files using Microsoft Visual Studio 2017. The OpenGL environment is built using glutdlls37beta downloaded from this website - https://www.opengl.org/resources/libraries/glut/glut_downloads.php.

b. Running the programs

These two programs run properly on my computer equipped with OpenGL environment. But neither of them runs successfully on another computer where I don't configure OpenGL for the IDE. The error message is as Figure.1.

I then try putting the DLL files on the same directory as the executive files. It looks that the EXE files run properly now, but there is still no results, with another error message as Figure.2.

To prevent the trouble of placing DLL files and reloading the programs, I make screenshot videos instead. The two videos, "demo_square" and "demo_cube" in the folder "demovedio" show how to run these two programs and what results they get.
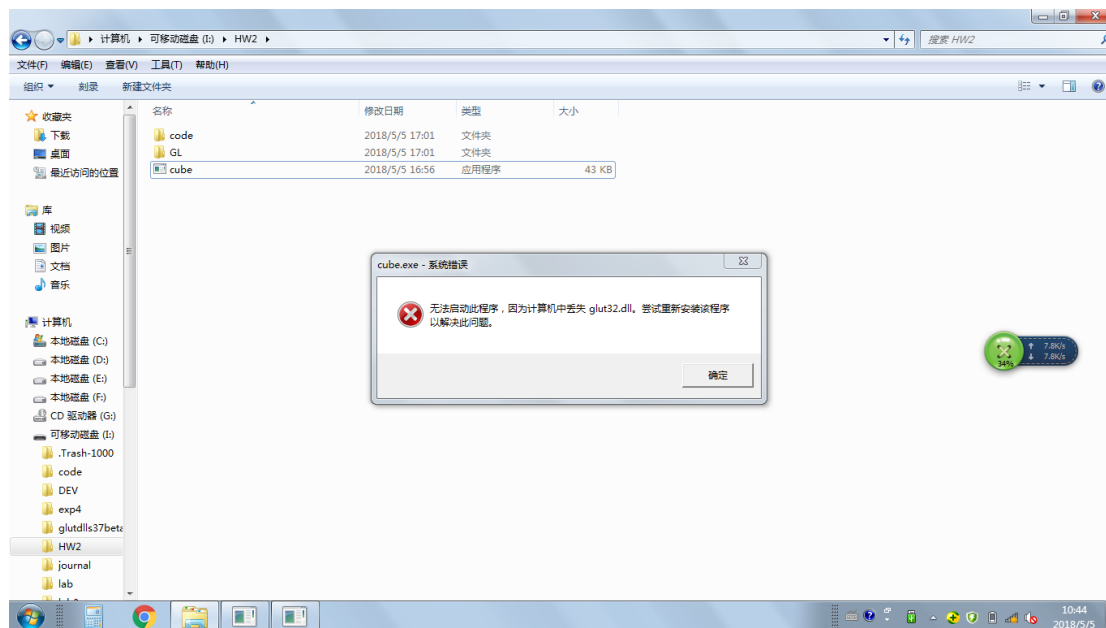
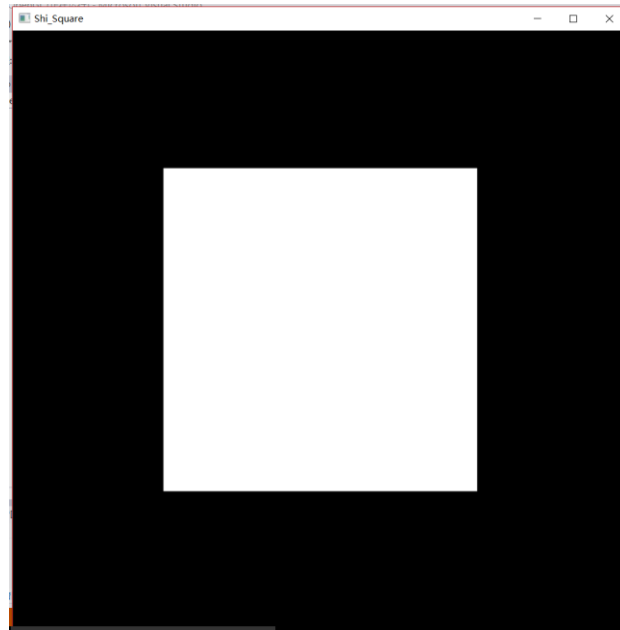(Figure.1 Error1 while running programs)
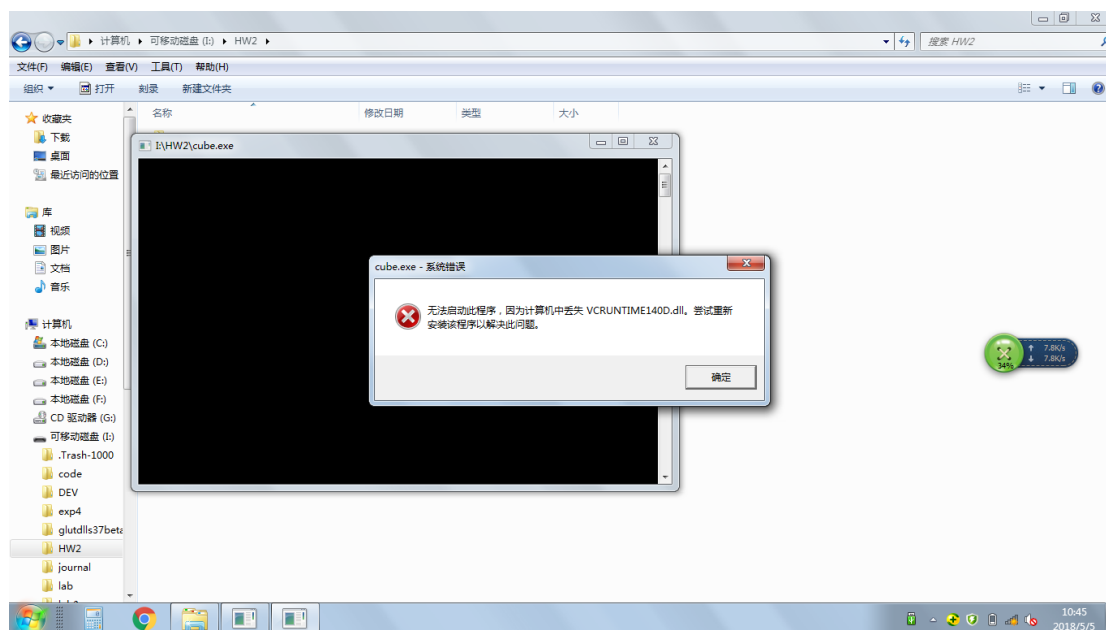
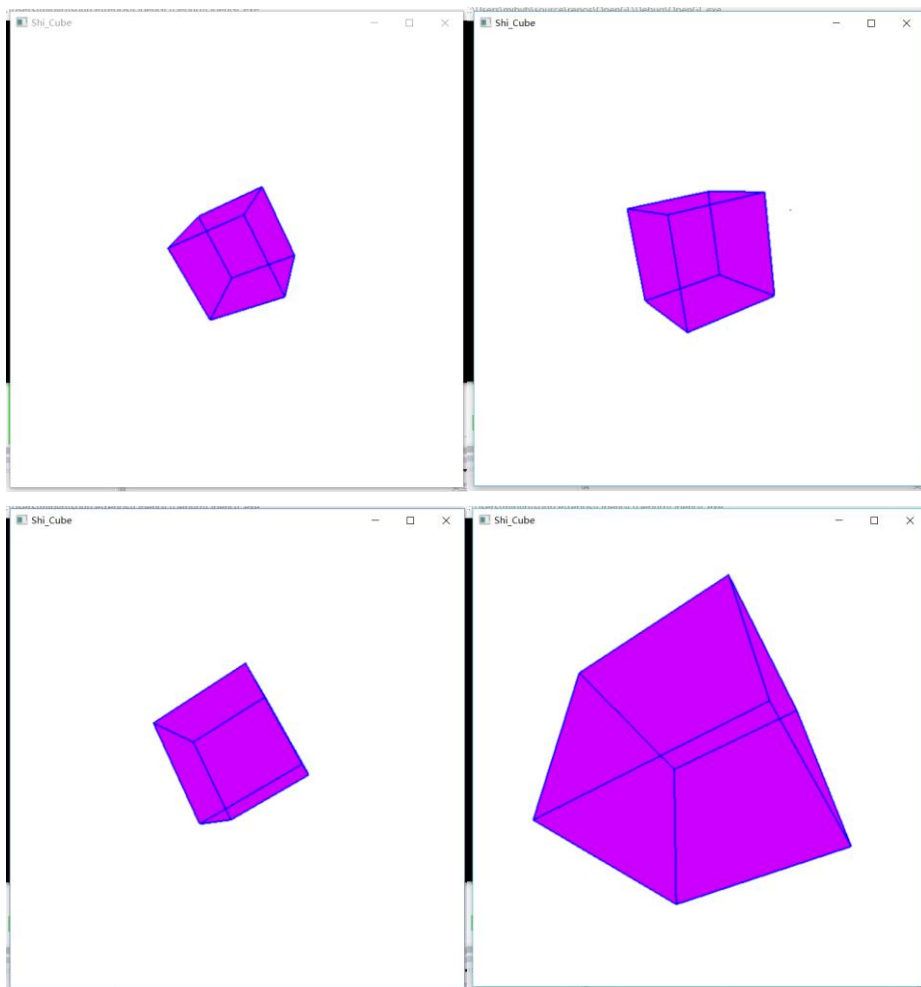(Figure.2 Error2 while running programs)

c. Running results

The running result of "square.exe" is as Figure.3.

The running results of "cube.exe" are as Figure.4~7. I get different projections by using different perspectives.

(Figure.3 Running result of "square.exe")

(Figure.4~7 Running result of "cube.exe")

Work Cited

[1] Windows10 下 vs2017 的 OpenGL 的配
置.blog.csdn.net/wangwei19951128/article/details/78410869. N. D. Web. 3 May 2018