COMP SCI/SFWR ENG - 3GC3
Setting up with OpenGL & freeglut

Linux:

-Use your package manager to install the following**: freeglut3, freeglut3-dev, gcc, g++, make**
-On Ubuntu this is done through the terminal with the following commands:
-sudo apt-get install freeglut3
-sudo apt-get install freeglut3-dev
-sudo apt-get install gcc
-sudo apt-get install g++
-sudo apt-get install make
-On other Linux distributions your package manager may be different.

Mac:

-Download command line tools for developers from the mac developer website

Windows:

-Download the MinGW installer. (http://www.mingw.org/)
-Run the MinGW installation manager.
-Go to basic setup, check off: **-mingw32-base**, **-mingw-gcc-g++, -msys-base**
-Click Installation - Apply changes.
-Go to your control panel – system -advanced settings -environment variables - system variables
-Click on the path variable and append **;C:\MinGW\bin** to the list
-Go into **C:/MinGW/bin** folder
-Find mingw32-make.exe, rename to make.exe (make sure you are showing file extensions)
-Open Powershell, type "make" you should see:
"make: * No targets specified and no makefile found. Stop. "**
-Next type "gcc". You should see:
"gcc.exe: fatal error: no input files compilation terminated."
-If you do not see these messages and get a different error message in red, you have made a mistake in a previous step.
-Now download the freeglut 2.8.1 MinGW Package from
http://www.transmissionzero.co.uk/software/freeglut-devel/
-Unzip this package.
-Copy the contents of the include folder into **C:/MinGW/include** (merge the folders if prompted).
-Copy the contents of the lib folder into **C:/MinGW/lib**
-In the bin folder copy the freeglut.dll outside the x64 folder into **C:/MinGW/bin** and **C:/Windows/SysWOW64**
-In the bin/x64 folder copy this freeglut.dll into **C:/Windows/System32**

After Setup:

-You should now be able to compile the sample code with the given makefile by using the Terminal or Powershell and the command **"make –f makefile.mak"** while in the correct directory
-Run the compiled program, if you see a teapot, then you have everything working correctly