A screenshot of a computer

Description automatically generated

I was able to set up the environment on my own computer fairly quickly and without issue. This was much better than using Eclipse. Personally, I’ve had to stop using it because of the numerous problems it presents. On top of that, I’ve purchased a commercial visual studio license and it makes me sad to not use it. With Eclipse, I had to take steps to import a project if it didn’t crash because it has a bad startup location. With Visual Studio, I just double click the solution file.

Since, everything here was plug and play, I don’t have much to report besides how cool I think OpenGL is, now that I see it running off of Visual Studio. I’ve done reading before of how hard OpenGL is when making your own game engine or something similar. This and last week’s reading on the format of 3D models gives me some ideas I might visit in the future.