

MAC OS X

Install Xcode, which is a suite of software development tools for Mac OS X.

1. Install OpenGL & GLUT

These are already installed with the OS.

2. Using OpenGL and GLUT in you source

Start Xcode and choose File → New project from the drop-down menu; create a new Cocoa Application by choosing it from the menu. Deselect main.m, and instead add your source codes in the Other Sources folder. From the top-left drop-down menu in the window, click on Add → Existing Frameworks, and add two frameworks, OpenGL.framework and GLUT.framework, both from the Frameworks folder. (These frameworks are located in /System/Library/Frameworks/.)

Finally in your source include the files as needed

- #include <OpenGL/gl.h>
- #include <OpenGL/glu.h>
- #include <GLUT/glut.h>

How to initialize OpenGL on Mac OS X:

<http://www.youtube.com/watch?v=e5f8BUHoTJM>