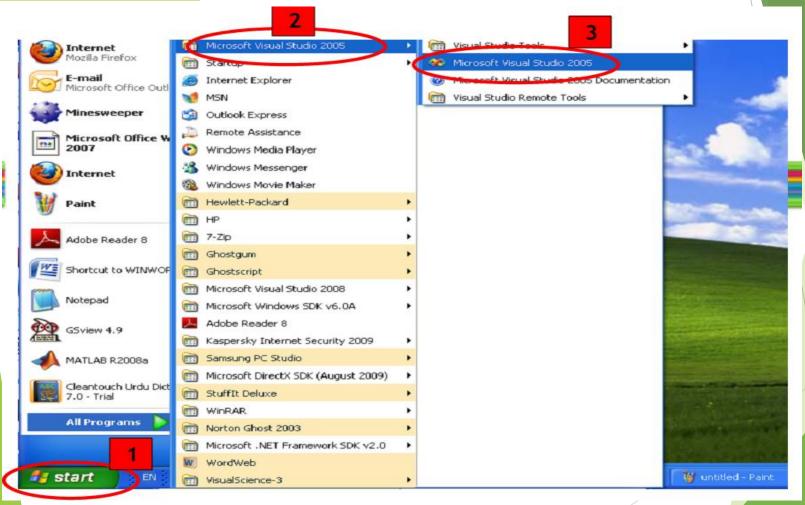
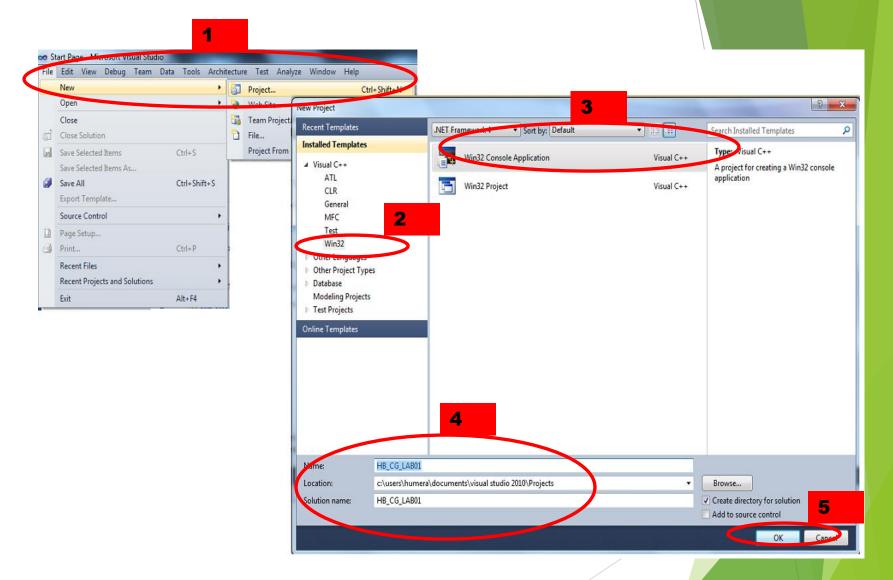
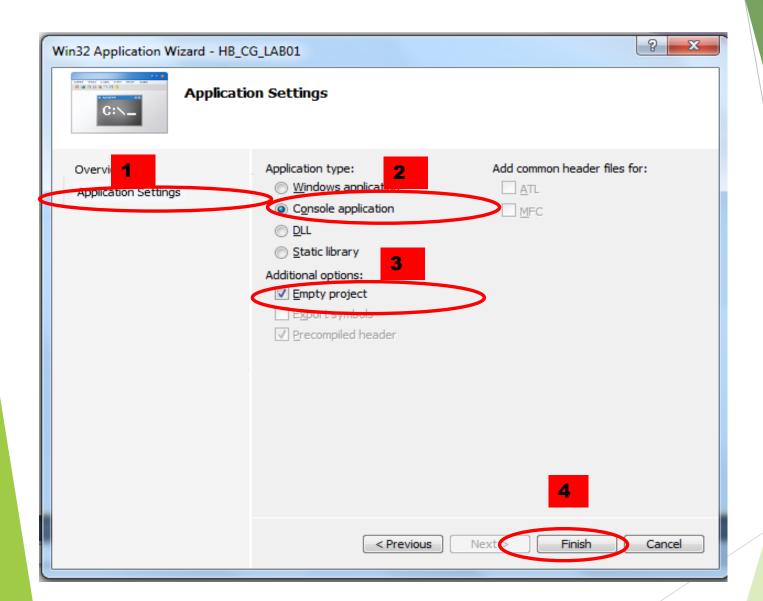
# Practicing & Executing Basic OGL Program

Open GL Labo1

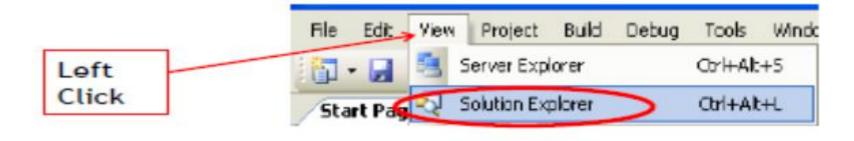
## Setting up Your First OpenGL Program

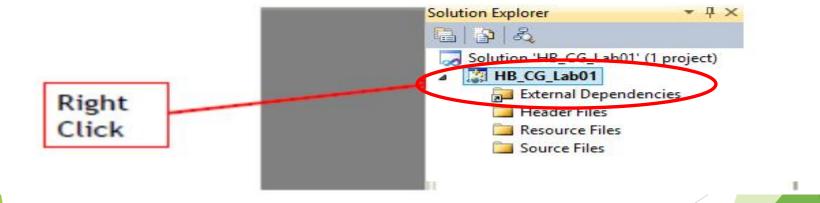


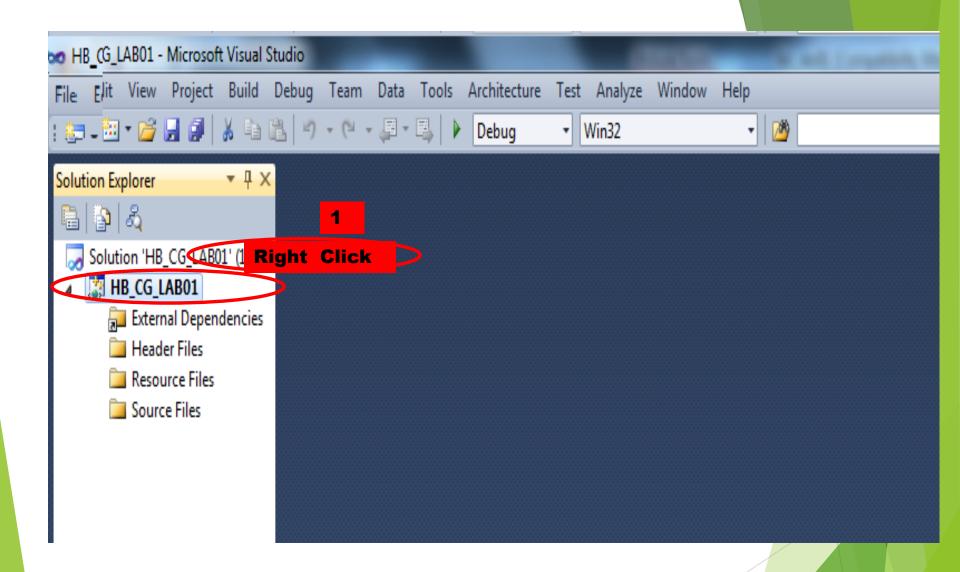


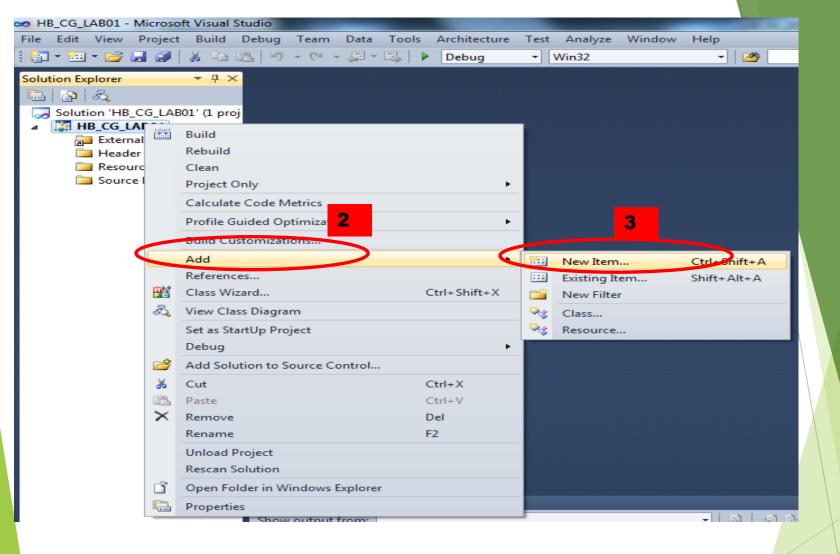


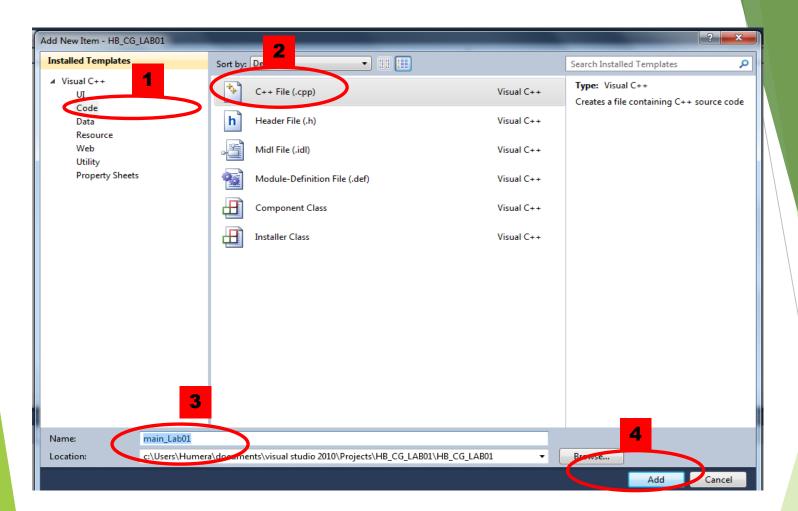


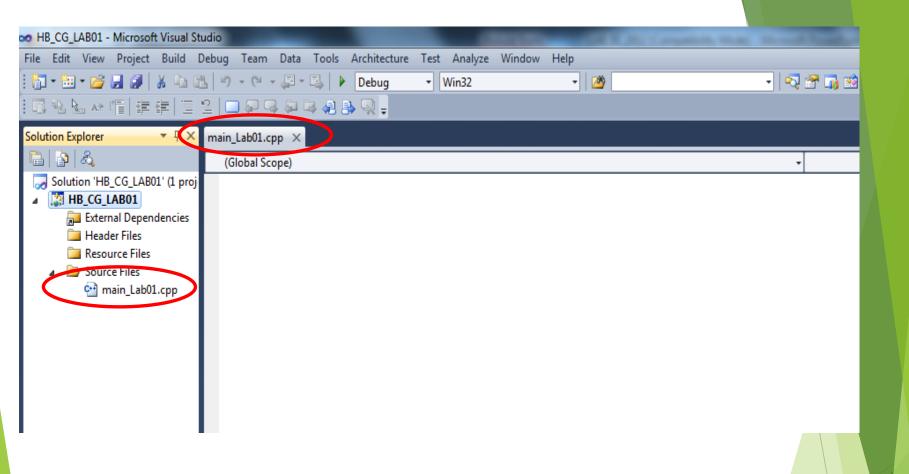












# Type and Run the Code to Open an Output(viewport) Window



BSCS-514 Conputer Graphics

10

480

Pixels

high

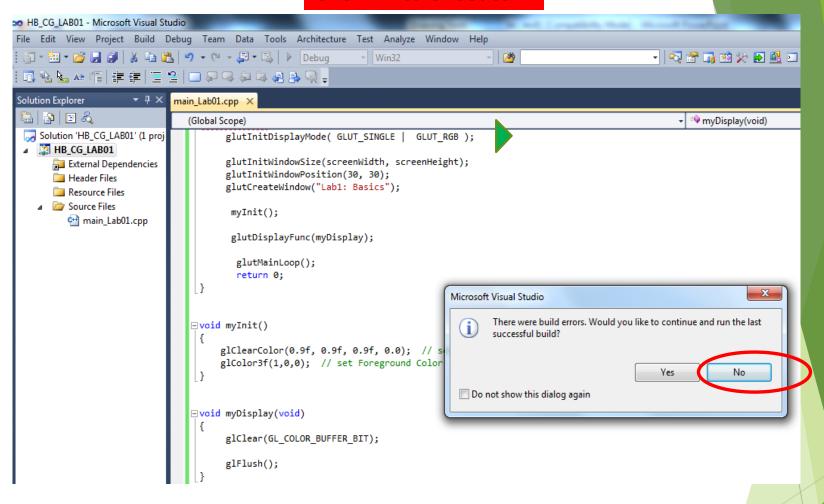
### Write CODE To Open an Output

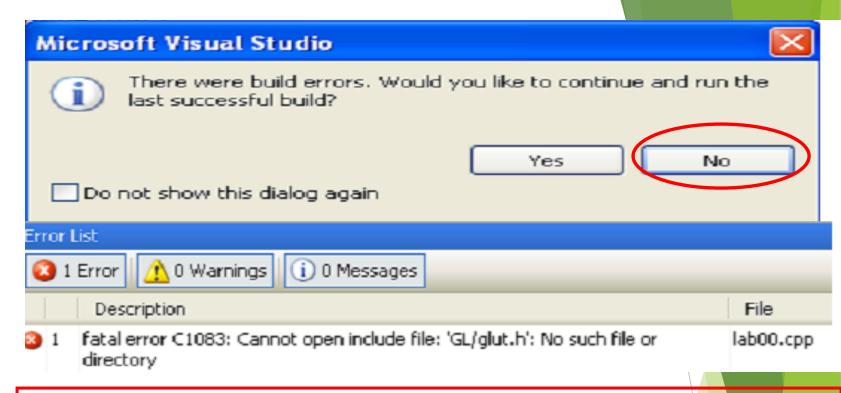
#### Window:

```
#include <iostream>
#include <fstream>
#include <string>
#include <GL/glut.h>
using namespace std;
void mvDisplay(void) // User defined display function
  glClear(GL_COLOR_BUFFER_BIT); //clears fb with bg color
  glClearColor(0.9f, 0.9f, 0.9f, 0.0); // set background Color
  glColor3f(1,0,0); // set Foreground Color
  glFlush();
                   // sends buffer pixels to display screen
```

```
int screenWidth = 640;
                             int screenHeight = 480;
int main(int argc, char "argv)
    glutinit(&argc, argv);
    glutInitDisplayMode(GLUT_SINGLE| GLUT_RGB);
    glutInitWindowSize(screenWidth, screenHeight);
                                                                        HT CG Lab 00 - Microsoft Visual Studio
    glutInitWindowPosition(30, 30);
                                                                        Tile Edit View Project Build Debug Tools Window
    glutCreateWindow("HT First OGL Program");
                                                                         国・国産業も高り
                                                                                                  Debug
    glutDisplayFunc(mvDisplay); //register display func. as callback
     glutMainLoop(); //gui loop that waits for events to occur
                                                                                Run Program
     return 0;
```

#### Click to execute



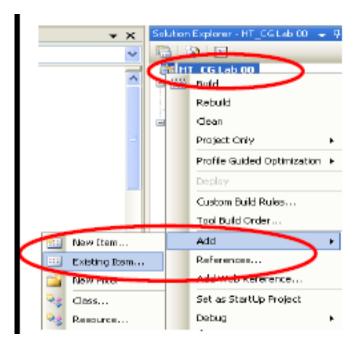


- ✓ Place glut32.dll into C:\Windows\System32.
- ✓ Place glut.h into C:\ProgramFiles\VS2010\Vc7\PlatformSDK\Include\GL
- ✓ Place glut32.lib into C:\Program Files\VS2010\Vc7\PlatformSDK\Lib

#### Adding Sound to your Program

```
My Documents ▶ Visual Studio 2010 ▶ Projects ▶ HB_CG_Lab01 ▶ HB_CG_Lab01

□ backmusic
□ HB_CG_Lab01
□ HB_CG_Lab01.vcxproj
□ JUNGLE
□ ouch
□ wav
```



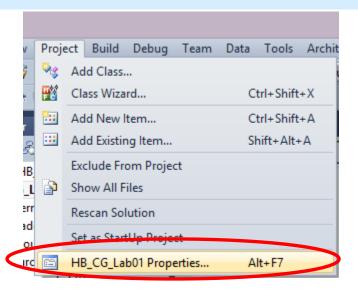
```
#include <windows.h>
#include "wav.h"

Inside main()
glutDisplayFunc(myDisplay);

PlayBackgroundSound("backmusic.wav");
glutMainLoop();
```



#### sound error Solution



General
- Debugging
🗟 Linker
🗃 Manifest Tool
🚁 XML Document Generator
🛓 Browse Information
🛓 Build Events
🛓 Custom Build Step
≟- Web Deployment

	Intermediate Directory	\$(ConfigurationName)
	Extensions to Delete on Clean	$^{*}.obj;^{*}.ik;^{*}.db;^{*}.di;^{*}.th;^{*}.tmp;^{*}.rsp;^{*}.pgc;^{*}.pgd;\\ \$(TargetFinal English English$
	Build Log File	\$(IntDir)\BuildLag.htm
	Inherited Project Property Sheets	
B	Project Defaults	
	Configuration Type	Application (.exe)
	Use of MFC	Use Standard Windows Libraries
	Use of ATL	Not Using ATL
	Minimize CRT Like in 4 TI	No
<	Character Set	Use Multi-Byte Character Set