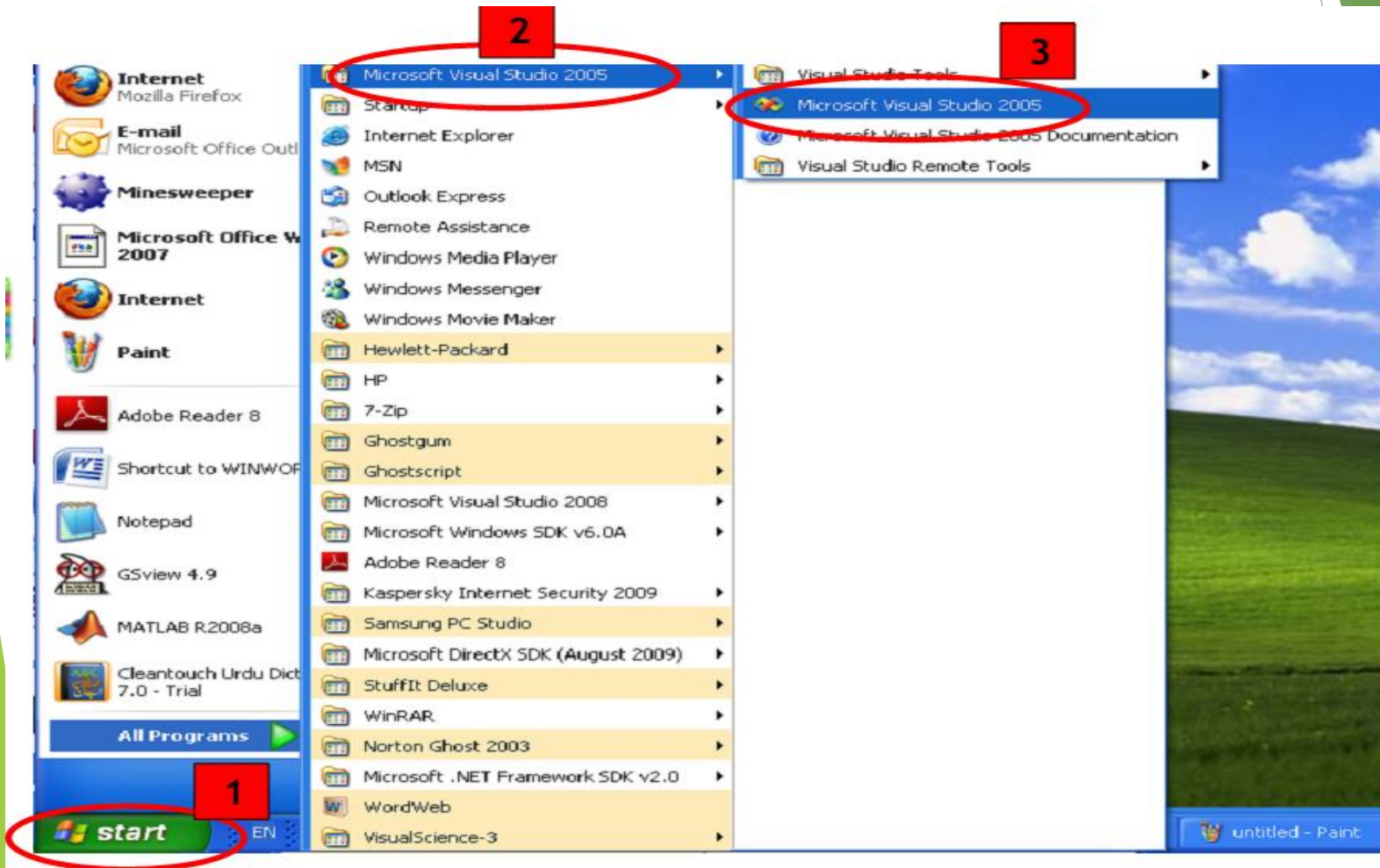
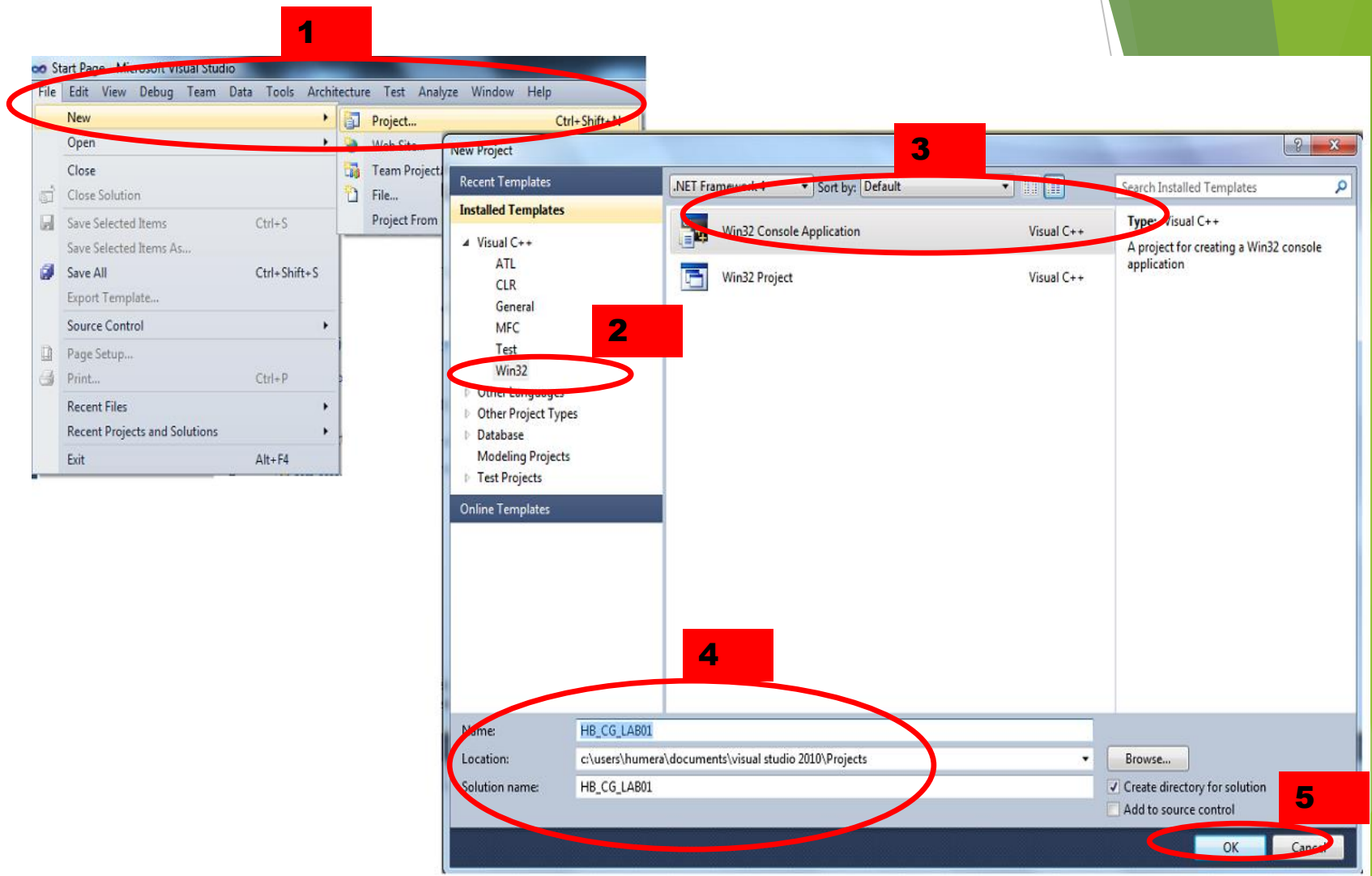


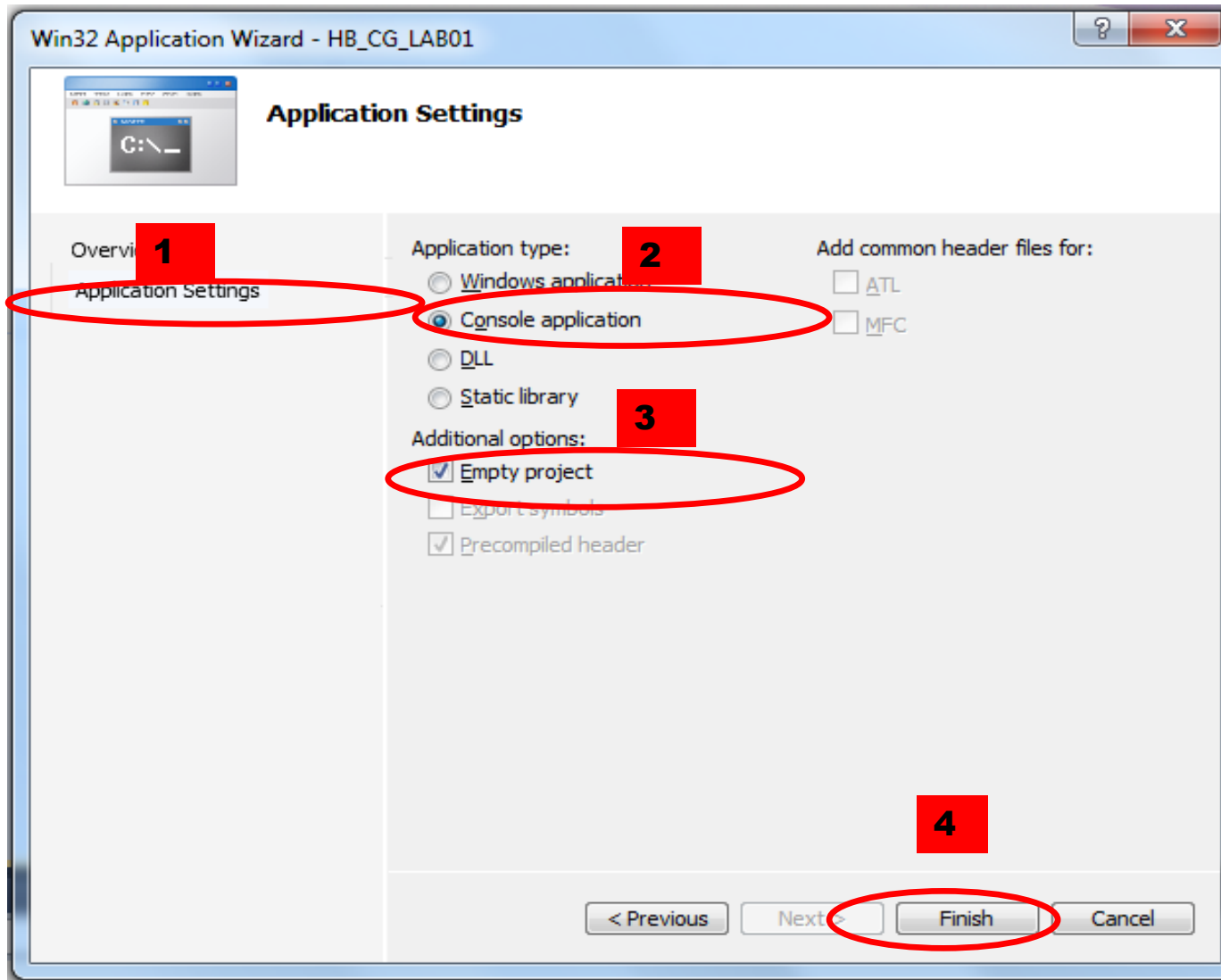
Practicing & Executing Basic OpenGL Program

Open GL Lab01

Setting up Your First OpenGL Program







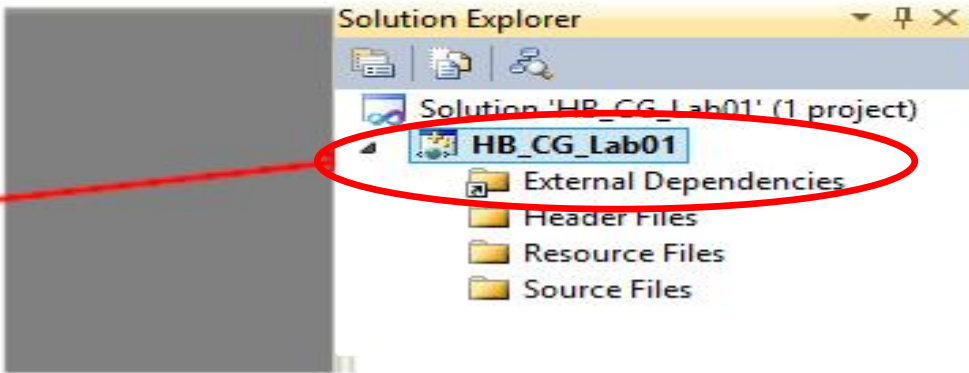
Close

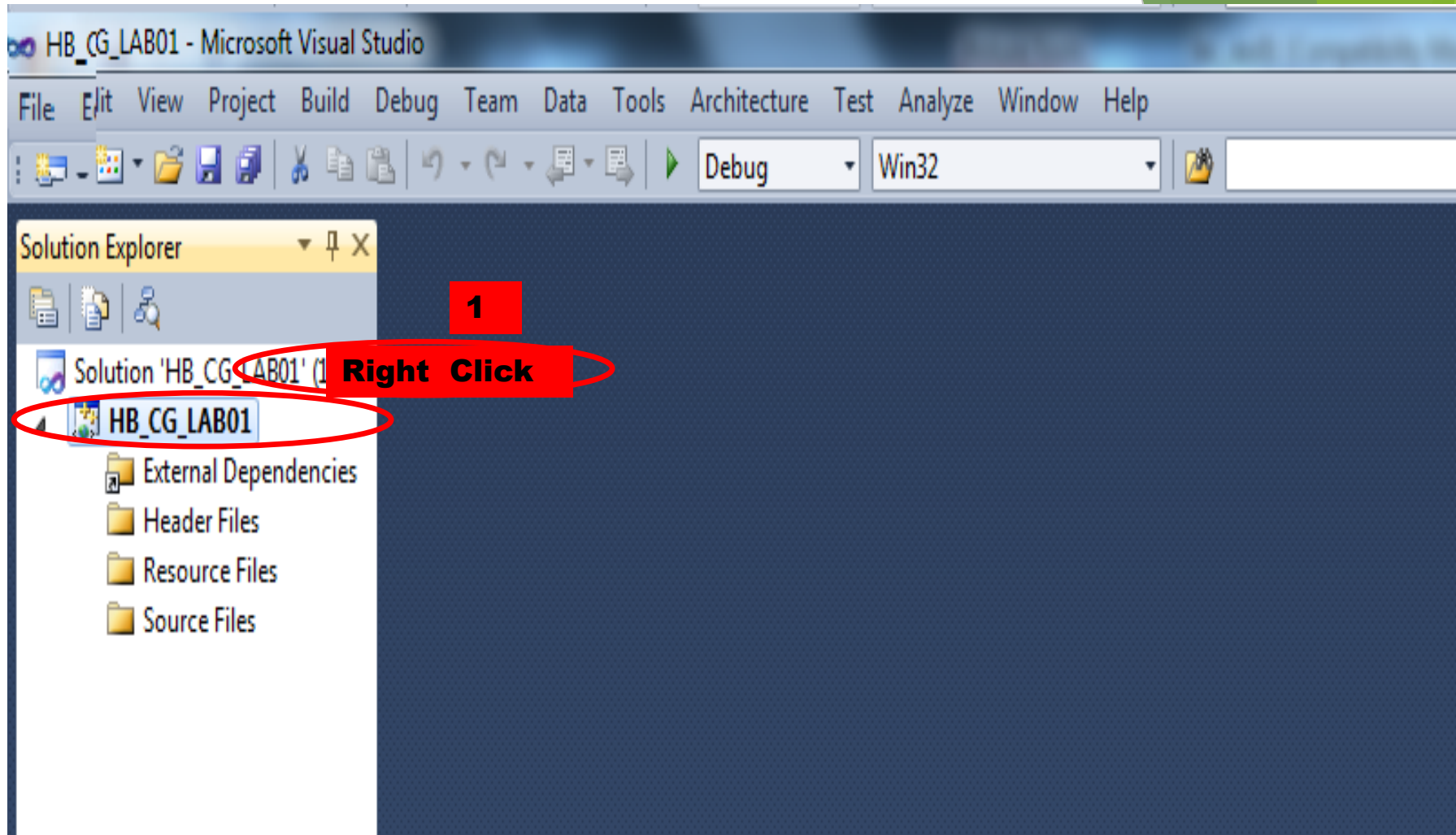


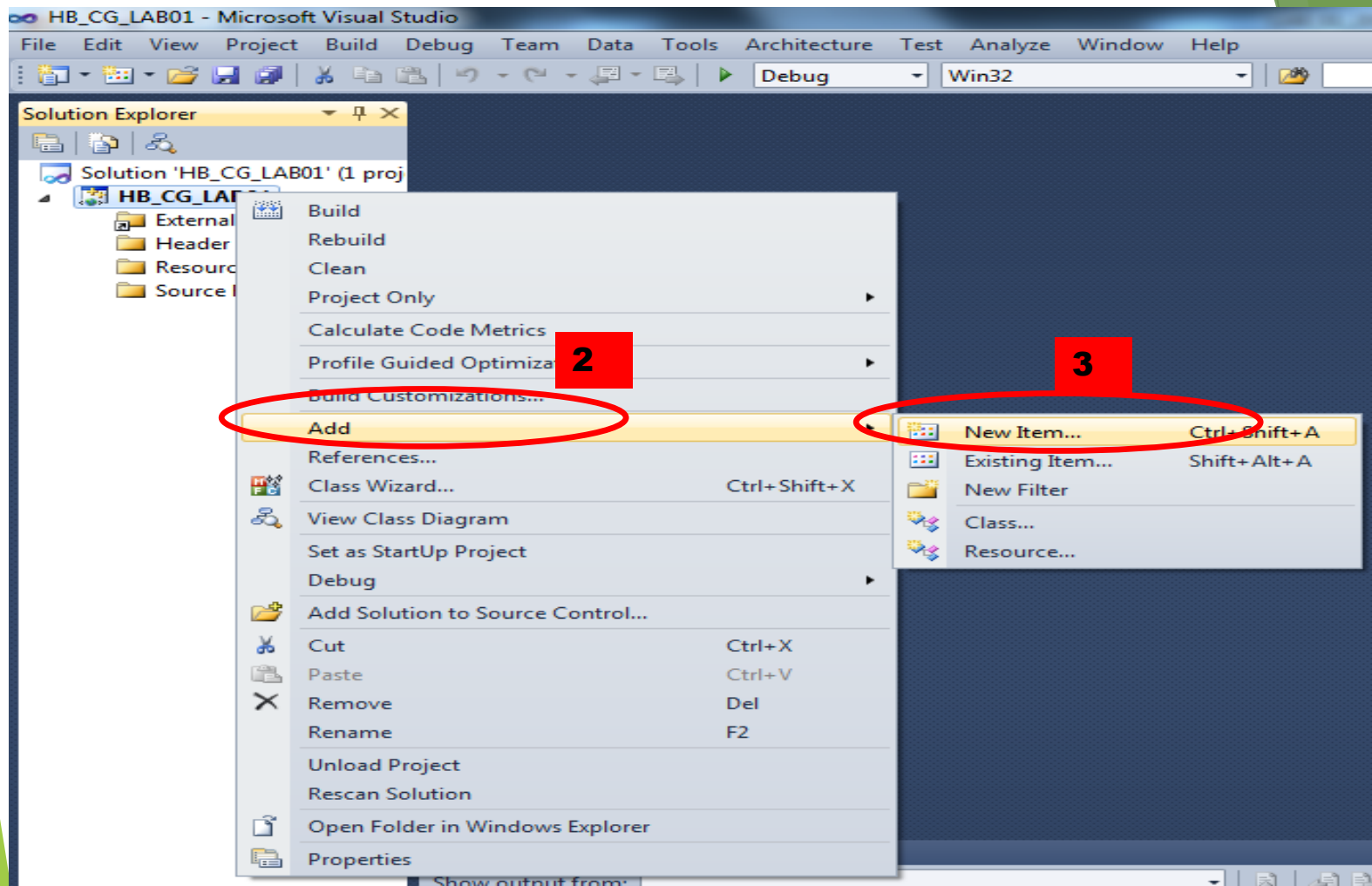
Left Click

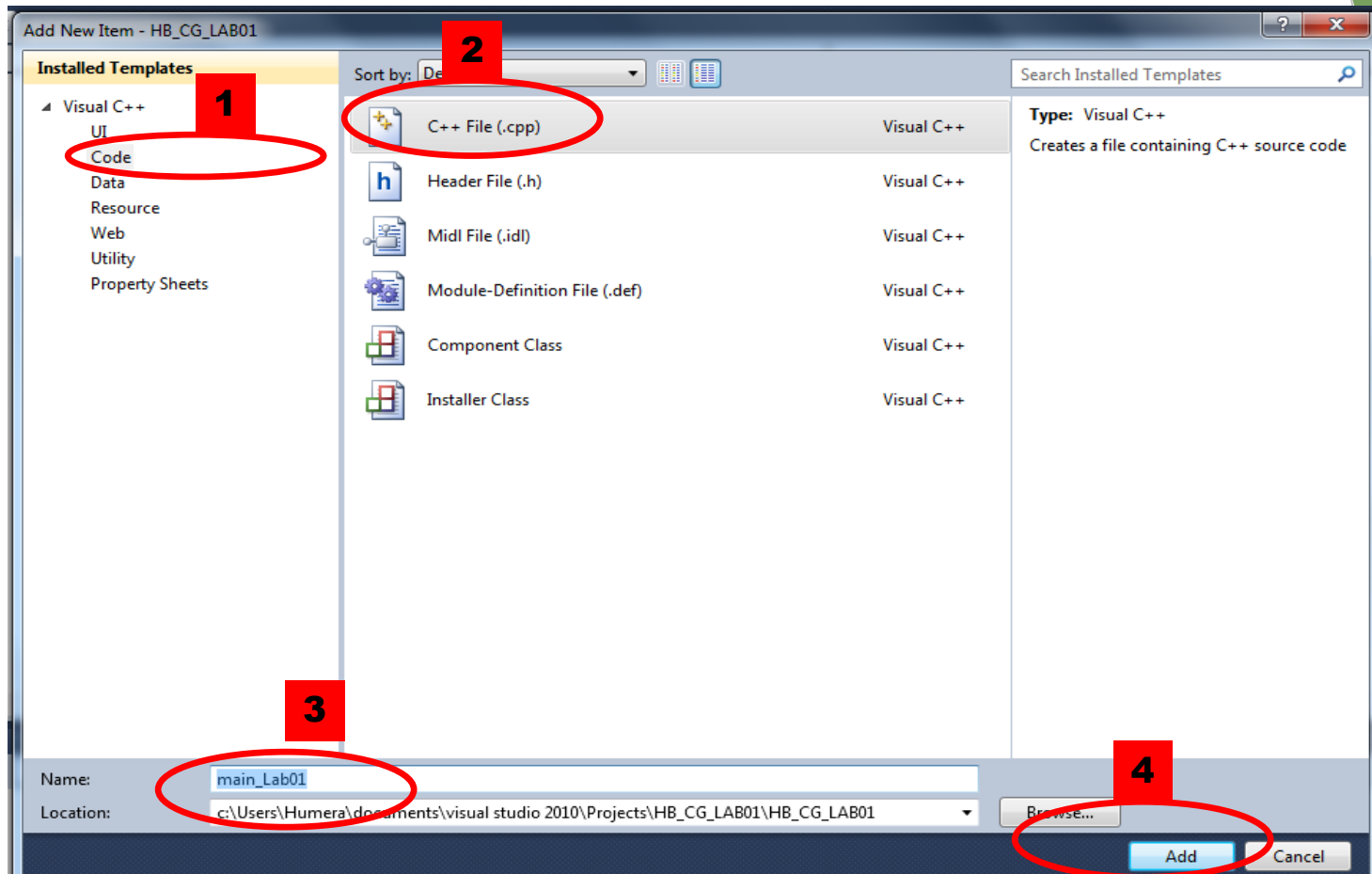


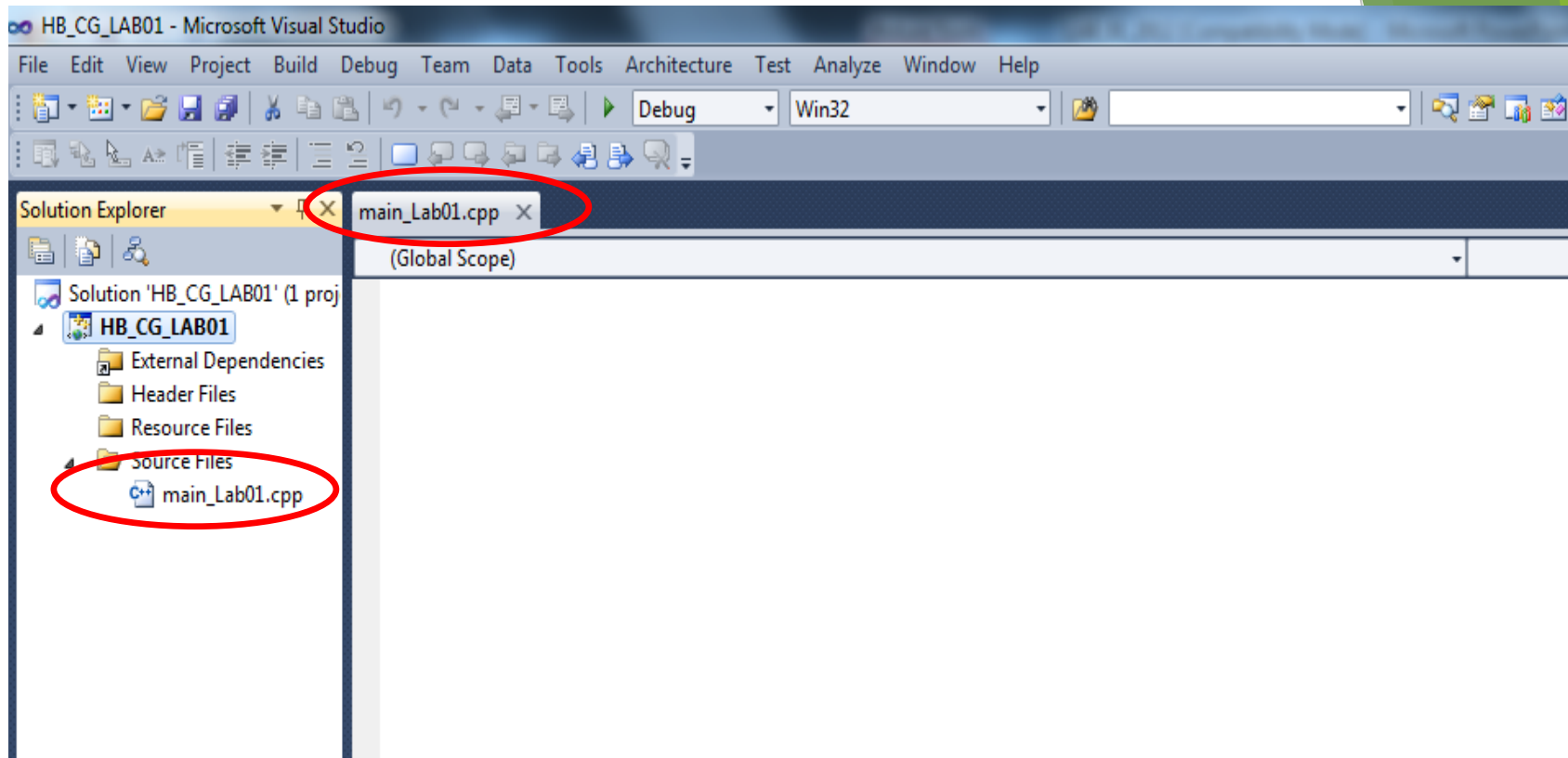
Right Click



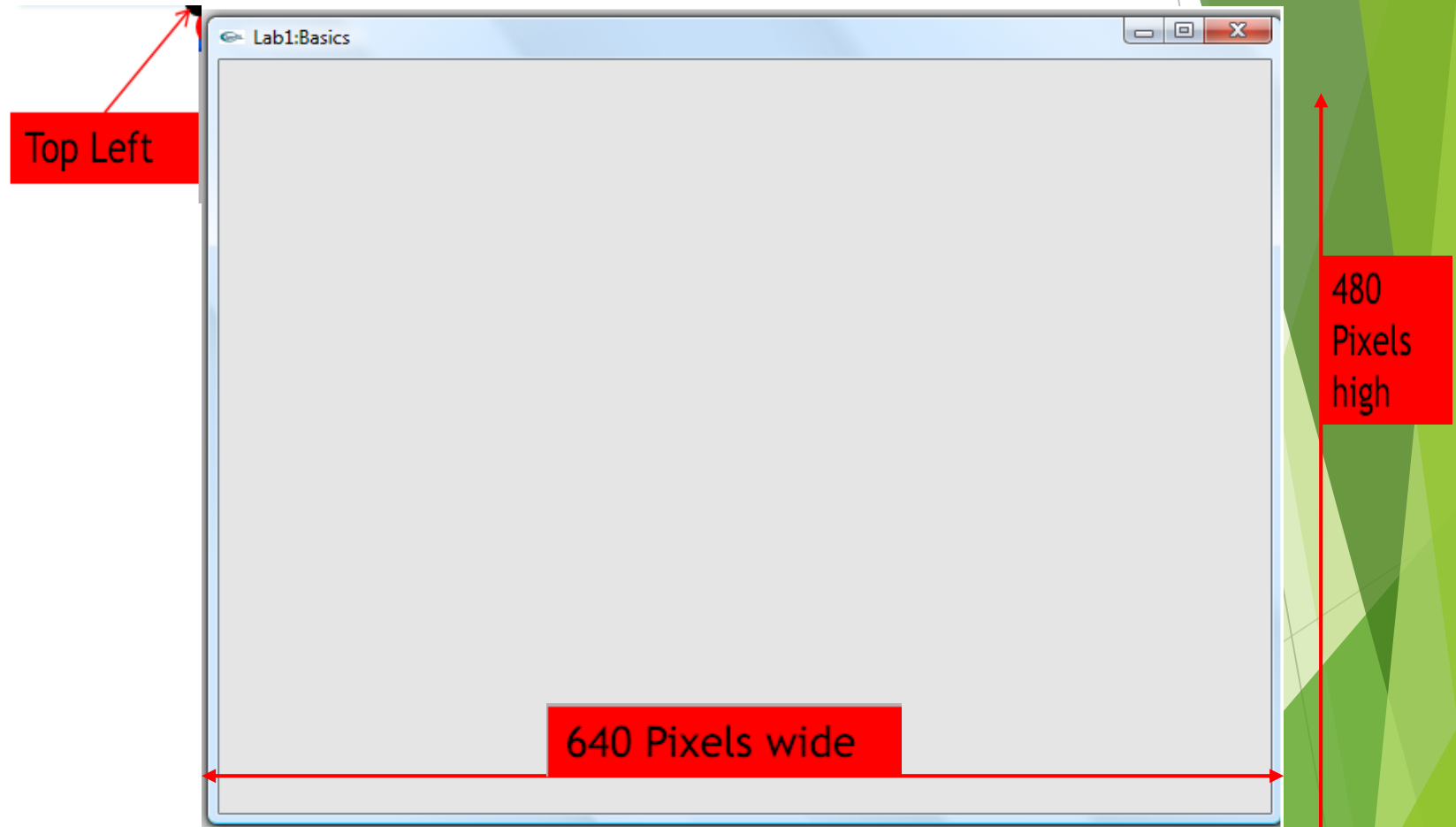








Type and Run the Code to Open an Output(viewport) Window



Write CODE To Open an Output Window:

```
#include <iostream>
#include <fstream>
#include <string>
#include <GL/glut.h>

using namespace std;

void myDisplay(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);
```

```
    glutInitWindowPosition(30, 30);
```

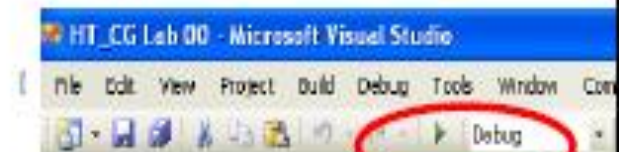
```
    glutCreateWindow(" HT First OGL Program");
```

```
    glutDisplayFunc(mvDisplay); //register display func. as callback
```

```
    glutMainLoop(); //gui loop that waits for events to occur
```

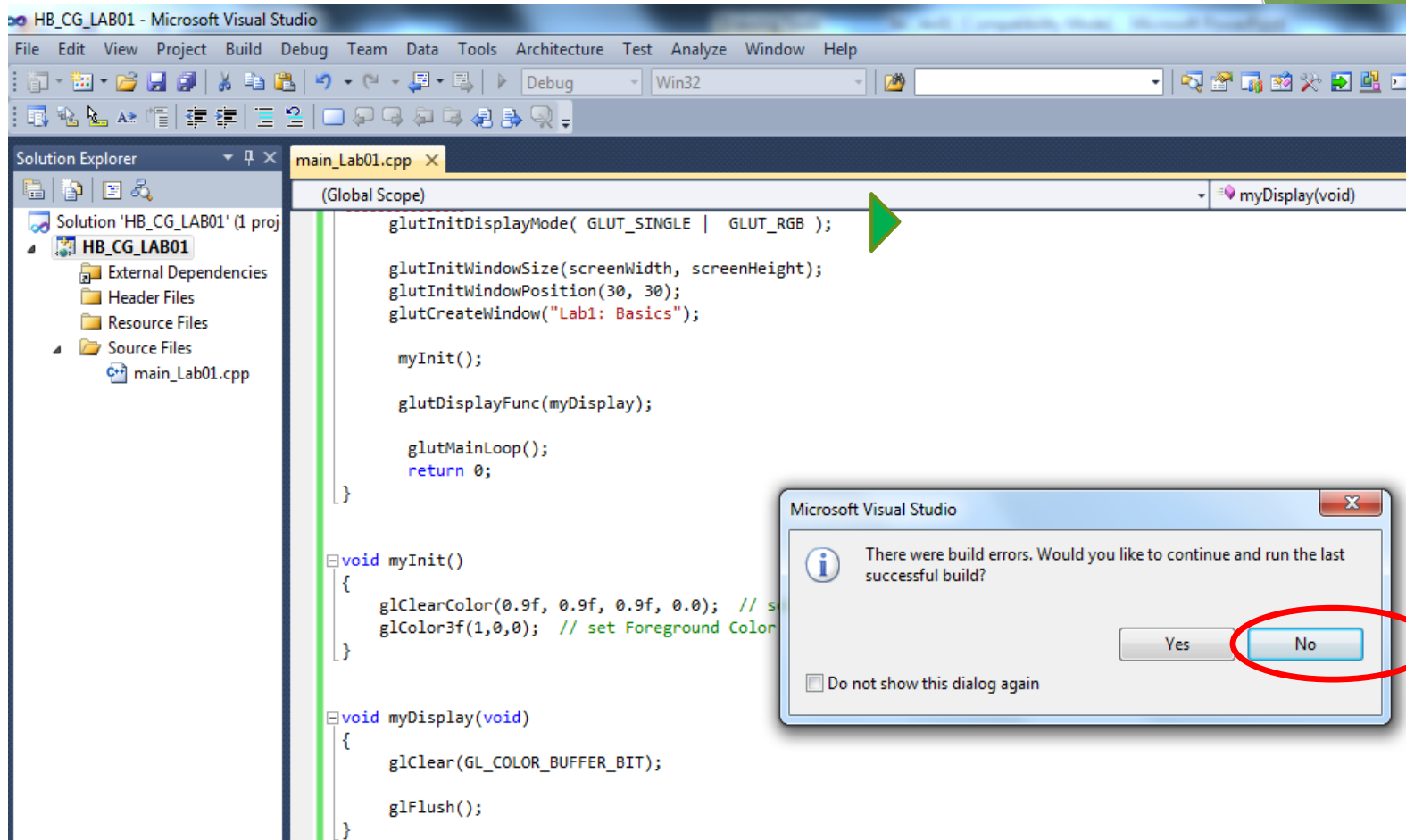
```
    return 0;
```

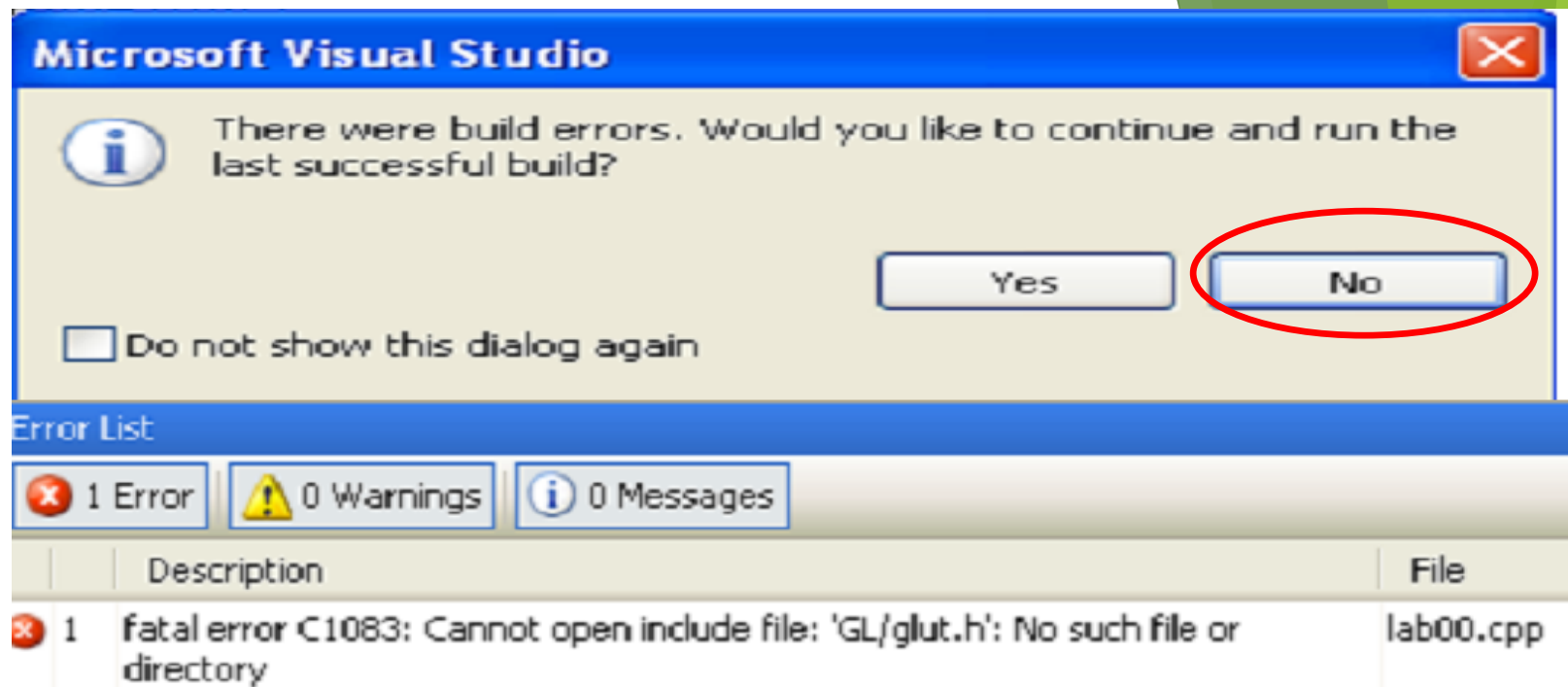
```
}
```



Run Program

Click to execute





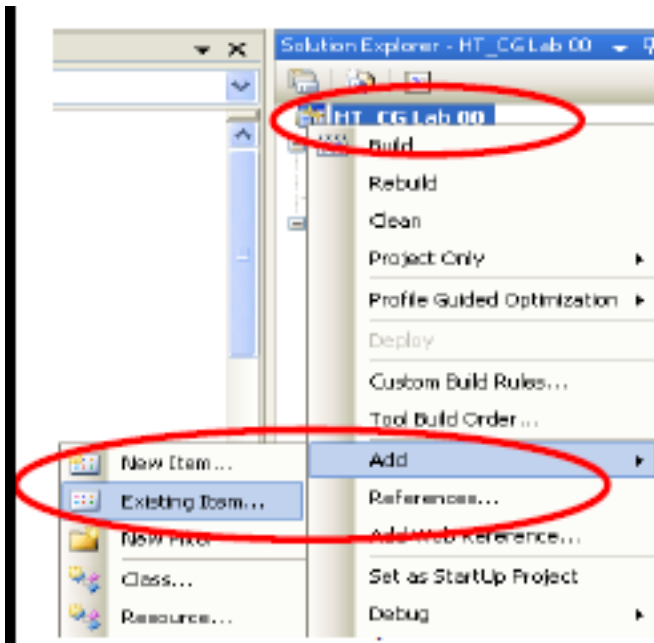
- ✓ Place glut32.dll into C:\Windows\System32.
- ✓ Place glut.h into C:\ProgramFiles\VS2010\Vc7\PlatformSDK\Include\GL
- ✓ Place glut32.lib into C:\Program Files\VS2010\Vc7\PlatformSDK\Lib

Adding Sound to your Program

My Documents > Visual Studio 2010 > Projects > HB_CG_Lab01 > HB_CG_Lab01

backmusic
HB_CG_Lab01.vcxproj
JUNGLE
ouch
wav

HB_CG_Lab01
HB_CG_Lab01.vcxproj
main_Lab01
shoot



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

Inside main()

```
glutDisplayFunc(myDisplay);
```

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

```
glutMainLoop();
```