

iGraphics with CodeBlocks IDE

Suppose your CodeBlocks IDE is installed in **C:\Program Files (x86)\CodeBlocks**

Now do the following:

Copy **glaux.h** and **glut.h** to **C:\Program Files (x86)\CodeBlocks\MinGW\include\GL**

Copy **libglut32.a** and **glaux.lib** to **C:\Program Files (x86)\CodeBlocks\MinGW\lib**

Check whether **glu32.dll** and **opengl32.dll** exists in **C:\Windows\System32**

Create a new project in CodeBlocks

New

Open... Ctrl-O
Open with hex editor
Open default workspace:
Recent projects
Recent files

Import project

Save file Ctrl-S
Save file as...
Save all files Ctrl-Shift-S

Save project
Save project as...
Save project as template...
Save all projects

Save workspace
Save workspace as...

Save everything Alt-Shift-S

Close file Ctrl-W
Close all files Ctrl-Shift-W
Close project
Close all projects
Close workspace

Print...
Export
Properties...

Quit Ctrl-Q

Empty file Ctrl-Shift-N

Class...

Project...

Build target...

File...

Custom...

From template...

Nassi Shneiderman diagram

Code::Blocks
The open source, cross-platform IDE

[Release 13.12 rev 9501 \(2013/12/25 19:25:45\) gcc 4.7.1 Windows/unicode - 32 bit](#)

[Create a new project](#) [Open an existing project](#) [Tip of the Day](#)

[Visit the Code::Blocks forums](#) [Report a bug](#) [Request a new feature](#)

Recent projects

Code::Blocks x Search results x Cccc x **Build log** x Build messages x CppCheck x CppCheck messages x Cscope x Debugger x DoxyBlock

Create a new project default



Management

Projects Symbols File

Workspace

Start here

New from template

Projects

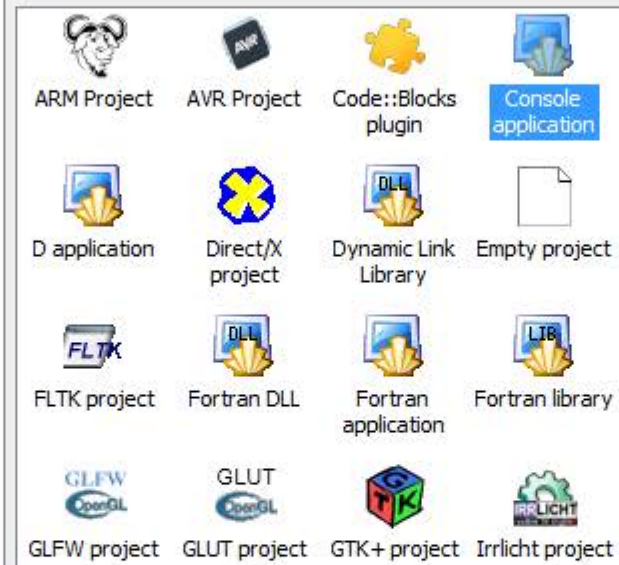
Build targets

Files

Custom

User templates

Category: <All categories>



Go

Cancel

View as

☒ Large icons☐ List

TIP: Try right-clicking an item

1. Select a wizard type first on the left
2. Select a specific wizard from the main window (filter by categories if needed)
3. Press Go

Logs & others

Code::Blocks Search results Cccc Build log Build messages CppCheck CppCheck messages Cscope Debugger DoxyBlock

default





Management

Projects Symbols File

Workspace

Start here

Console application



Welcome to the new console application wizard!
This wizard will guide you to create a new console application.

When you're ready to proceed, please click "Next"...

☐ Skip this page next time

< Back

Next >

Cancel

Logs & others

Code::Blocks Search results Cccc Build log Build messages CppCheck CppCheck messages Cscope Debugger DoxyBlock



Management

Projects Symbols File

Workspace

Start here

Console application



Please select the language you want to use.

Please make a selection

- C
- C++

< Back

Next >

Cancel

Logs & others

Code::Blocks Search results Cccc Build log Build messages CppCheck CppCheck messages Cscope Debugger DoxyBlock



Management

Projects Symbols File

Workspace

Start here

Console application



Please select the folder where you want the new project to be created as well as its title.

Project title:

Folder to create project in:

Project filename:

Resulting filename:

< Back

Next >

Cancel

Logs & others

Code::Blocks Search results Cccc Build log Build messages CppCheck CppCheck messages Cscope Debugger DoxyBlock



Management

Start here

Projects Symbols File

Workspace

Console application



Please select the compiler to use and which configurations you want enabled in your project.

Compiler:

GNU GCC Compiler

☒ Create "Debug" configuration: Debug

"Debug" options

Output dir.: bin\Debug\

Objects output dir.: obj\Debug\

☒ Create "Release" configuration: Release

"Release" options

Output dir.: bin\Release\

Objects output dir.: obj\Release\

< Back

Finish

Cancel

Logs & others

Code::Blocks Search results Cccc Build log Build messages CppCheck CppCheck messages Cscope Debugger DoxyBlock

Save project

Close project

Add files...

Add files recursively...

Remove files...

Find file...

Project tree >

Add new virtual folder...

Format this project (AStyle)

Reparse this project

Build

Rebuild

Clean

Build options...

Open Project Folder in File Browser

Properties...

Add **iGraphics.h** and **iMain.cpp**. Instead of **iMain.cpp** you can also add any one of the following:

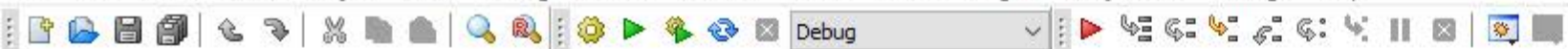
MouseDemo.cpp

TextInputDemo.cpp

PictureDemo.cpp

Watch.cpp

BallDemo.cpp



Management

Projects Symbols File

Workspace
MylGraphics

Add files to project...

<< Local Disk (D:) > MylGraphics

Search MylGraphics

Organize

New folder

OneDrive

This PC

Desktop

Documents

Downloads

Music

Pictures

Videos

OS (C:)

Local Disk (D:)

Rifat (E:)

Name

Date modified

Type

iGraphics

2/29/2016 8:55 PM

Header file

iMain

2/10/2014 12:35 AM

C++ source file

MylGraphics

4/24/2016 3:38 PM

project file

File name: "iMain" "iGraphics"

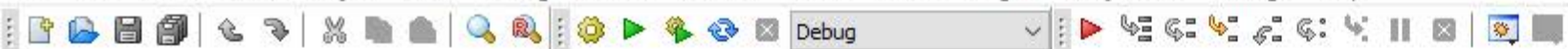
All files (*.*)

Open

Cancel

Logs & others

Code::Blocks Search results Cccc Build log Build messages CppCheck CppCheck messages Cscope Debugger DoxyBlock



Management

Projects Symbols File

Workspace
MylGraphics

Multiple selection

Select the targets this file should belong to:

- ☒ Debug
- ☒ Release

Wildcard select

Toggle selection

Select All

Deselect All

Selected: 2

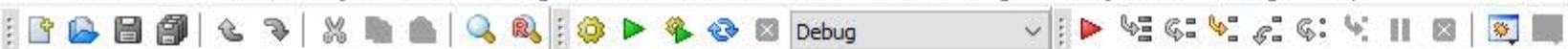
OK

Cancel

Logs & others

Code::Blocks Search results Cccc Build log Build messages CppCheck CppCheck messages Cscope Debugger DoxyBlock





Management

Projects Symbols File

Workspace

MyIGraphics

Sources

iMain.cpp

Headers

iGraphics.h

Project build options

MyIGraphics

Debug

Release

Selected compiler

GNU GCC Compiler

Compiler settings

Linker settings

Search directories

Pre/post build steps

Custom variables

"Make" commands

Policy:

Append target options to project options

Link libraries:

Add

Edit

Delete

Clear

Copy selected to...

Other linker options:

OK

Cancel

Logs & others

Code::Blocks

Cscope Debugger DoxyBlock



Management

Projects Symbols File

Workspace

- MyIGraphics
 - Sources
 - iMain.cpp
 - Headers
 - iGraphics.h

Project build options

MyIGraphics

- Debug
- Release

Selected compiler: GNU GCC Compiler

Compiler settings Linker settings Search directories Pre/post build steps Custom variables "Make" commands

Policy: Append target options to project options

Link libraries:

Other linker options:

Add Edit Delete Clear

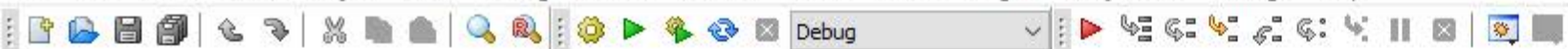
Copy selected to...

OK Cancel

Logs & others

Code::Blocks

Cscope Debugger DoxyBlock



Management

Projects Symbols Fil

Workspace

MyIGraphics

Sources

iMain.cpp

Headers

iGraphics.h

Project build options

MyIGraphics

Debug

Release

Selected compiler

GNU GCC Compiler

Compiler settings

Linker settings

Search directories

Pre/post build steps

Custom variables

"Make" commands

Policy:

Append target options to project options

Link libraries:

Other linker options:

Add library

File:

opengl32

OK

Cancel

Add

Edit

Delete

Clear

Copy selected to...

OK

Cancel

Logs & others

Code::Blocks

Cscope Debugger DoxyBlock

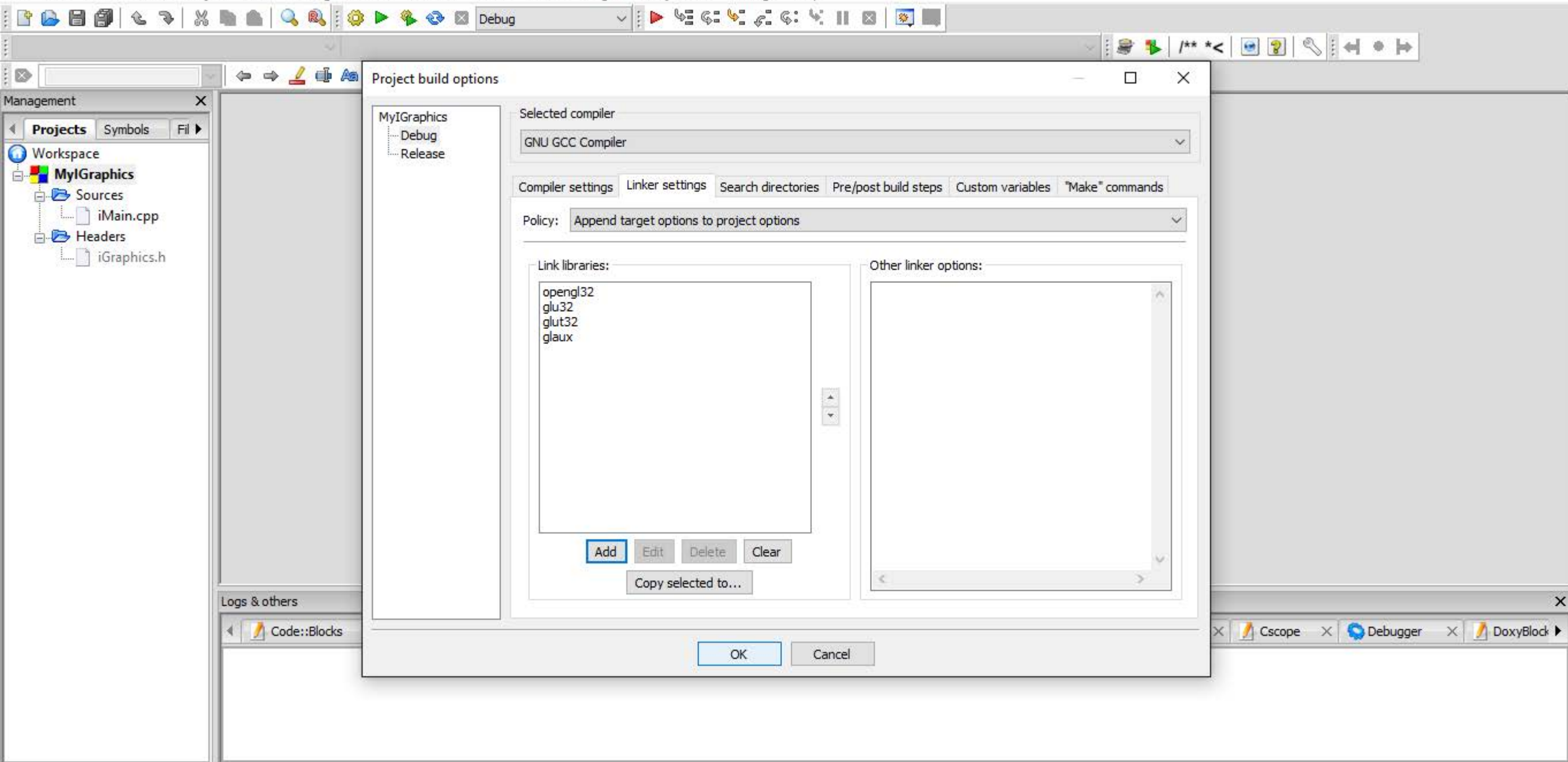
Add the following 4 in Link Libraries similar way:

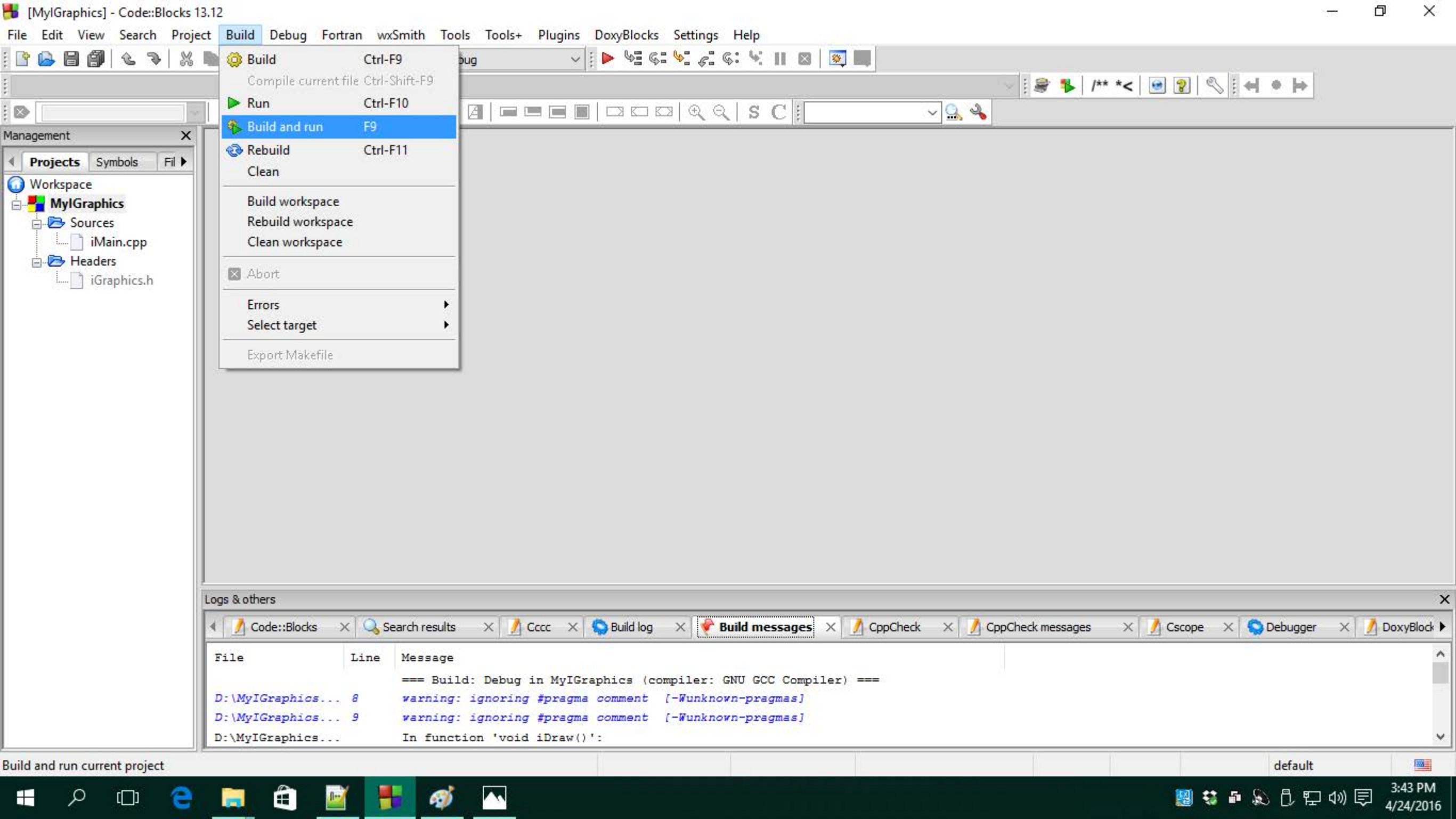
opengl32

glu32

glut32

glaux





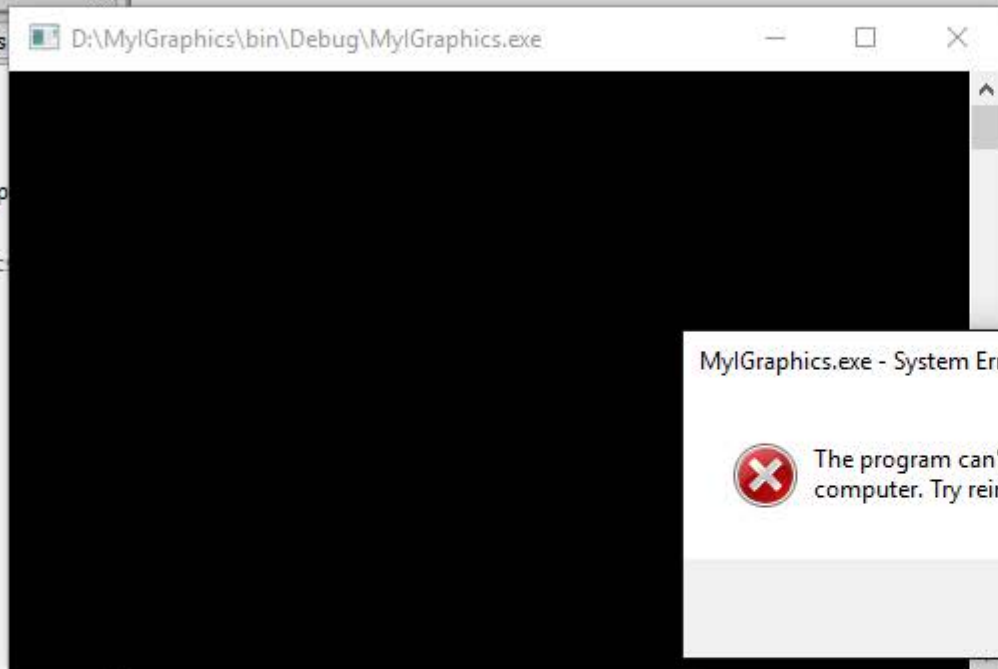


Management

Projects Symbols

Workspace

- MyIGraphics
 - Sources
 - iMain.cp
 - Headers
 - iGraphic



MyIGraphics.exe - System Error



The program can't start because GLAUX.DLL is missing from your computer. Try reinstalling the program to fix this problem.

OK

Logs & others

Code::Blocks Search results Cccc Build log Build messages CppCheck CppCheck messages Cscope Debugger DoxyBlock

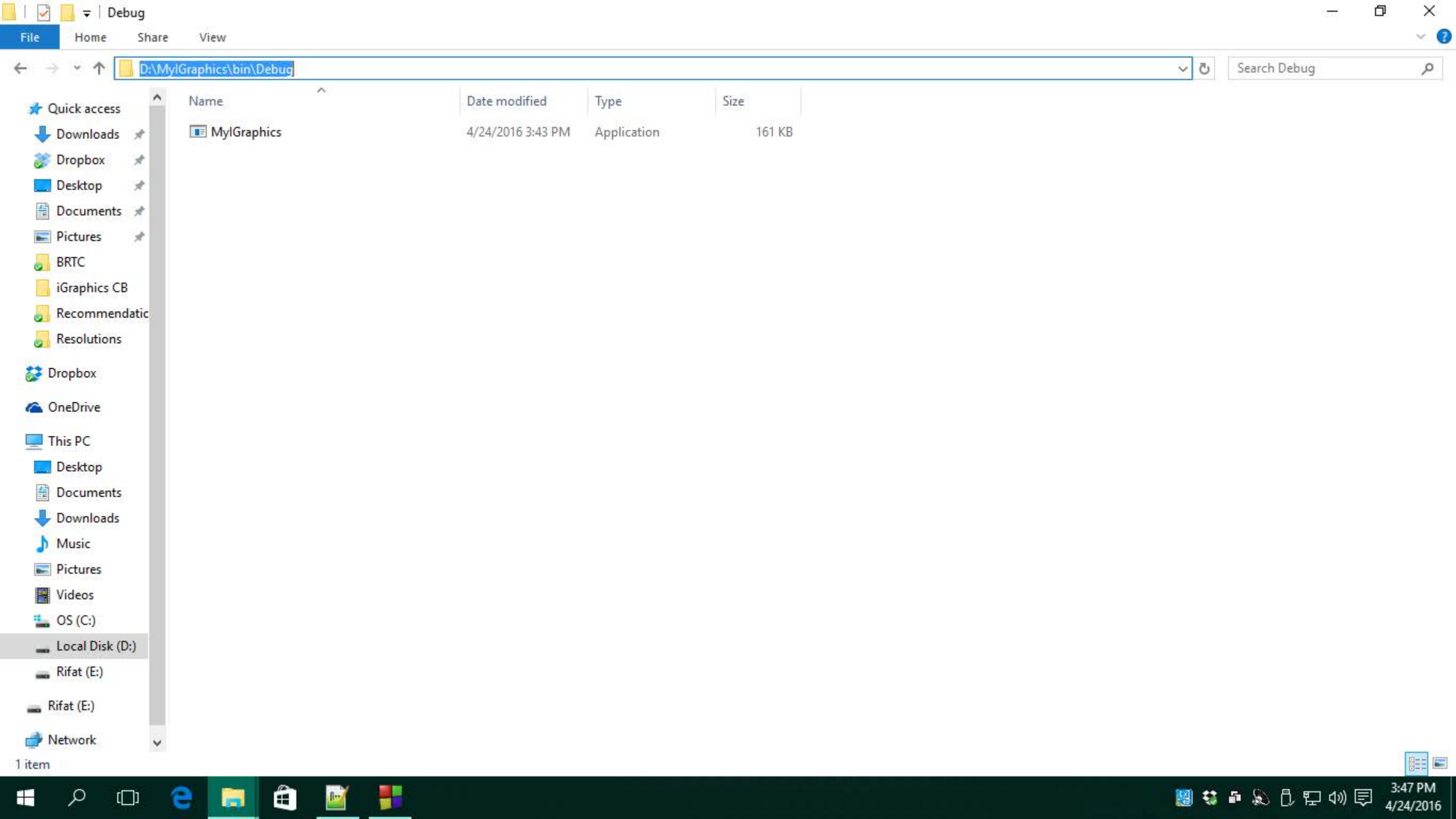
----- Run: Debug in MyIGraphics (compiler: GNU GCC Compiler)-----

Checking for existence: D:\MyIGraphics\bin\Debug\MyIGraphics.exe

Executing: "C:\Program Files (x86)\CodeBlocks/cb_console_runner.exe" "D:\MyIGraphics\bin\Debug\MyIGraphics.exe" (in D:\MyIGraphics\.)

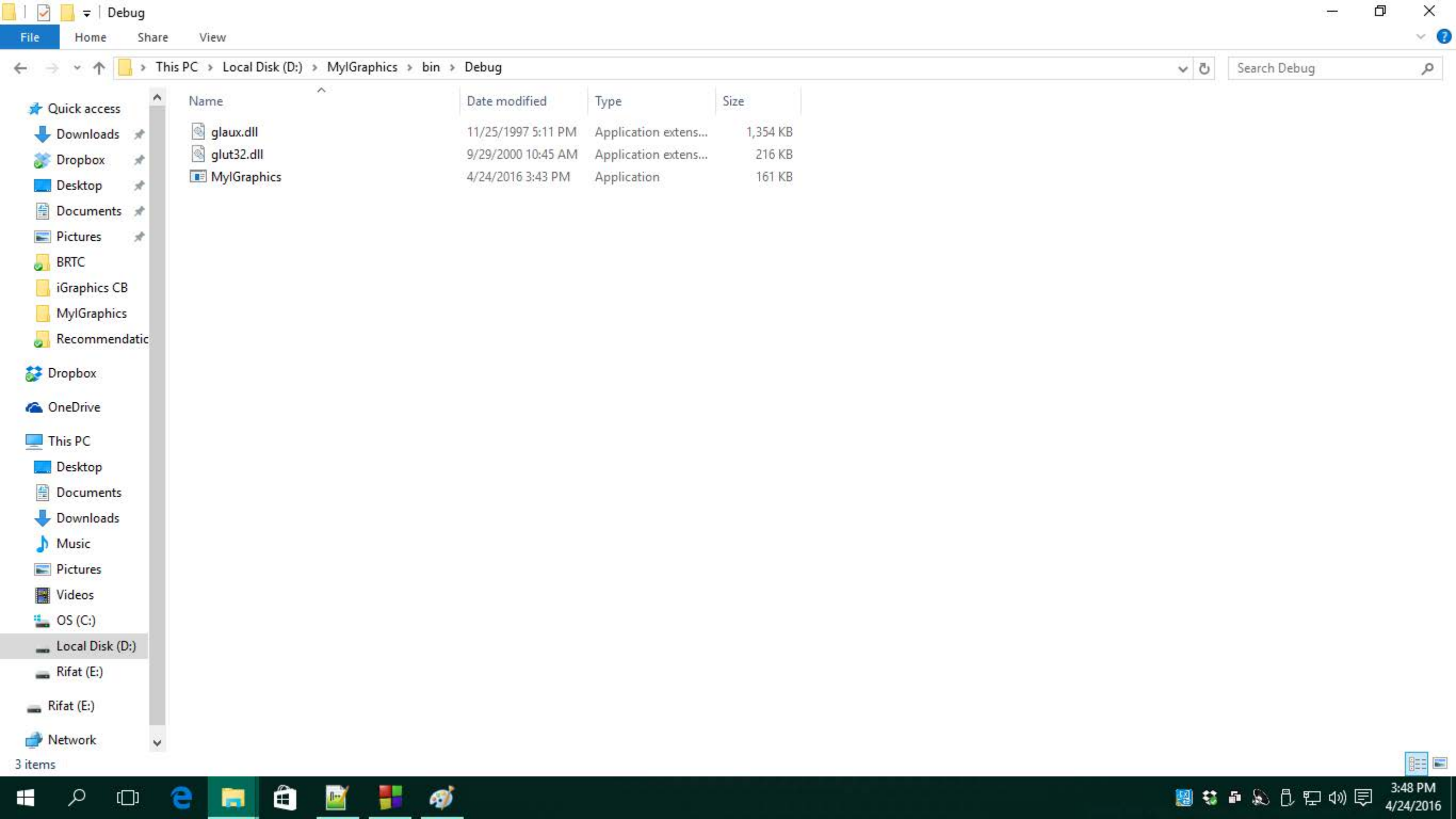
default





Suppose your project directory is **D:\MyGraphics**

Copy **glut32.dll** and **glaux.dll** to **D:\MyGraphics\bin\Debug**

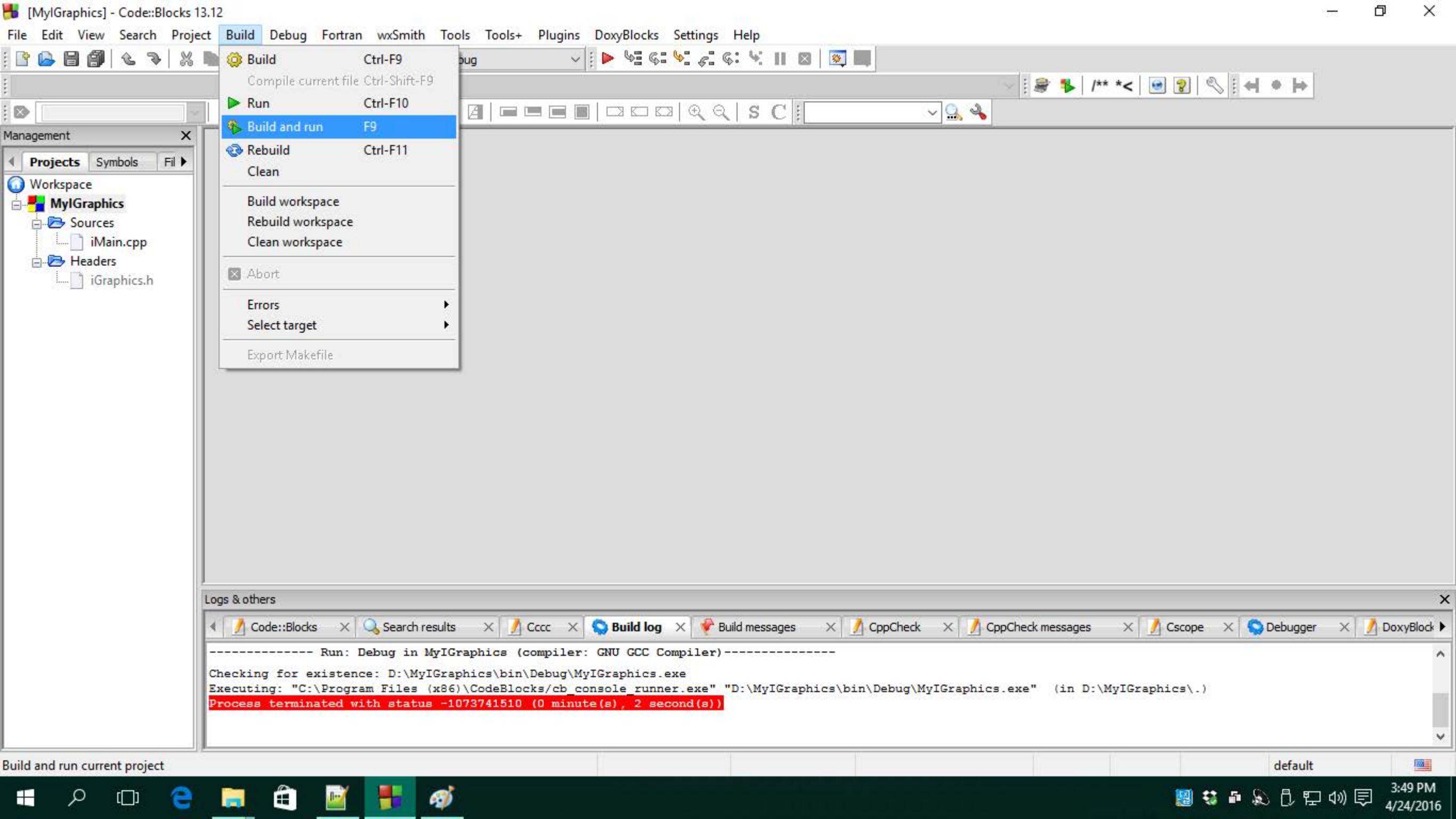


- ★ Quick access
- ↓ Downloads
- Dropbox
- Desktop
- Documents
- Pictures
- BRTC
- iGraphics CB
- MyGraphics
- Recommendatic

- Dropbox
- OneDrive
- This PC
 - Desktop
 - Documents
 - Downloads
 - Music
 - Pictures
 - Videos
- OS (C:)
- Local Disk (D:)
- Rifat (E:)
- Rifat (E:)
- Network

3 items

Name	Date modified	Type	Size
glaux.dll	11/25/1997 5:11 PM	Application extens...	1,354 KB
glut32.dll	9/29/2000 10:45 AM	Application extens...	216 KB
MyGraphics	4/24/2016 3:43 PM	Application	161 KB





Management

Projects Symbols File

Workspace

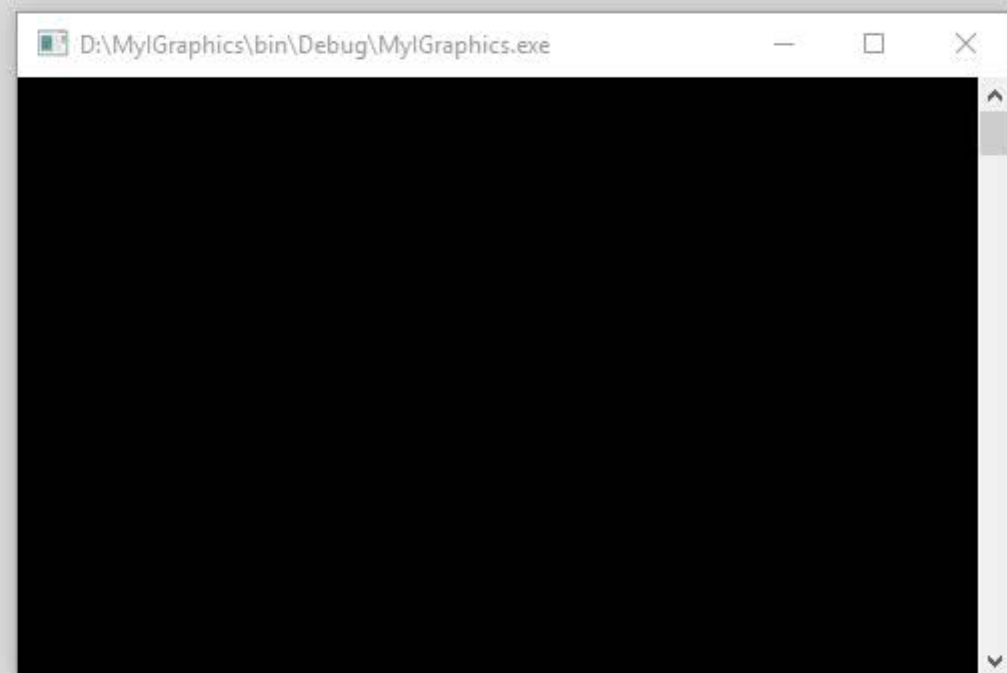
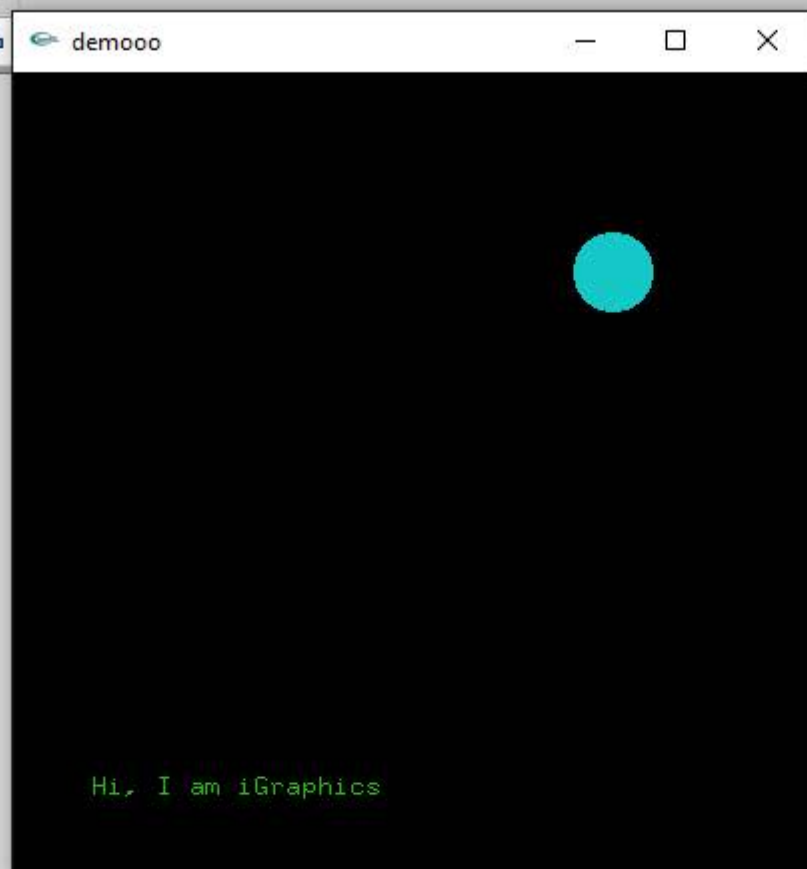
MyIGraphics

Sources

iMain.cpp

Headers

iGraphics.h



Logs & others

Code::Blocks Search results Cccc Build log Build messages CppCheck CppCheck messages Cscope Debugger DoxyBlock

----- Run: Debug in MyIGraphics (compiler: GNU GCC Compiler)-----

Checking for existence: D:\MyIGraphics\bin\Debug\MyIGraphics.exe

Executing: "C:\Program Files (x86)\CodeBlocks\cb_console_runner.exe" "D:\MyIGraphics\bin\Debug\MyIGraphics.exe" (in D:\MyIGraphics\.)

default

