

# Super GP Library v0.0.2

## -Configuration

### Declaration:

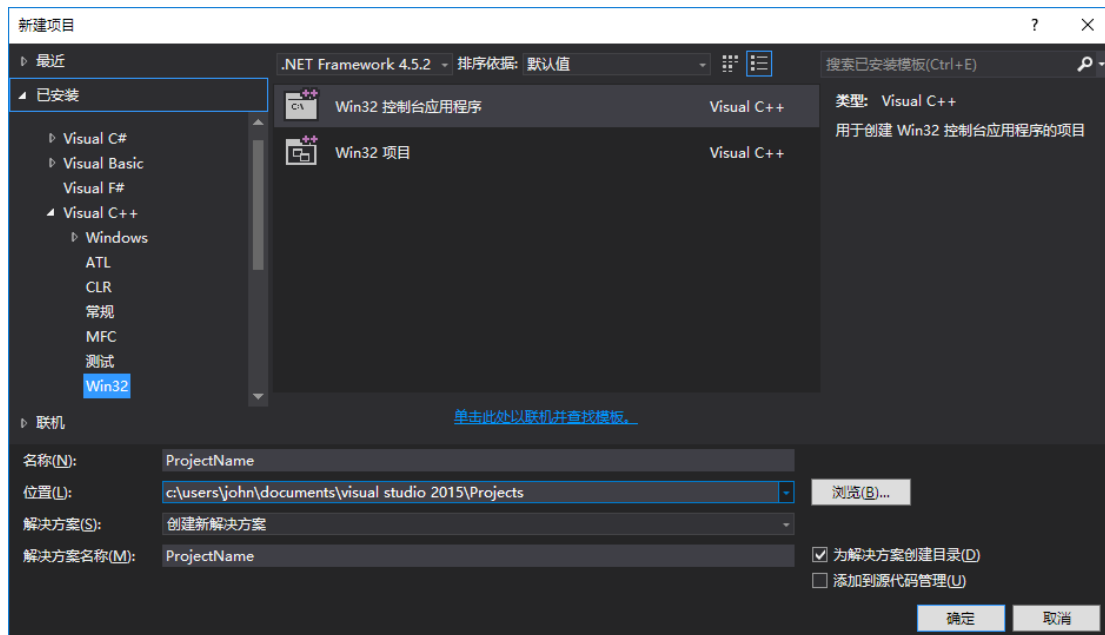
v0.0.2 is the third version of SGL. There're still many bugs in it. If users find any of them, try to contact the author with the information shown in the console. To be friendly to newcomers, the library is coded in C. The C++ library will come out soon.

### 1. Download

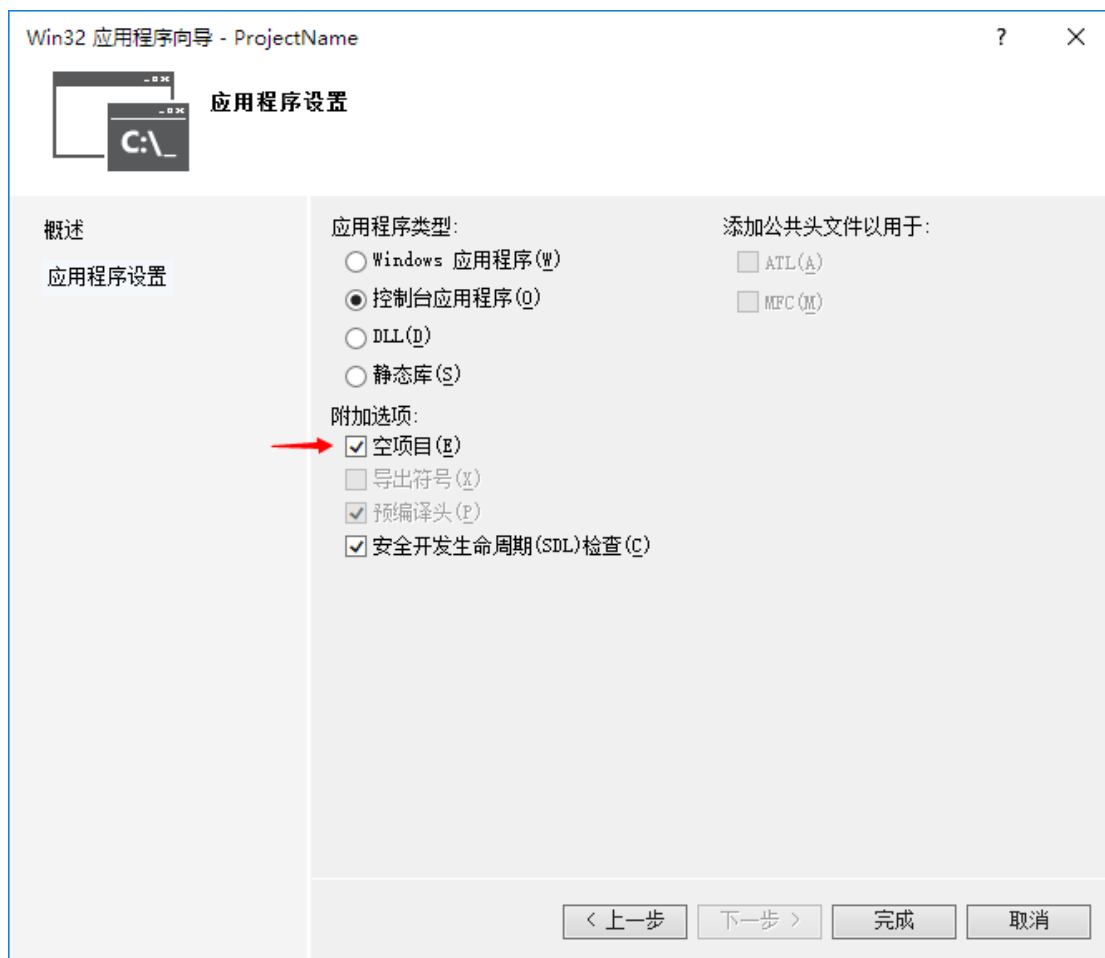
The library rar can be acquired from /\*QQ group, CSDN and \*/github. Unzip the rar and put the files in your favorite folder.

### 2. Create

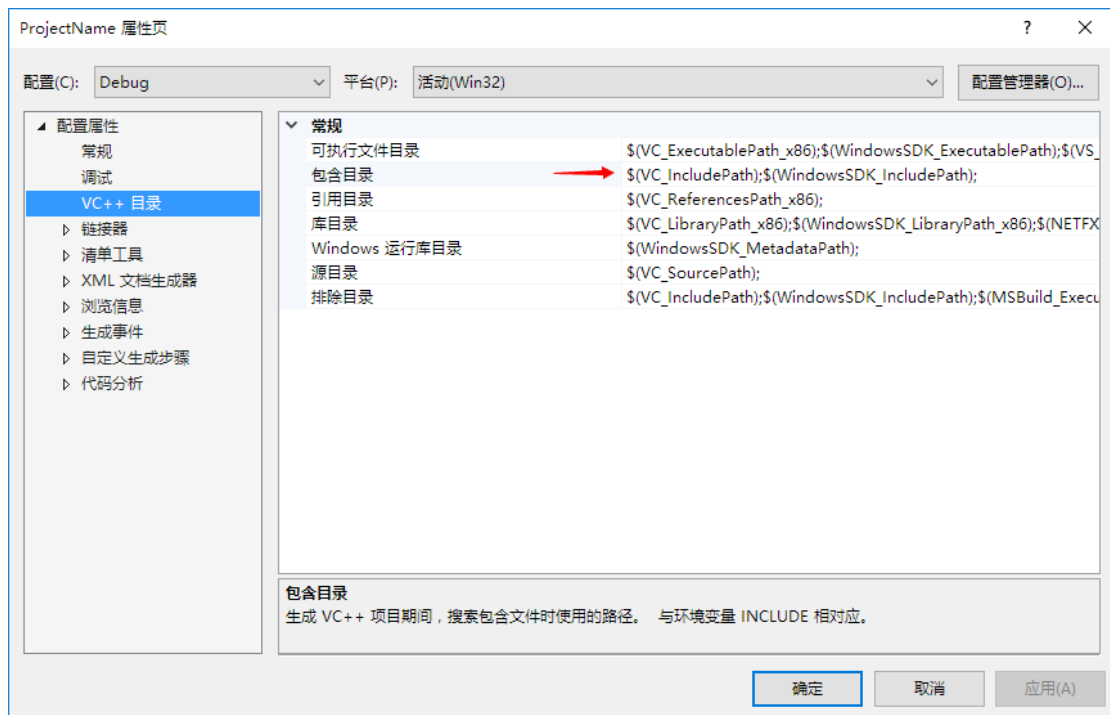
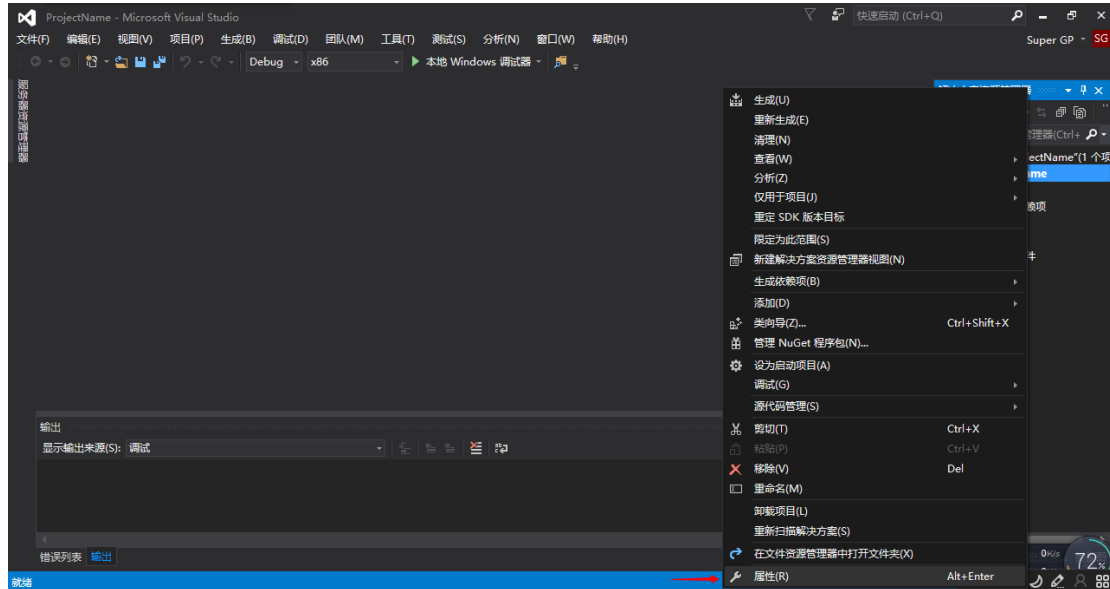
Open VS and create a new project. It doesn't matter which version your VS is.



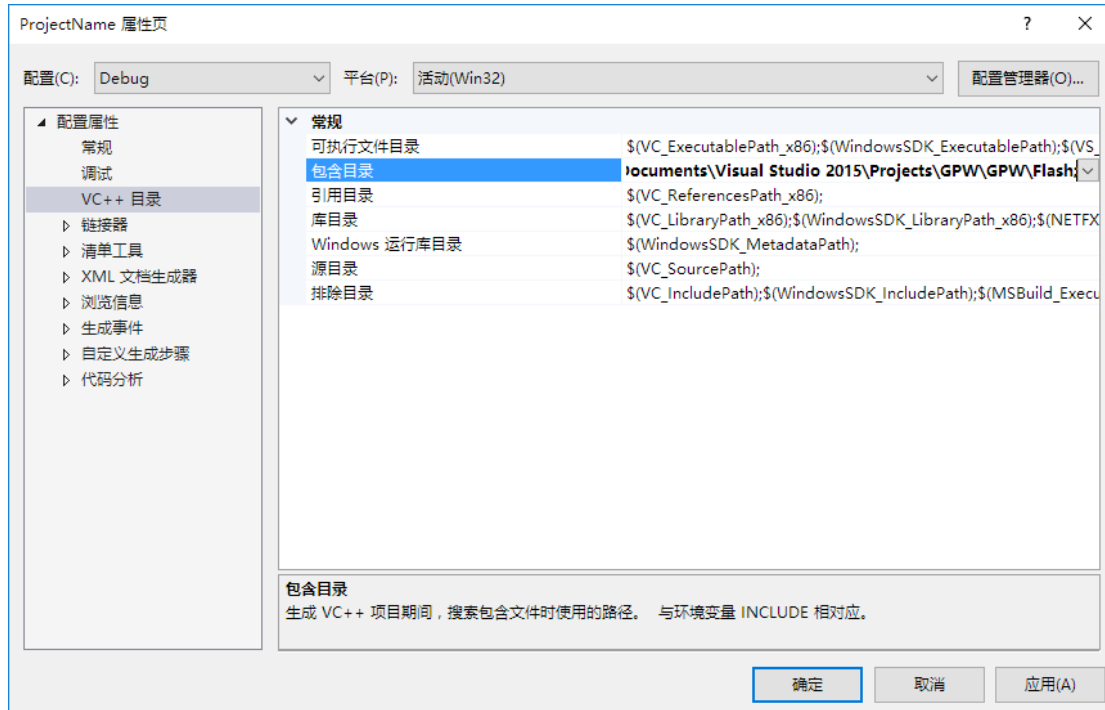
Then choose to create an empty project.



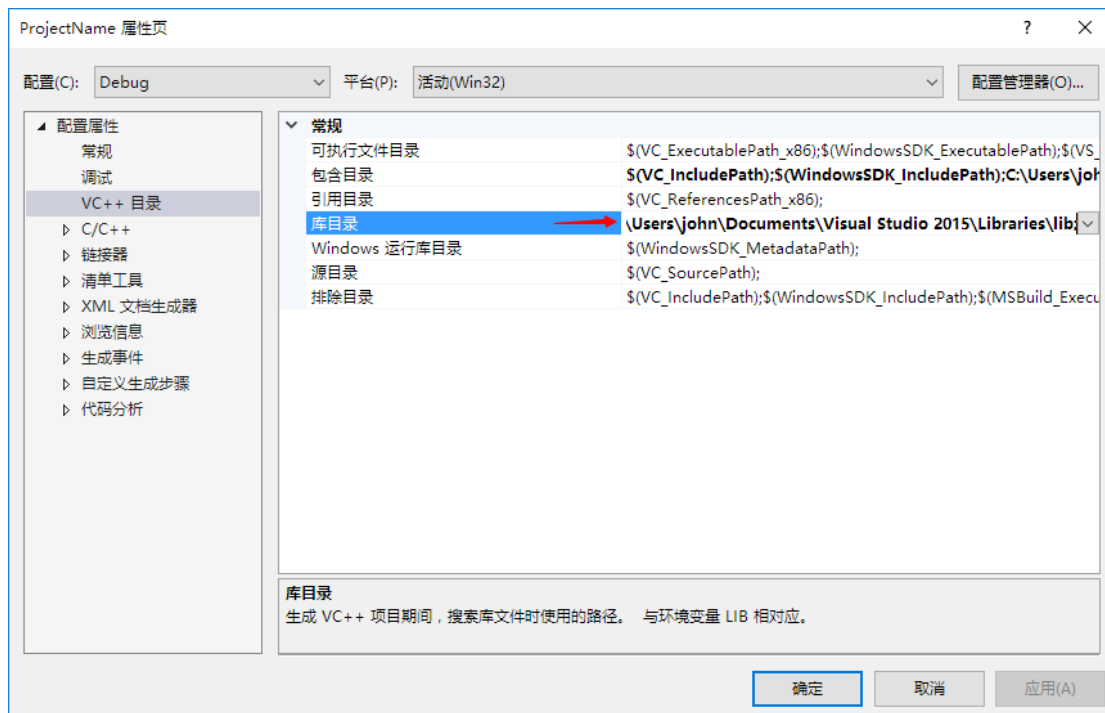
Then open attribute window.



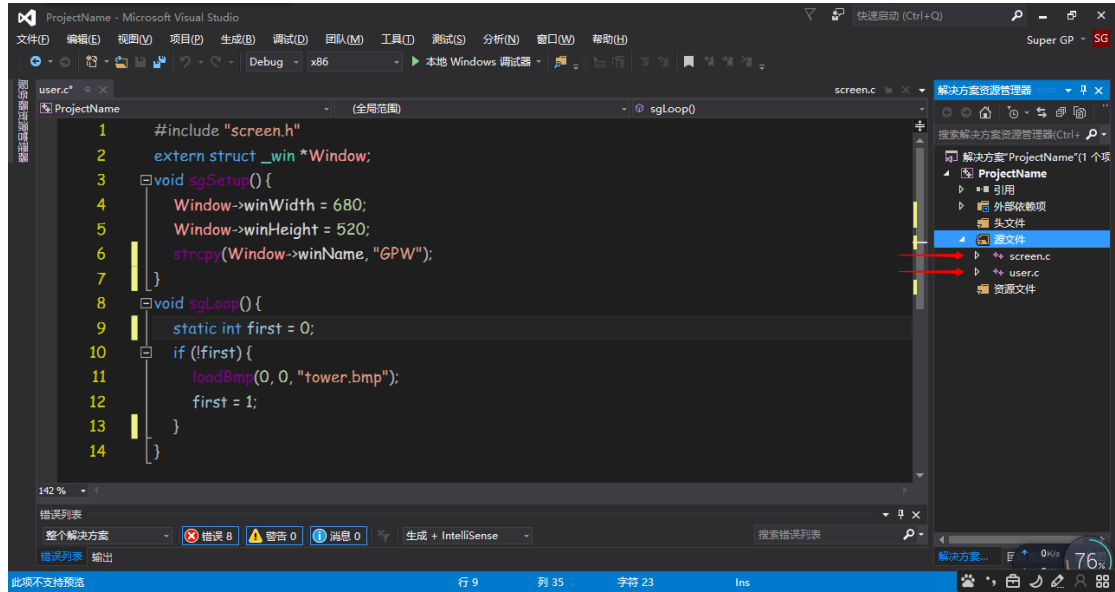
Add your folder which includes screen.h and three freeglut headers. If more than one paths need to be added, separate them with semicolon.



Add your folder which includes freeglut\_staticd.h.  
Again if more than one paths need to be added,  
separate them with semicolon.



Then add your codes and screen.c to this project.



Here we finish the configuration. Just compile it and run, and we can enjoy our coding life.