# Super GP Library v1.0.0

-Configuration

Declaration:

v1.0.0 is the ninth version of SGL. After working for months, there are much less bugs in it. This time the library can be used in both debug and release mode. And it can be used in both C and C++. Particularly, in this new version, text mode is enabled. However, if users find any bugs in it, try to contact the author with the information shown in the console.
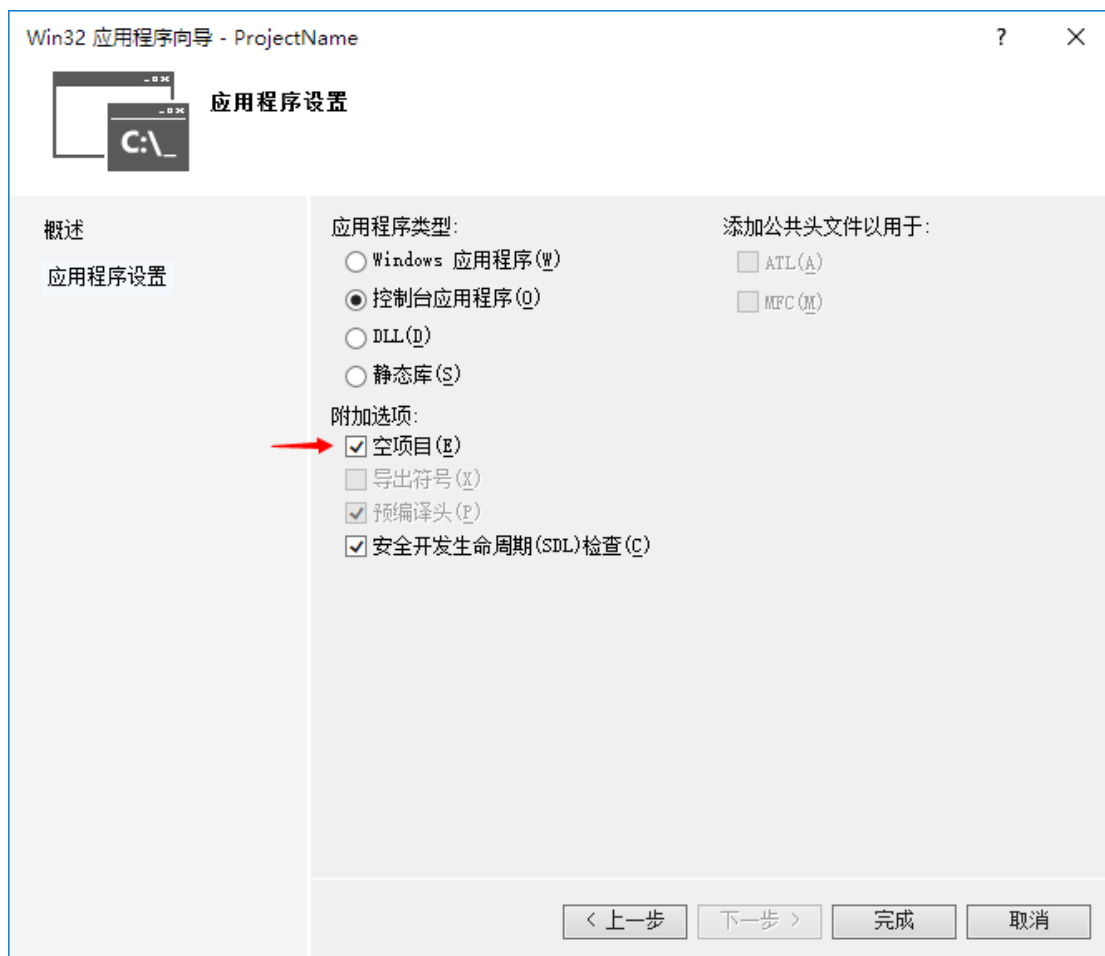
1. Download

The latest library zip can be acquired from github only. Unzip the zip and put the files in your favorite folder.
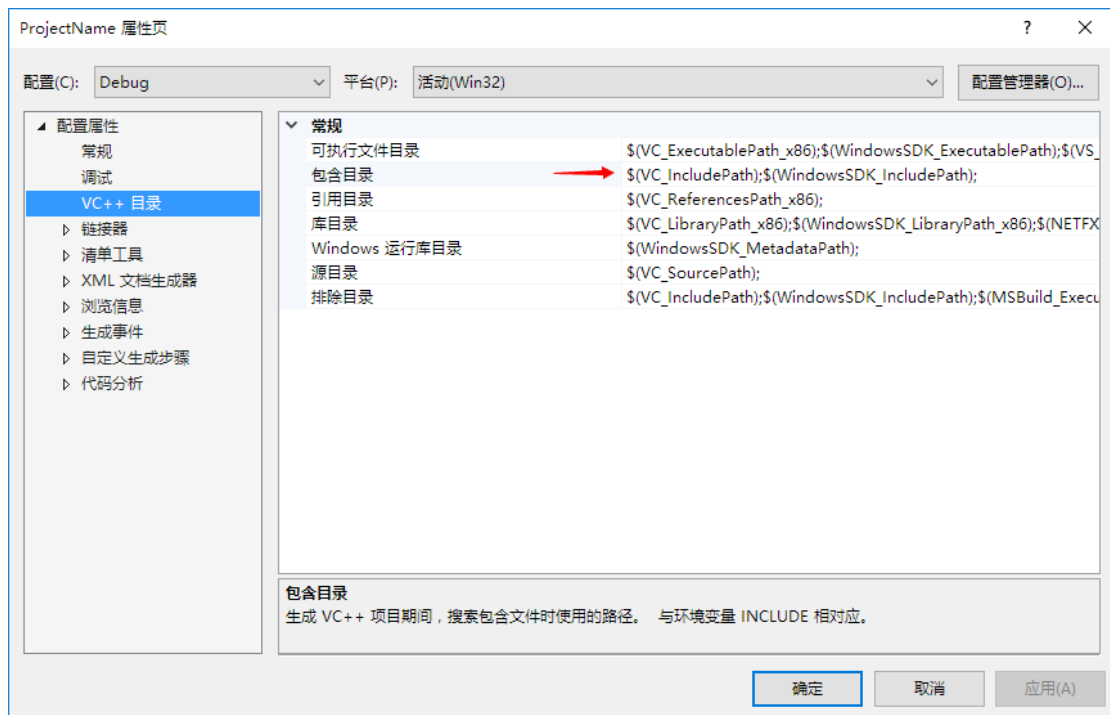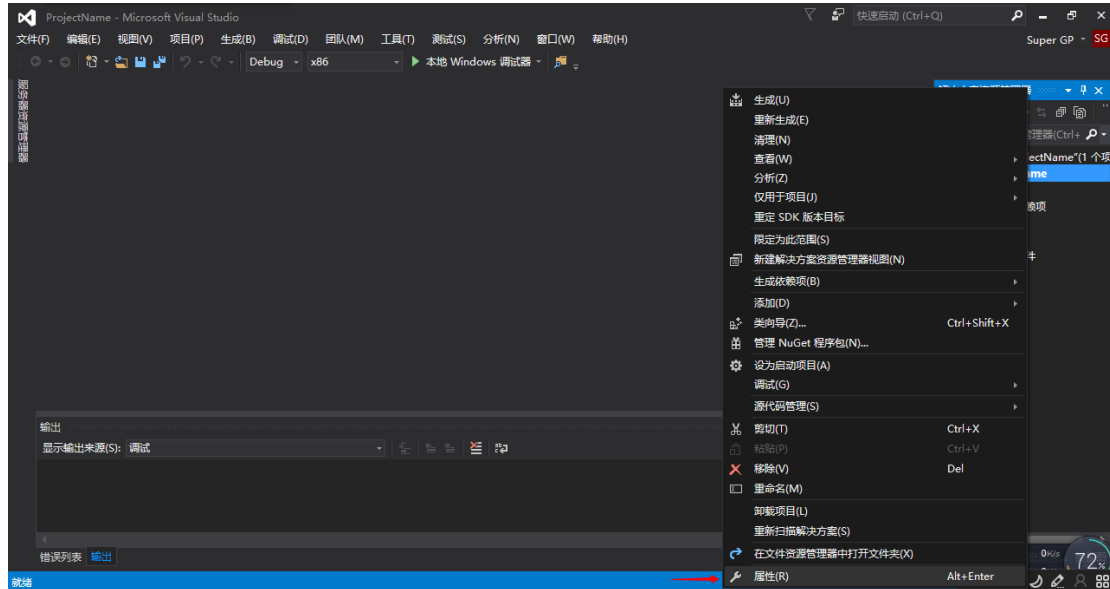
2. Create

Open VS and create a new project. It doesn't matter which version your VS is.
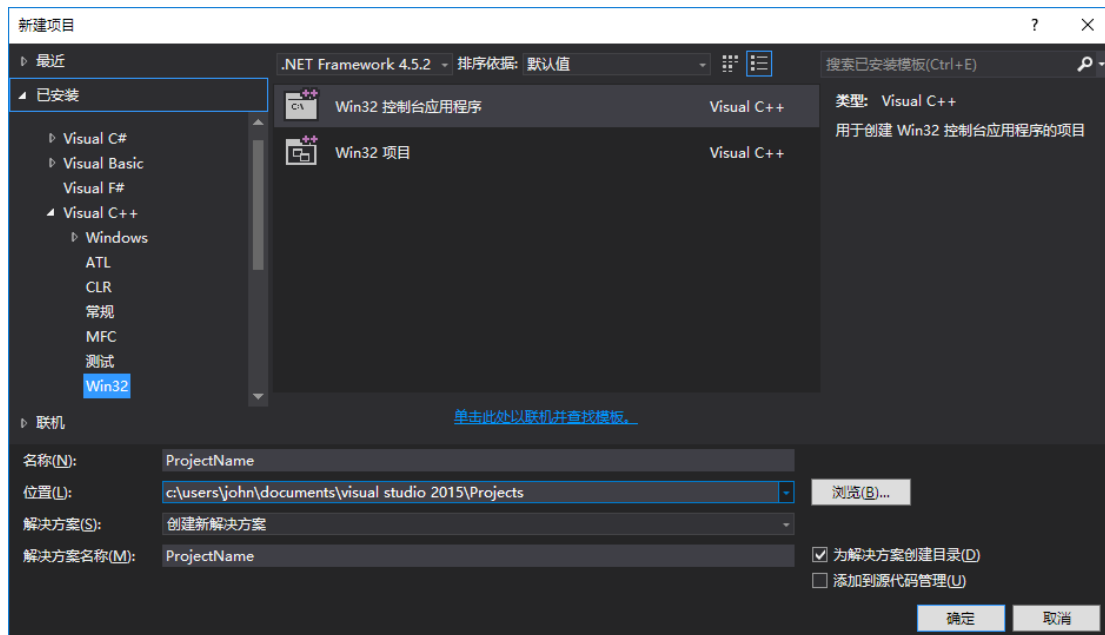
Then choose to create an empty project.


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_static.lib/freeglut_staticd.lib and sgl.lib/sgld.lib. Again if more than one paths need to be added, separate them with semicolon.

Here comes the last step. We need to add libs into link list. The freeglut_static.lib/freeglut_staticd.lib has been linked in sgl.lib/sgld.lib, so users needn't concern about it.

Then add your codes to this project.
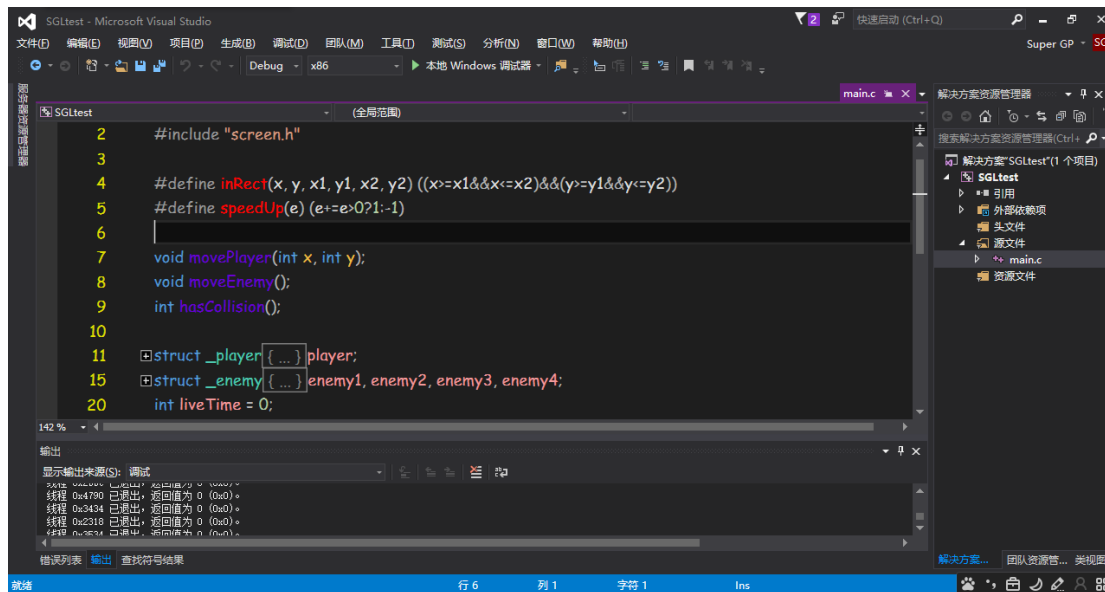
Here we finish the configuration. Just compile it and run, and we can enjoy our coding life.