

Super GP Library v0.1.2

-Configuration

Declaration:

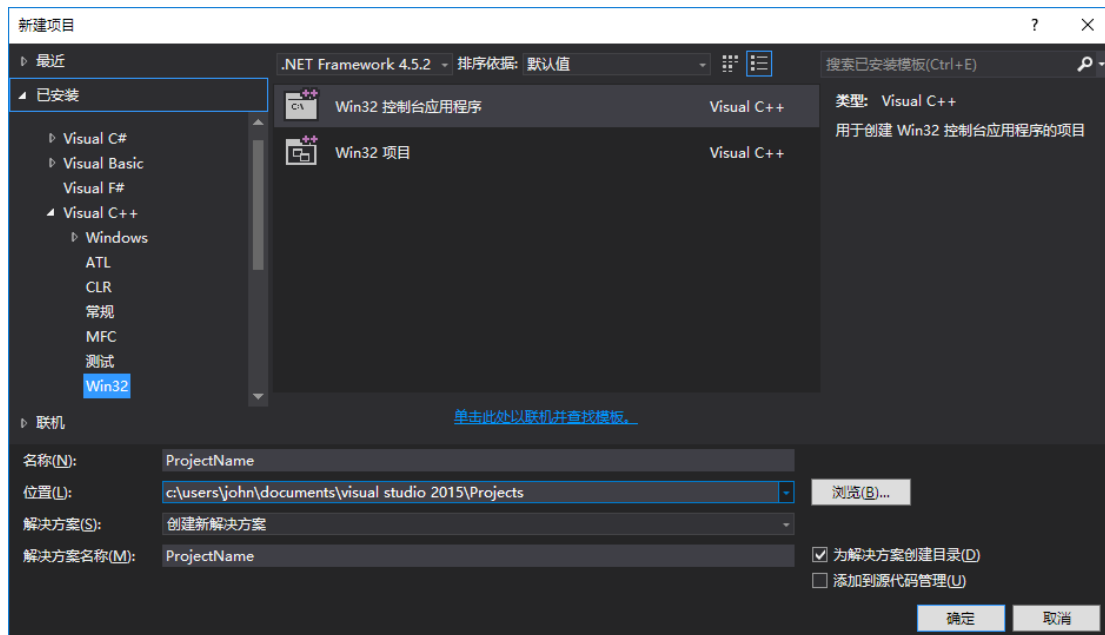
v0.1.2 is the sixth version of SGL. After working for weeks, there are much less bugs in it. This time the library can be used in both debug and release mode. However, if users find any other bugs in it, try to contact the author with the information shown in the console. To be friendly to newcomers, the library is coded in C. The C++ library will come out in the next version v0.2.0.

1. Download

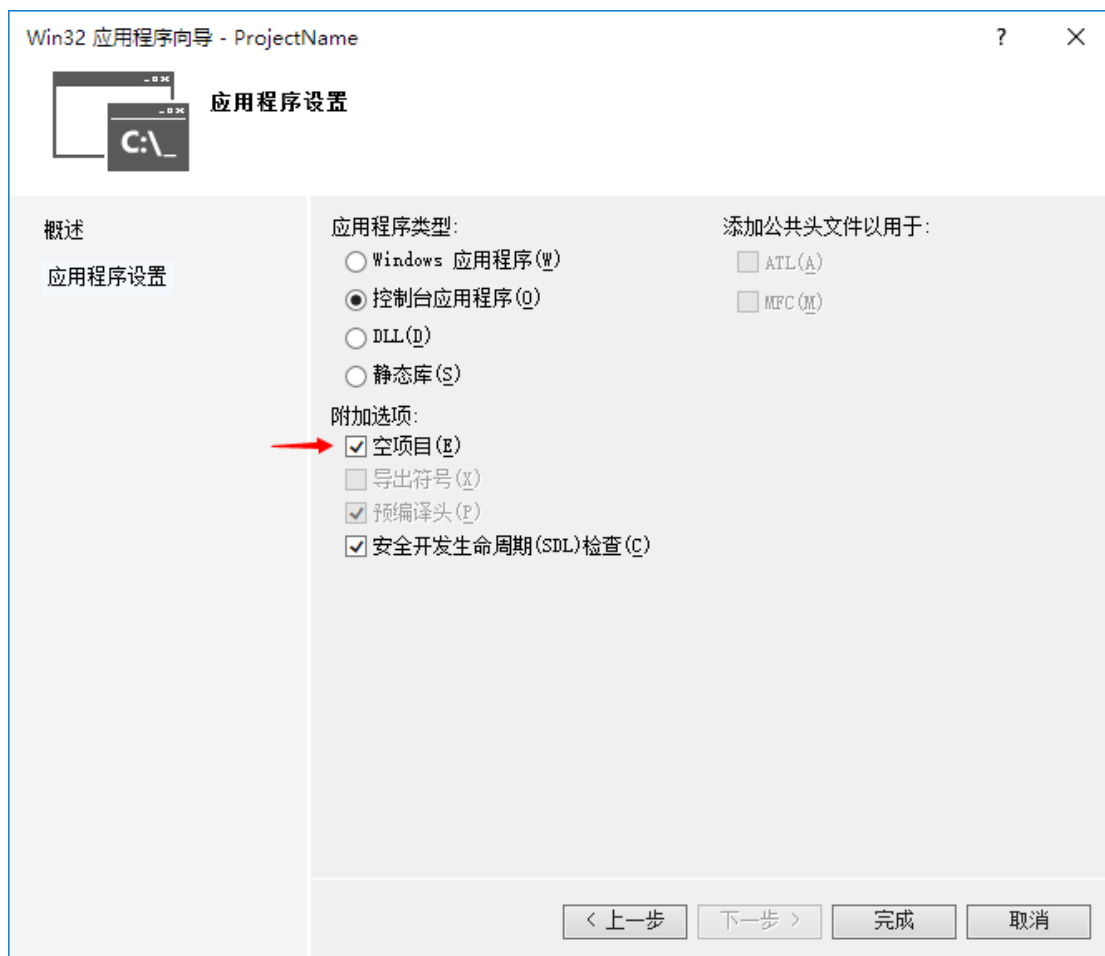
The library zip can be acquired from QQ group and github. Unzip the zip and put the files in your favorite folder.

2. Create

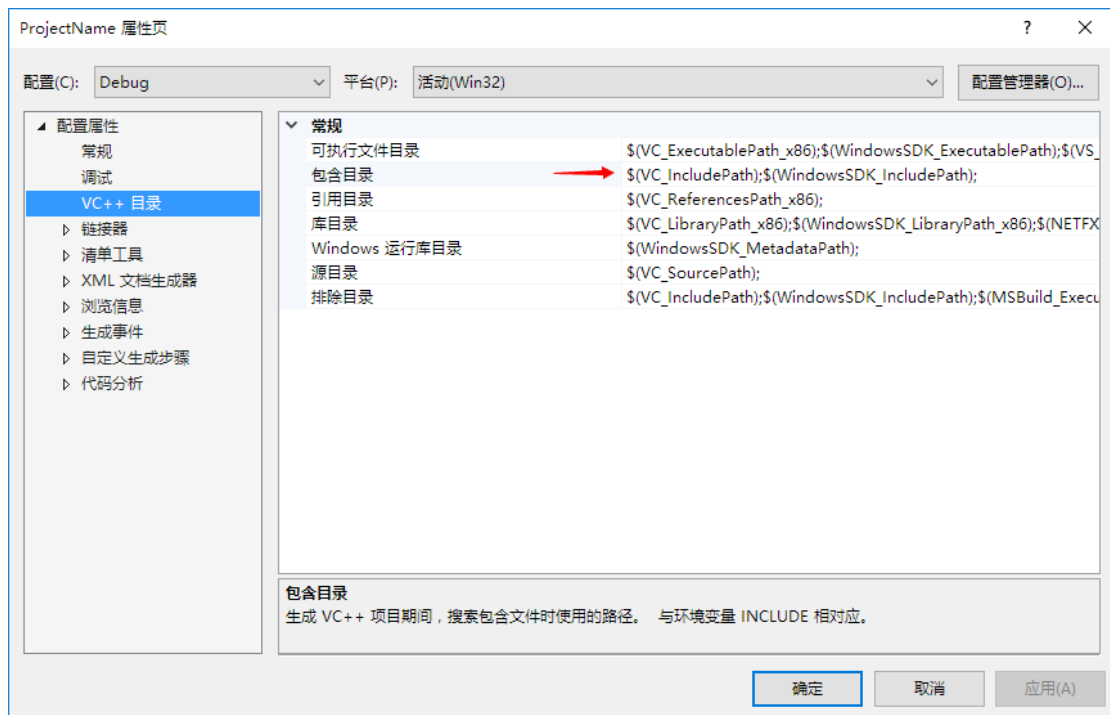
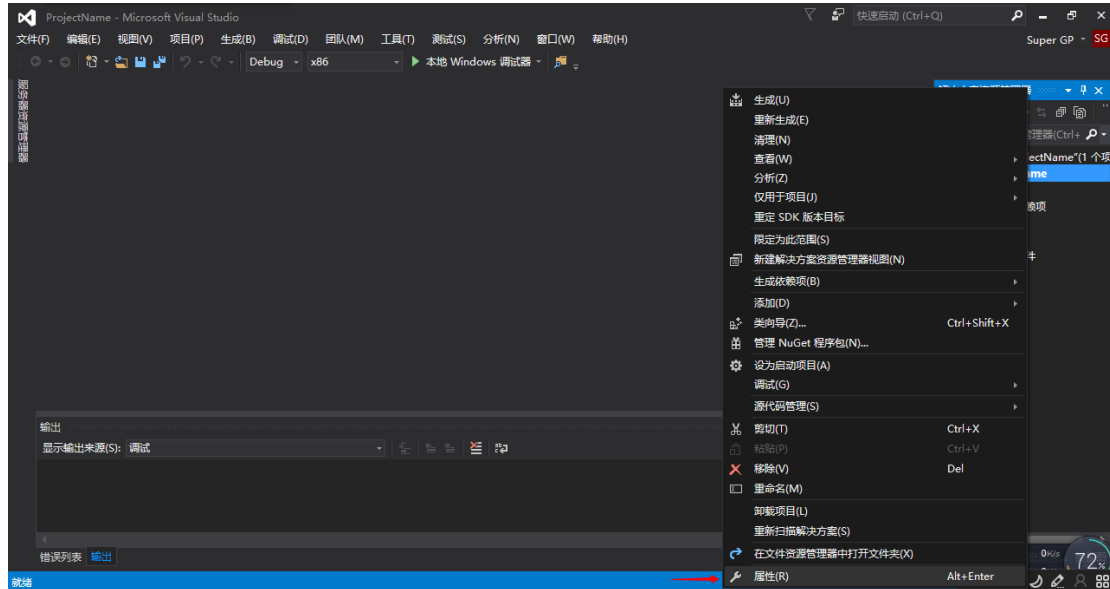
Open VS and create a new project. It doesn't matter which version your VS is.



Then choose to create an empty project.



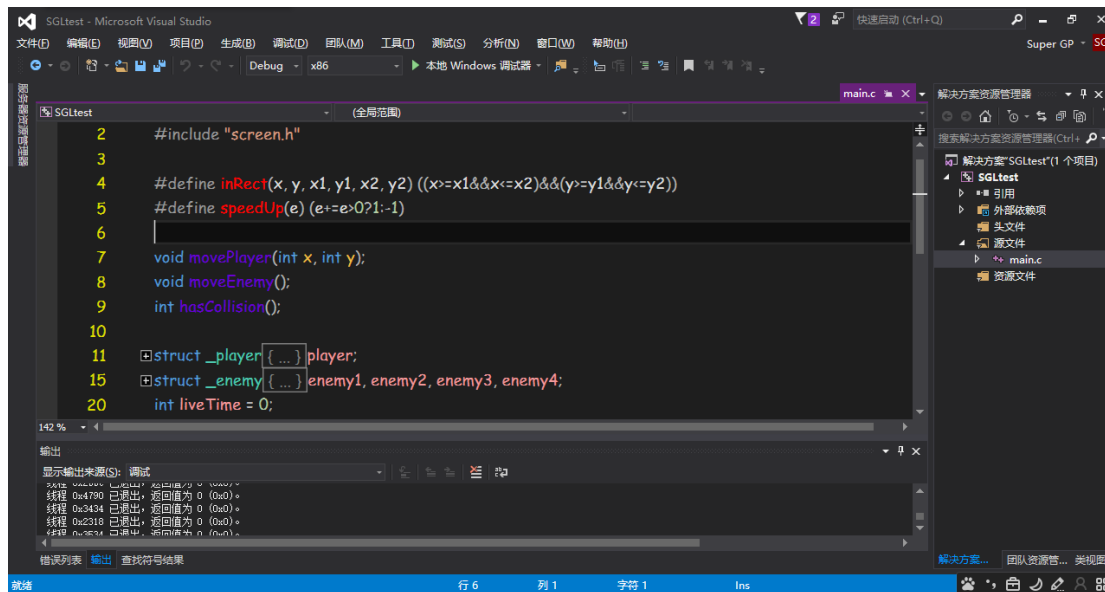
Then open attribute window.



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

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.