

Super GP Library v0.1.1

-Configuration

Declaration:

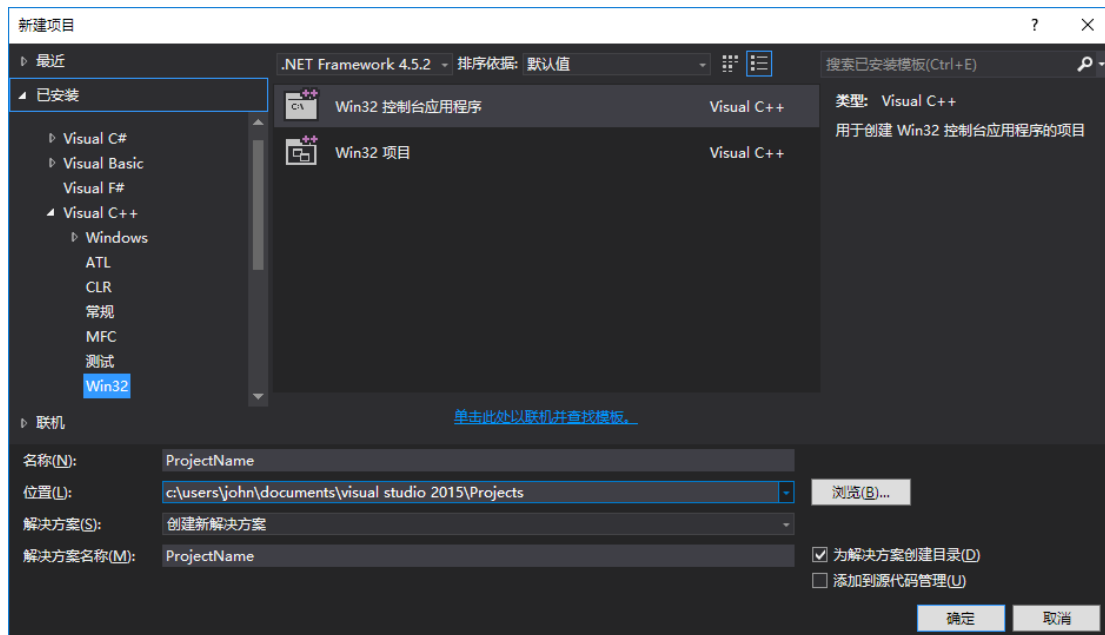
v0.1.1 is the fifth version of SGL. After working for several days, there are much less bugs in it. This time the library can be used in both debug and release mode. However, if users find any other bugs in it, try to contact the author with the information shown in the console. To be friendly to newcomers, the library is coded in C. The C++ library will come out soon.

1. Download

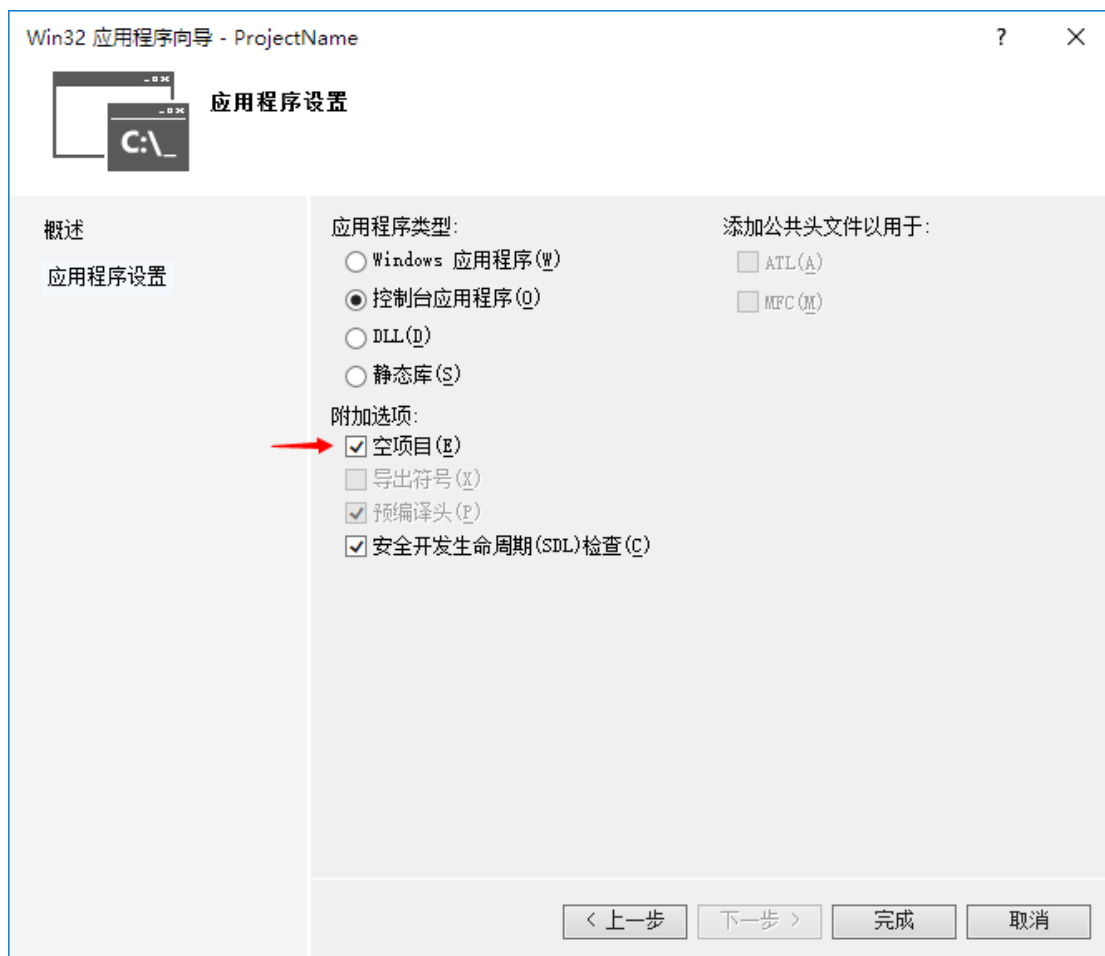
The library rar can be acquired from /*QQ group, CSDN and */github. Unzip the rar and put the files in your favorite folder.

2. Create

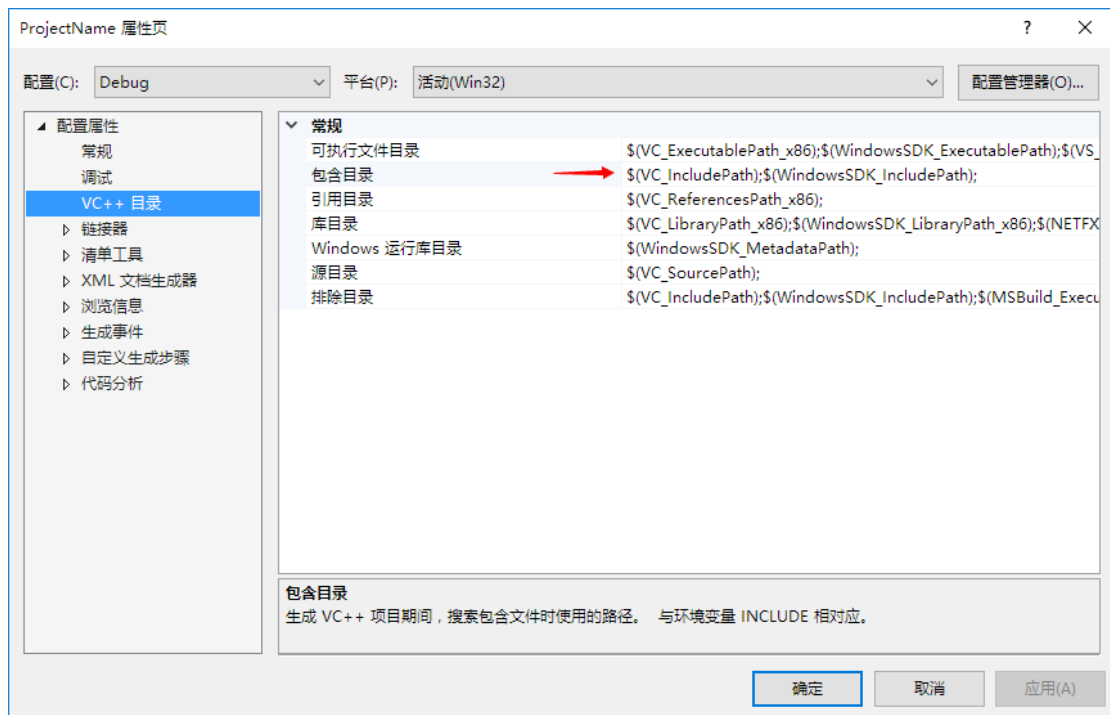
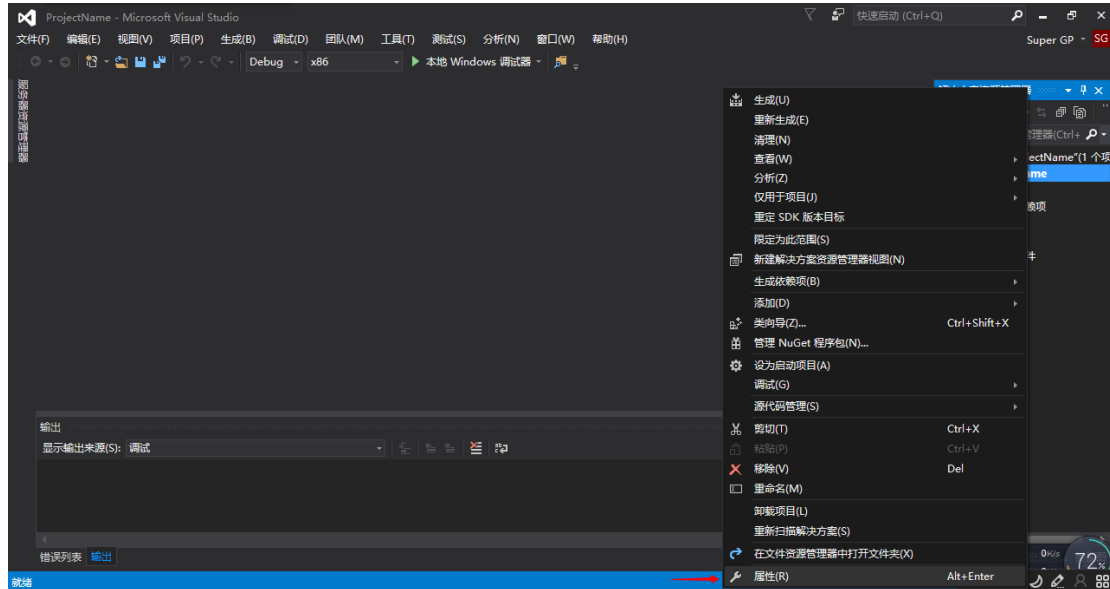
Open VS and create a new project. It doesn't matter which version your VS is.



Then choose to create an empty project.



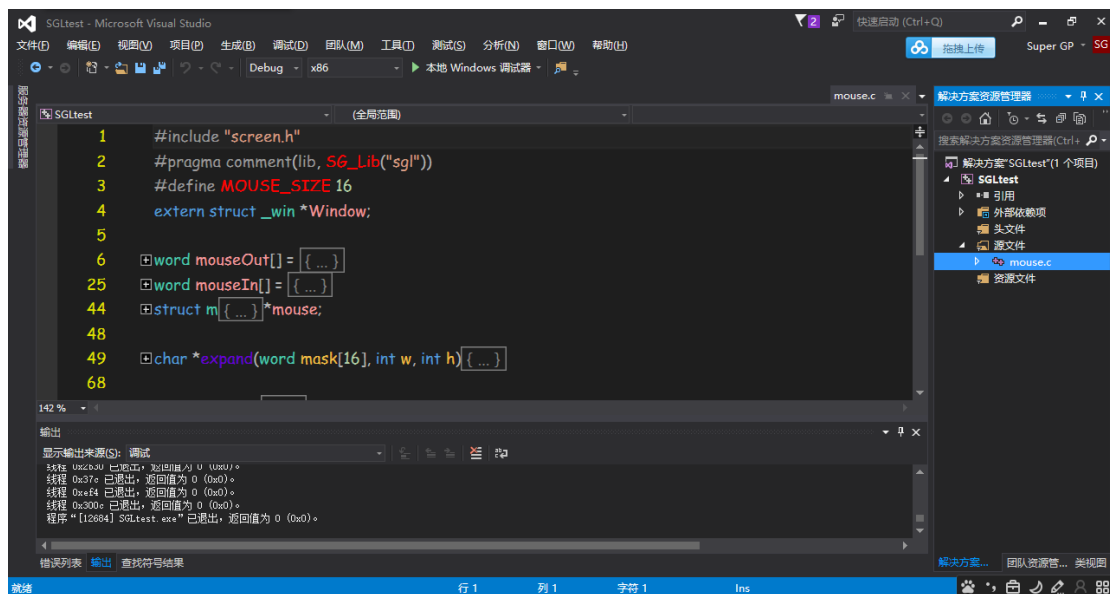
Then open attribute window.



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

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. However, `sgl.lib/sgld.lib` is needed to be added by users. Just add one line `"#pragma comment(lib, SG_LIB("sgl"))"` in the very beginning of the code.

Then add your codes to this project.



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