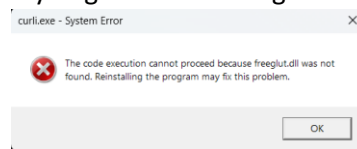


CS6610-Project 1 Documentation

- What is implemented?
 - Creating Window context
 - Keyboard listeners where 'esc' is used to call `glutLeaveMainLoop()` ;
 - Setting window size, position, name and clear color during initialization.
 - Idle function where animation between two colors are generated using linear interpolation of sine value of time(ms).
- As far as project 1 is concerned everything is implemented.
- Additional features:
 - I have implemented a very redundant (for now) freeGlut wrapper called *glutenFree*.
- Setup:
 - Project runs on Windows and requires glm & freeGlut as dependencies. MSVC 19.34.31933 for x64 and CMake 3.0.0 are needed for compiling.
 - To compile:
 1. Unzip the files
 2. Create a build folder inside root directory
 3. Run CmakeGui select source as root directory and where to build binaries as build folder you just created
 4. Select Visual Studio 2017 2022 as the generator.
 5. Configure and Generate
 6. Navigate to root directory open curli.sln with Visual Studio
 7. Select Under Build>Build solution(F7)
 8. Find the executable double click

1. If you get the following error



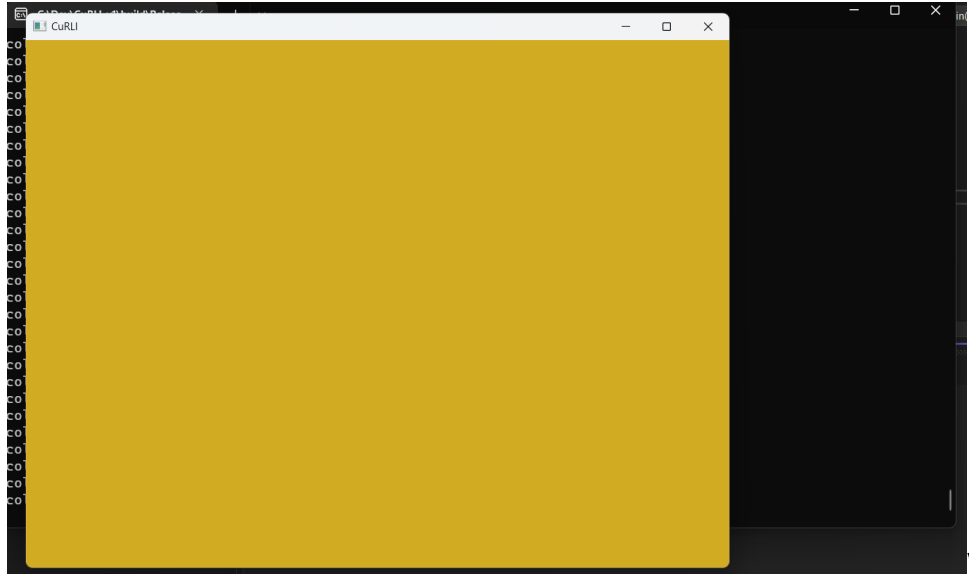
, then under

`build>submodules>freeglut>build>bin>Release` search for `freeglut.dll` copy&paste it to where `curli.exe` is

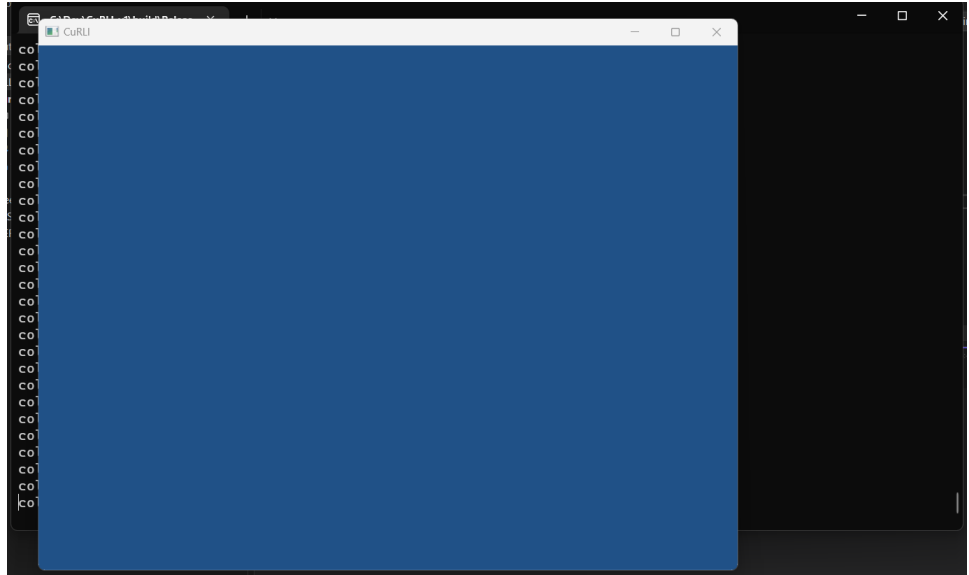
2. Run again

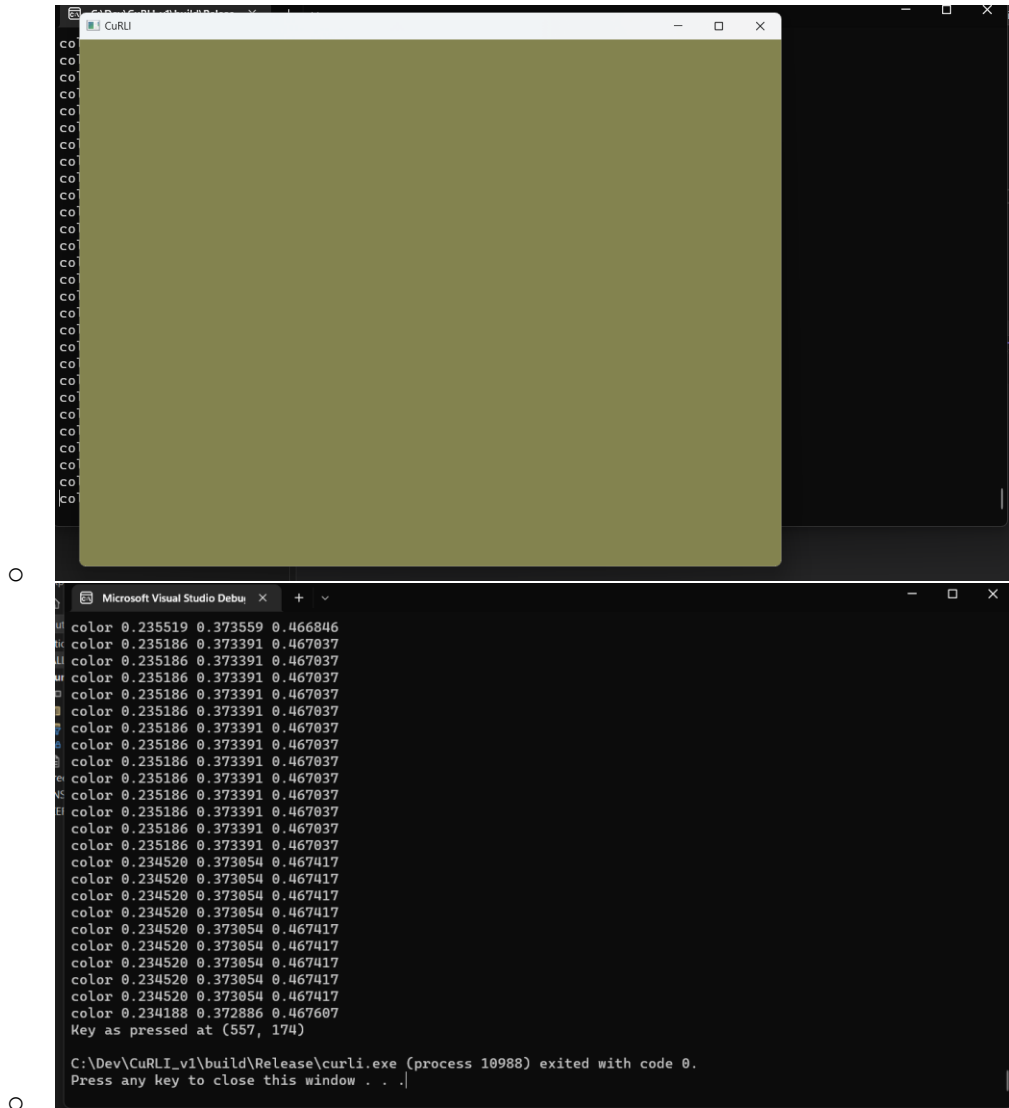
- Screenshots:

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(I don't know why it reports ascii 27 as 'as' when printed with %c)