

λ Lounge

OpenGL in Common Lisp

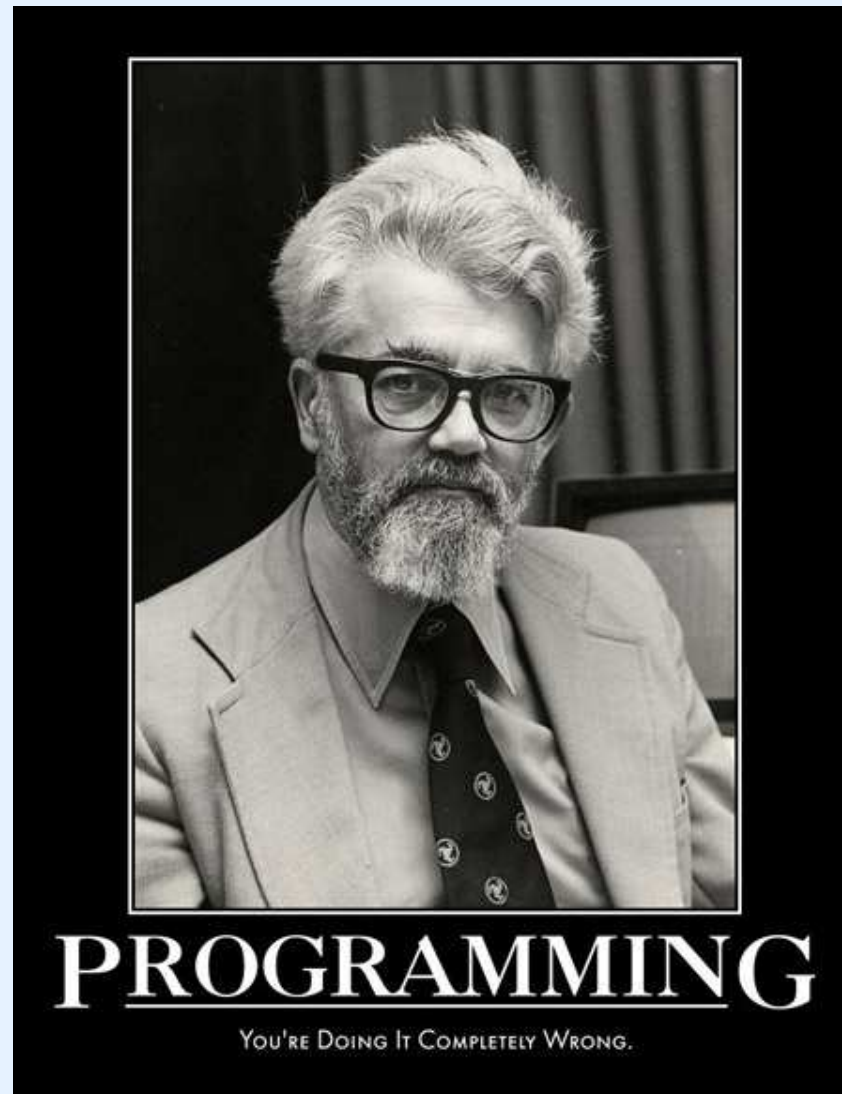
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Lisp is Cool!



3D is Cool!



Except for 3D Pitfall, which looks really lame.

Getting Started

1. Install Linux.

`http://aptosid.com`

2. Install SBCL.

```
apt-get install sbcl{,-doc,-source} \  
cl-{asdf,cffi}
```

3. Install Emacs and SLIME *(Not strictly required.)*

```
apt-get install emacs,-goodies-el cl-swank \  
cl-swank slime common-lisp-controller
```

4. Install OpenGL.

```
apt-get install libgl1-mesa-dev \  
libglu1-mesa{,-dev} libglut3{,-dev} ...
```

Extra Libraries

- Σ , my library of random useful things in Common Lisp.
<https://github.com/cgore/sigma>
- `cl-opengl`, or else we need to do a lot more work.
<https://github.com/3b/cl-opengl>
This library provides `cl-glu` and `cl-glut`.

Hello Cube

The simplest thing to do in 3D is a plain cube. This is a good test to see if the libraries and dependencies are all okay.

TODO ...

Questions?