λ Lounge

OpenGL in Common Lisp

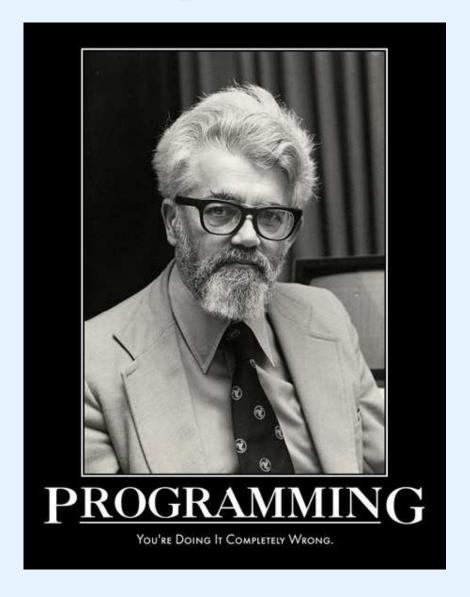**Christopher Mark Gore**

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Thursday, November 7, AD 2013

Lisp is Cool!

PROGRAMMING

You're Doing It Completely Wrong.

3D is Cool!

Except for 3D Pitfall, which looks really lame.

Getting Started

1. Install Linux.

    ```
    http://aptosid.com
    ```

2. Install SBCL and some libraries.

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

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`
  (Almost completely undocumented.)

- `cxml`, an XML library for Common Lisp.
  (I don't know why, but `cl-opengl` wanted it. I put it in /usr/share/common-lisp/source itself.)

- `cl-opengl`, or else we need to do a lot more work.
  `https://github.com/3b/cl-opengl`
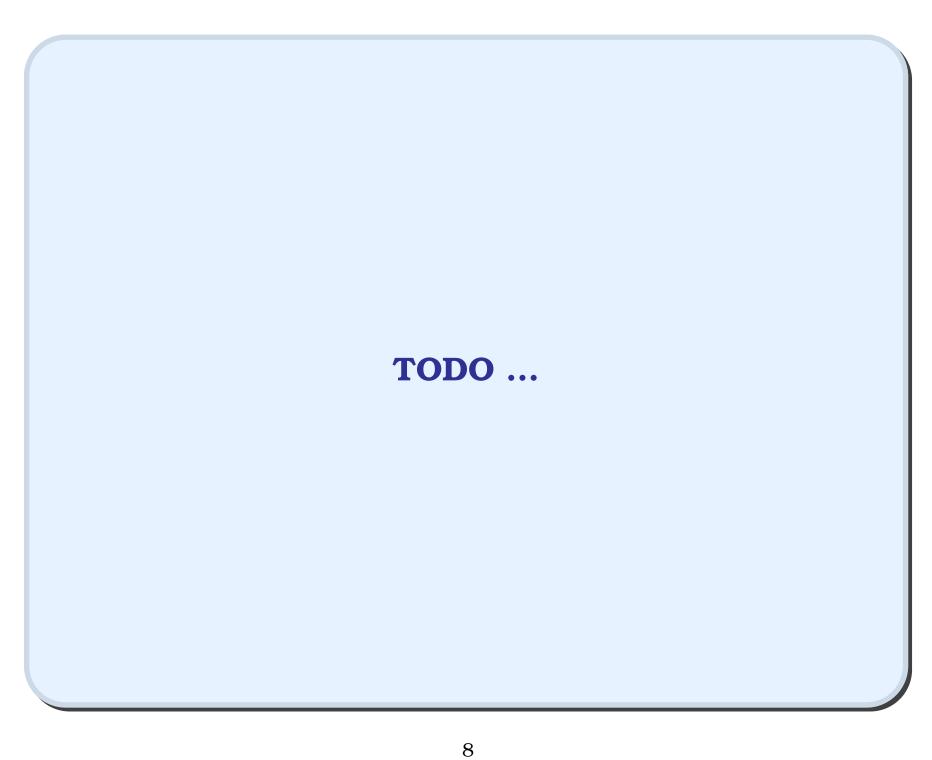 This library provides `cl-glu` and `cl-glut`.

Getting Libraries via Quicklisp

`http://www.quicklisp.org`

Quicklisp is the least irritating way to get Common Lisp libraries currently.

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?