Setting Up Igraphics

July 2023

Igraphics is a library built for Windows machines. If you have any other operating system (MacOS or linux), you either need to install windows on your computer, or you need to download a virtual machine first and use windows through that.

For the second option, do the following first:

MacOS users:

Step 1: https://www.youtube.com/watch?v=hd0Lbtly41Y

Step 2: https://www.youtube.com/watch?v=J-S TvtIm5Y

Ubuntu users:

Step 1: https://www.youtube.com/watch?v=Fkp5FJBZLjQ

Step 2: https://www.youtube.com/watch?v=xe076CP1Nel

Windows users: skip to the next page.

MinGW compiler

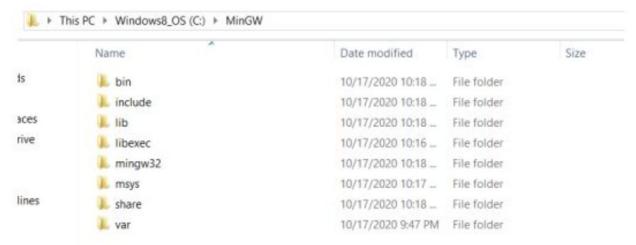
• The Igraphics library is built to run on the mingw compiler, which is a separate compiler from TDM-GCC. Download the compiler from below:

https://drive.google.com/file/d/15xl Gz3xw7z5cyARiQ2cRu vLVLno9aS/view?usp=drive link

(If you cannot access above link, the MinGW.zip file has also been shared with you)

MinGW compiler

 Now move this file in C directory and extract the file in C directory (may require administrative privileges). You should see the following folders in extracted folder (C:/MinGW)

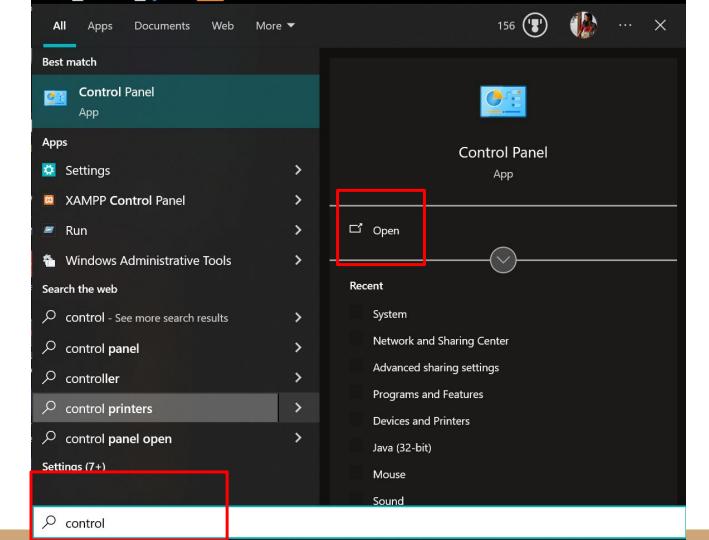


^{*}After extracting, the path should not be C:/MinGW/MinGW, if that happens, rename the **outer** MinGW folder to MinGW2, move the **inner** MinGW folder to C drive, then delete the MinGW2 folder

Now, we have to check if the MinGW compiler is

correctly added to the path variable in your

computer.





Adjust your computer's settings



System and Security

Review your computer's status

Save backup copies of your files with File History Backup and Restore (Windows 7)



Network and Internet

View network status and tasks



Hardware and Sound

View devices and printers

Add a device

Adjust commonly used mobility settings



Programs

Uninstall a program



User Accounts

Change account type



Appearance and Personalization

View by: Category ▼



Clock and Region

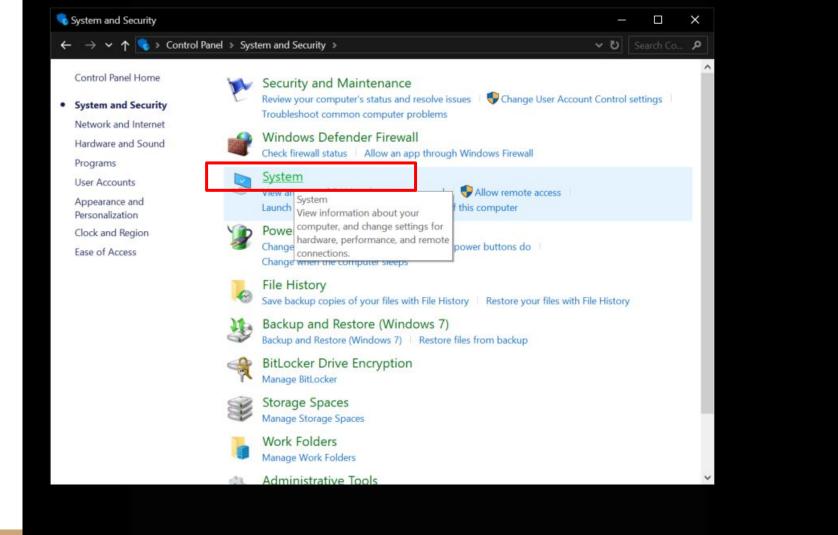
Change date, time, or number formats

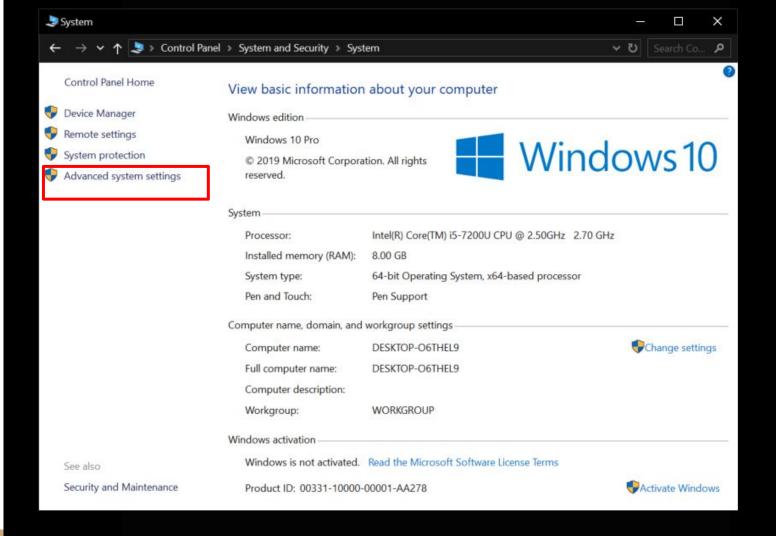


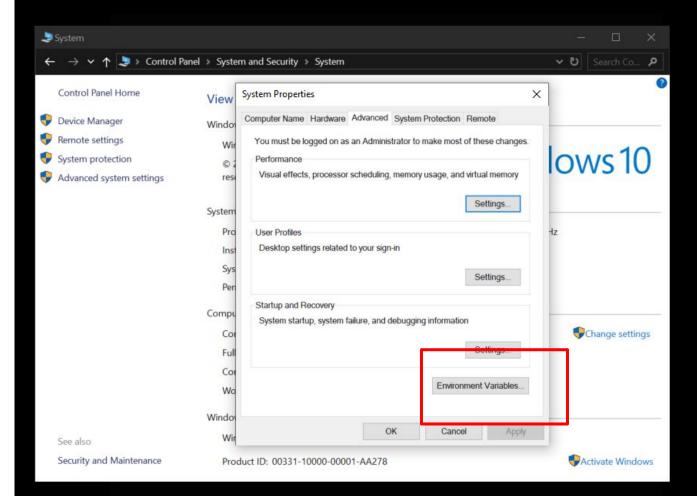
Ease of Access

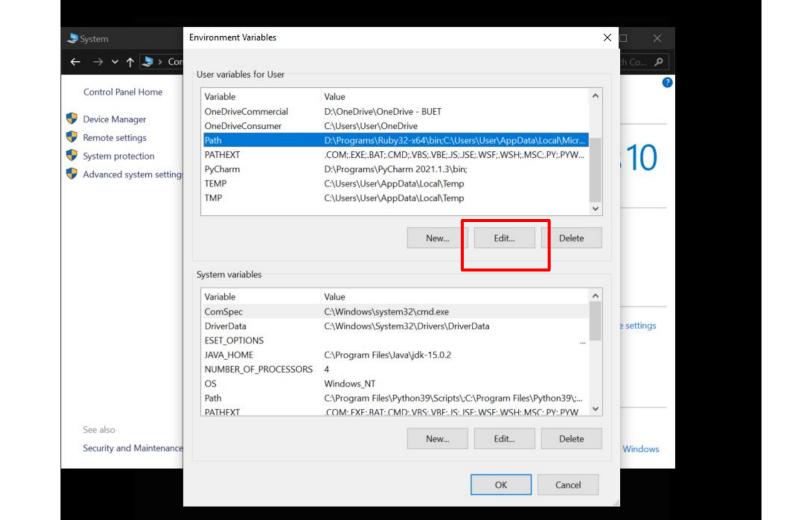
Let Windows suggest settings

Optimize visual display

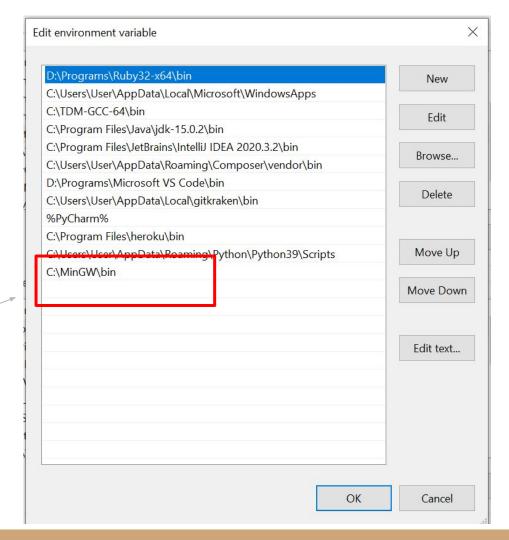






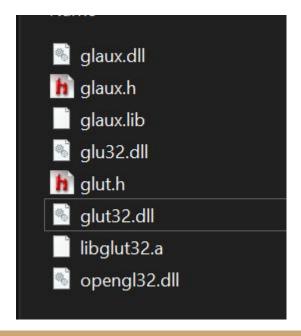


Check if this path is there. If not, add it using the New button



Now, download everything from the folder shared with you in moodle.

You will find these files inside the RequiredFiles folder.
These are some important library files needed to run your Igraphics project.



- Copy glaux.h and glut.h to C:\MinGW\include\GL (If the GL folder does not exist, create it first)
- Copy libglut32.a and glaux.lib to C:\MinGW\lib
- Copy glu32.dll, opengl32.dll, glaux.dll and glut32.dll to
 C:\Windows\System32

Setting Up Igraphics in VScode

tasks.json
file iGraphics.h
file stb_image.h
iMain.cpp

- Create a new folder. This will be your project folder.
- Put the iGraphics.h, iMain.cpp, stb_image.h and glut32.dll in the project folder
- In the project folder, create a new folder named ".vscode"
- In the ".vscode" folder, put the tasks.json file

Setting Up Igraphics in VScode

- Open the project folder using VS Code:
 - Open VS Code
 - File -> Open Folder -> Navigate to project folder -> Select Folder
- VS Code should be set up now for building and running the code.
- Now to build and run your code:
 - Open the iMain.cpp file
 - Menu bar -> Terminal -> Run Build Task...
 - Or press Ctrl+Shift+B
- You should see an iMain.exe being built in the project folder without any build errors, and afterwards the program should run
- If you run into any problems, refer to the iGraphics Setup Guide for VSCode.pdf