INSTALAR CODEBLOCKS
COM
LIVRARIAS OPENGL

(58) Meu Primeiro Programa | (58) How to Install CodeBloc | CB-Win-GLUT Setup.rar - Go | My First OpenGL Program | B | Draw Color Cube & Spin It u

drive.google.com/file/d/1UpSJc-NWnlXyOcUVIBUx91mq5A5LopWM/view

c++ | C++ | C++ | br-C.org | C++ VISUAL STUDIO | Domestika | ASSEMBLY | ss64 | kernel org | Linux kernel | gcc | archlinux | die.net | devdocsc | Outros favoritos

CB-Win-GLUT Setup.rar

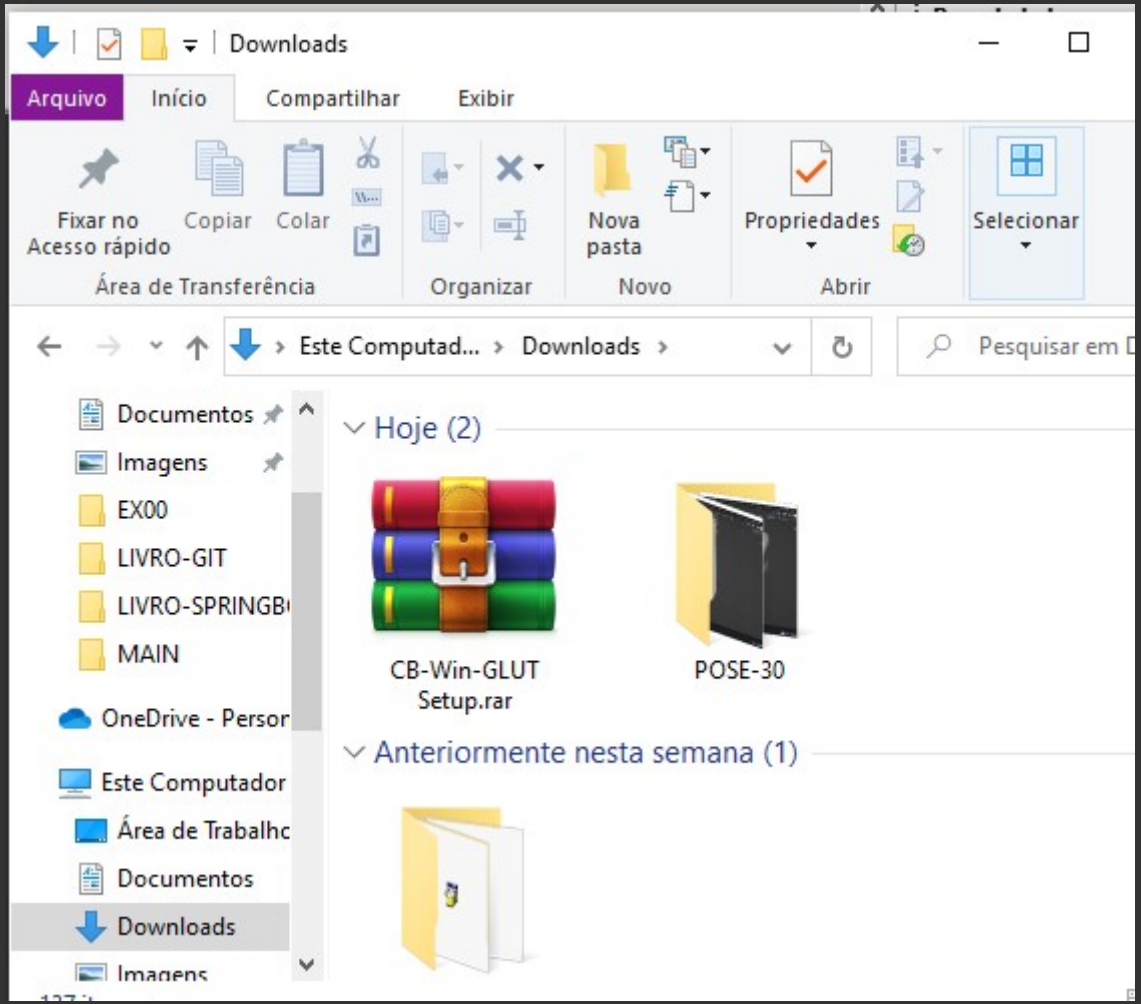
Abrir com

CB-Win-GLUT Setup 5 itens

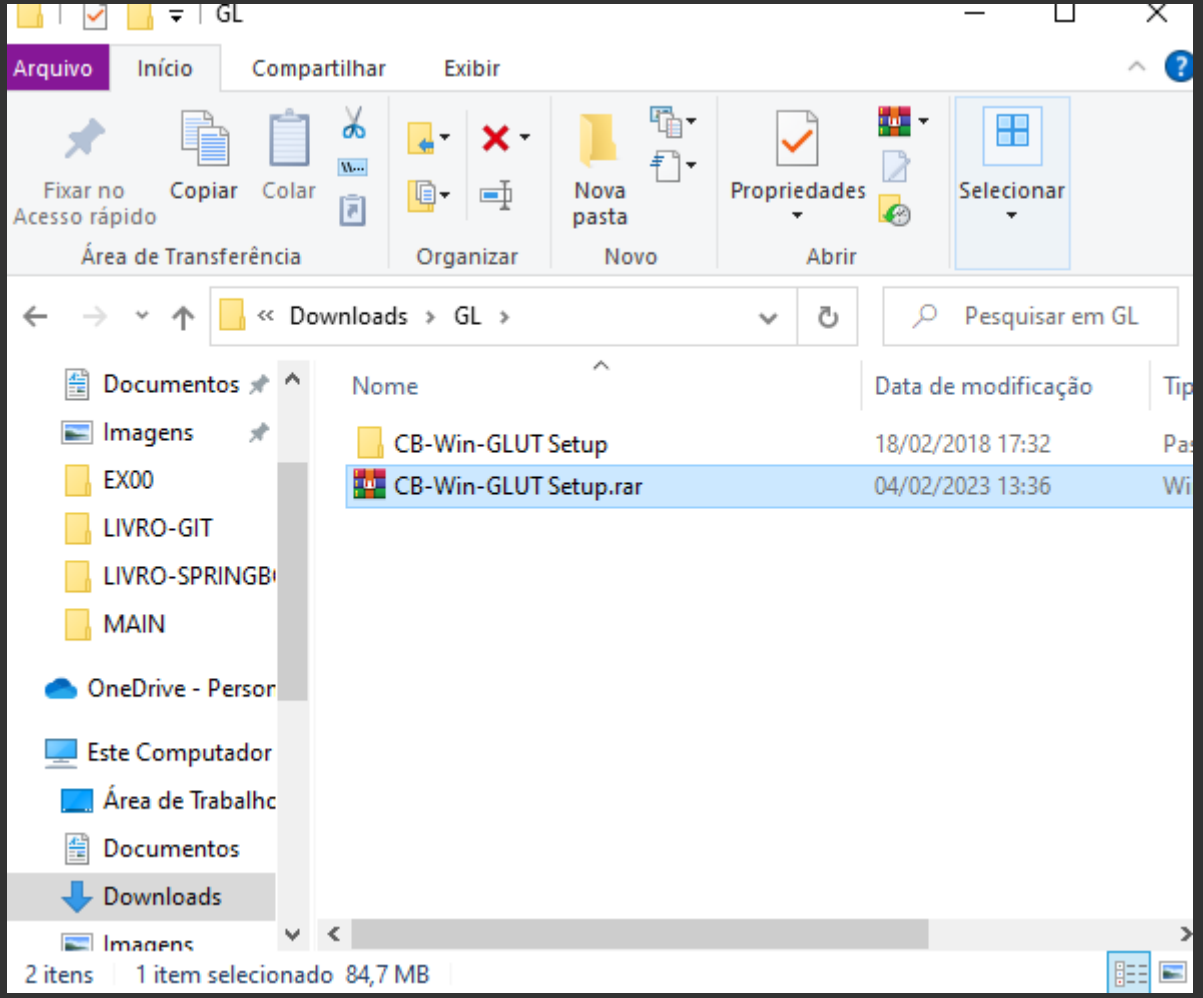
Nome	Última modificação	Tamanho do arq...
codeblocks-17.12mingw-setup.exe	18 de fev. de 2018	86 MB
glut.h	13 de dez. de 2000	27 KB
glut32.dll	8 de nov. de 2001	232 KB
glut32.lib	8 de nov. de 2001	28 KB
READ ME 1st!.txt	13 de abr. de 2022	589 bytes

BAIXAMOS ESSE PACOTE DO GLUT
MAS DEVEMOS LEMBRAR QUE FOI A 2 ANO ATRAS

36°C Parc ens... 13:35



EXTRAIA ESSE PACOTE


GL
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Exibir
Fixar no Acesso rápido
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Colar
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Novo
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LIVRO-SPRINGB
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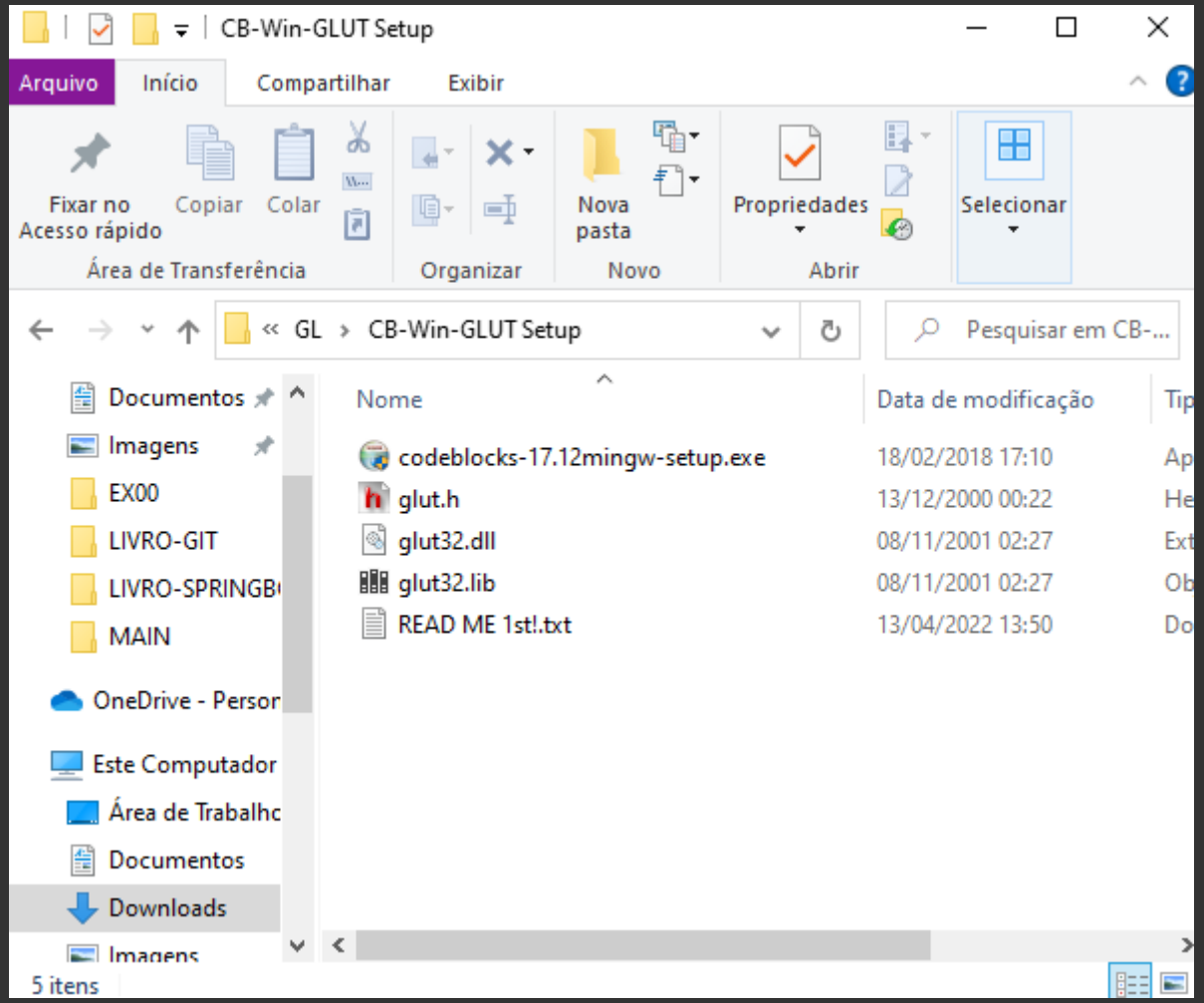
Data de modificação
Tip
CB-Win-GLUT Setup
18/02/2018 17:32
CB-Win-GLUT Setup.rar
04/02/2023 13:36
2 itens
1 item selecionado 84,7 MB


CB-Win-GLUT Setup
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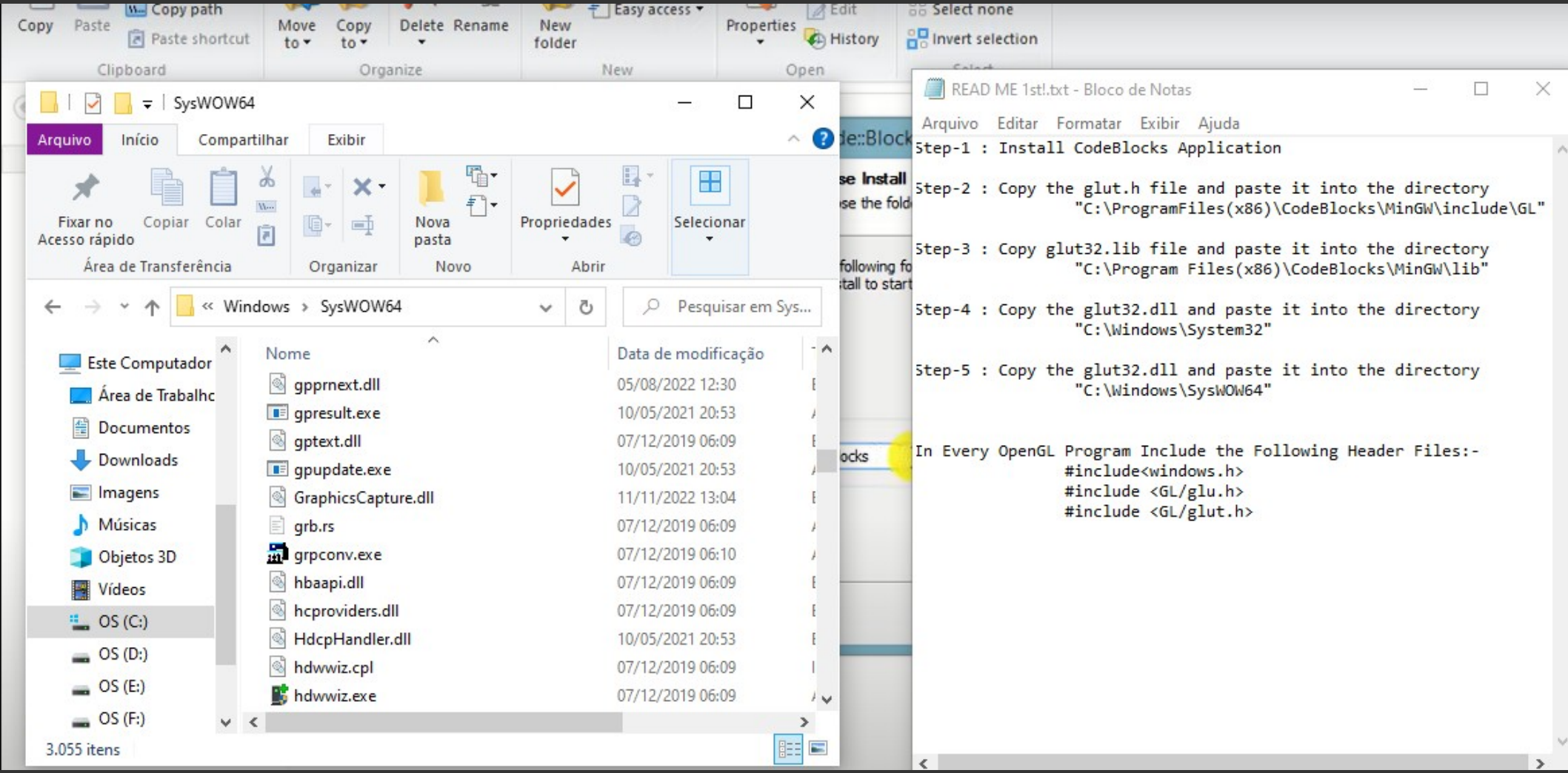
Tip
codeblocks-17.12mingw-setup.exe
18/02/2018 17:10
glut.h
13/12/2000 00:22
glut32.dll
08/11/2001 02:27
glut32.lib
08/11/2001 02:27
READ ME 1st!.txt
13/04/2022 13:50
5 itens


Copy
Paste
Copy path
Paste shortcut
Clipboard
Move to
Copy to
Delete
Rename
Organize
New folder
Easy access
New
Properties
Edit
History
Open
Select none
Invert selection
SysWOW64
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« Windows › SysWOW64
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Área de Trabalhc
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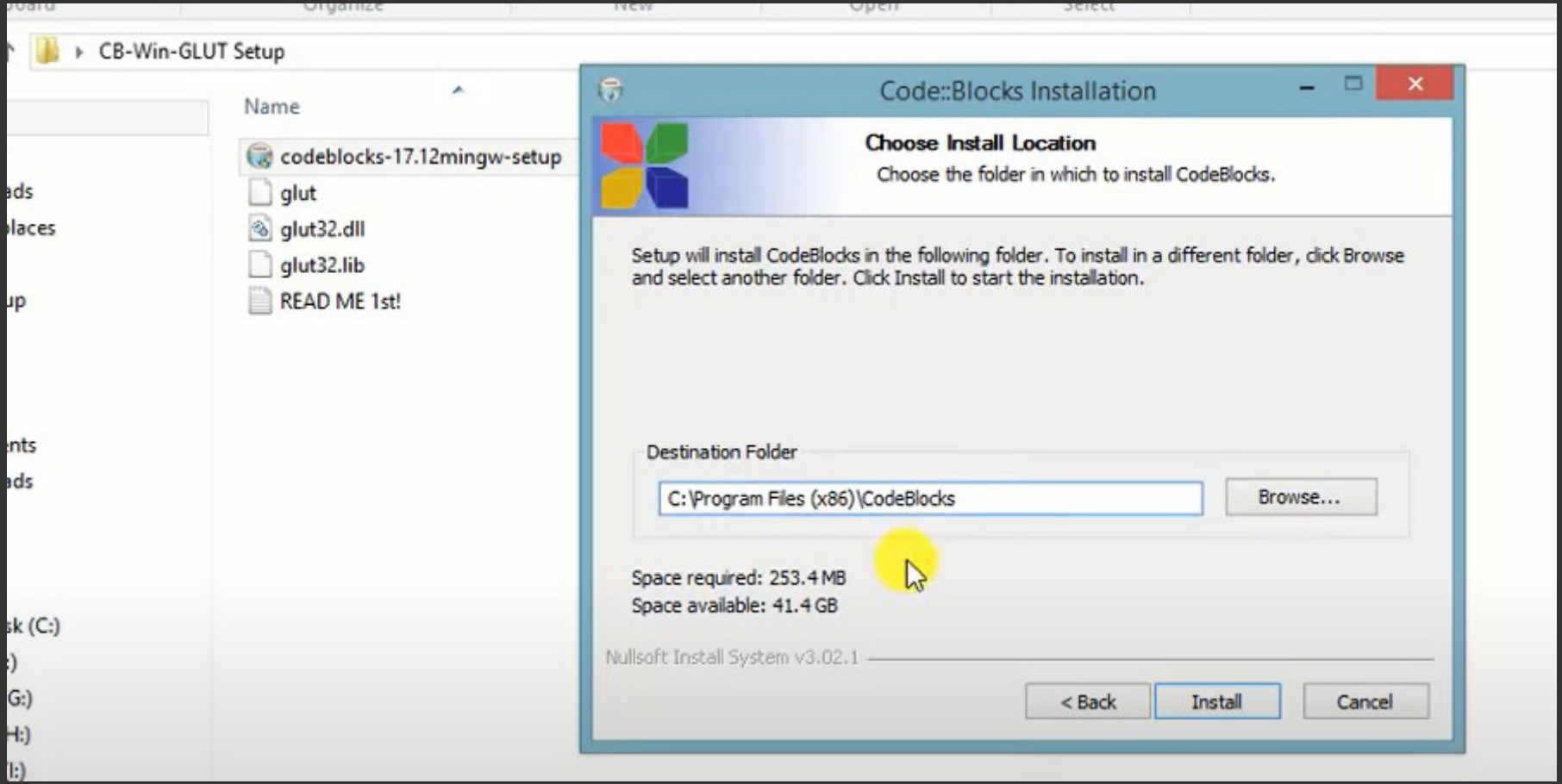
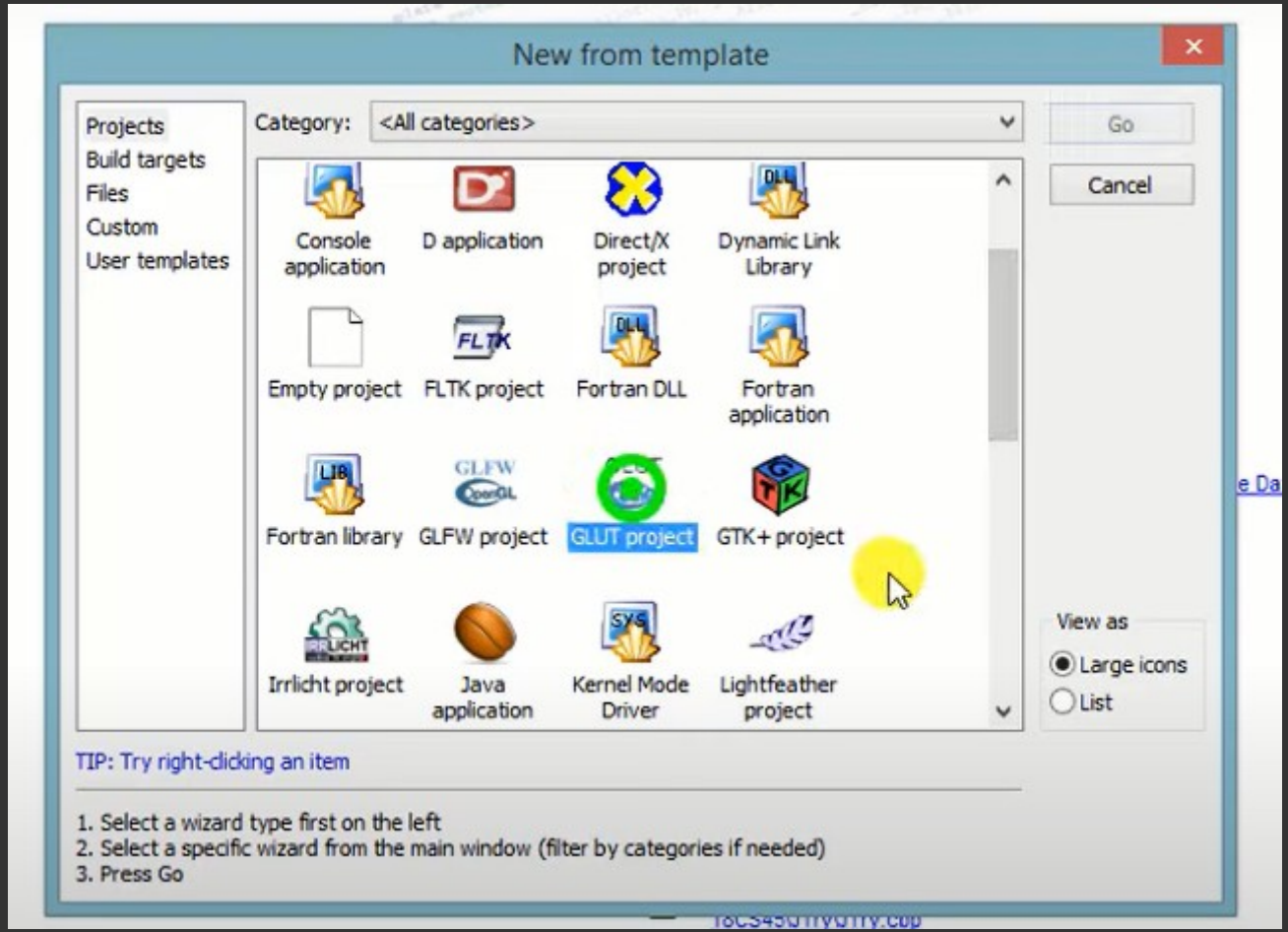
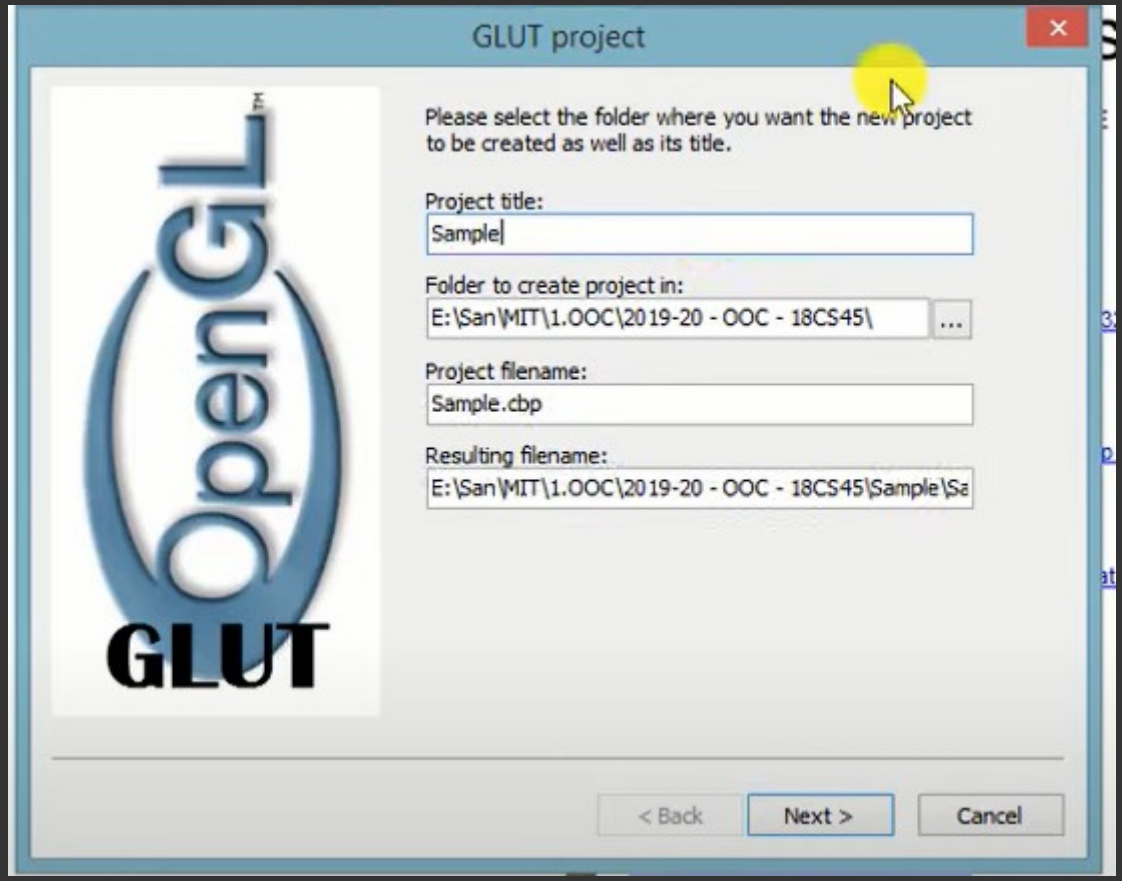
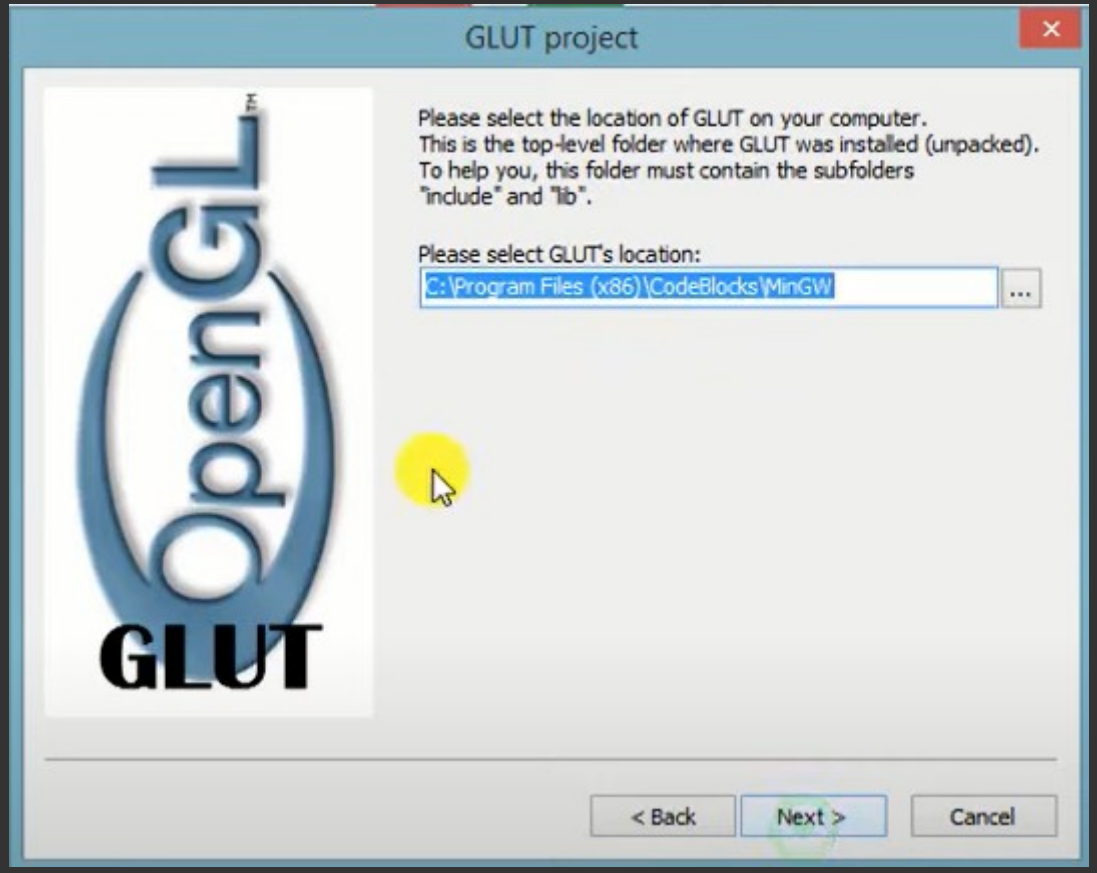
Downloads
Imagens
Músicas
Objetos 3D
Vídeos
OS (C:)
OS (D:)
OS (E:)
OS (F:)
Nome
Data de modificação
gpprnext.dll 05/08/2022 12:30
gpresult.exe 10/05/2021 20:53
gptext.dll 07/12/2019 06:09
gpupdate.exe 10/05/2021 20:53
GraphicsCapture.dll 11/11/2022 13:04
grb.rs 07/12/2019 06:09
grpconv.exe 07/12/2019 06:10
hbaapi.dll 07/12/2019 06:09
hcproviders.dll 07/12/2019 06:09
HdcpHandler.dll 10/05/2021 20:53
hdwwiz.cpl 07/12/2019 06:09
hdwwiz.exe 07/12/2019 06:09
3.055 itens
READ ME 1st!.txt - Bloco de Notas
Arquivo Editar Formatar Exibir Ajuda
Step-1 : Install CodeBlocks Application
Step-2 : Copy the glut.h file and paste it into the directory
"C:\ProgramFiles(x86)\CodeBlocks\MinGW\include\GL"
Step-3 : Copy glut32.lib file and paste it into the directory
"C:\Program Files(x86)\CodeBlocks\MinGW\lib"
Step-4 : Copy the glut32.dll and paste it into the directory
"C:\Windows\System32"
Step-5 : Copy the glut32.dll and paste it into the directory
"C:\Windows\SysWOW64"
In Every OpenGL Program Include the Following Header Files:-
#include<windows.h>
#include <GL/glu.h>
#include <GL/glut.h>

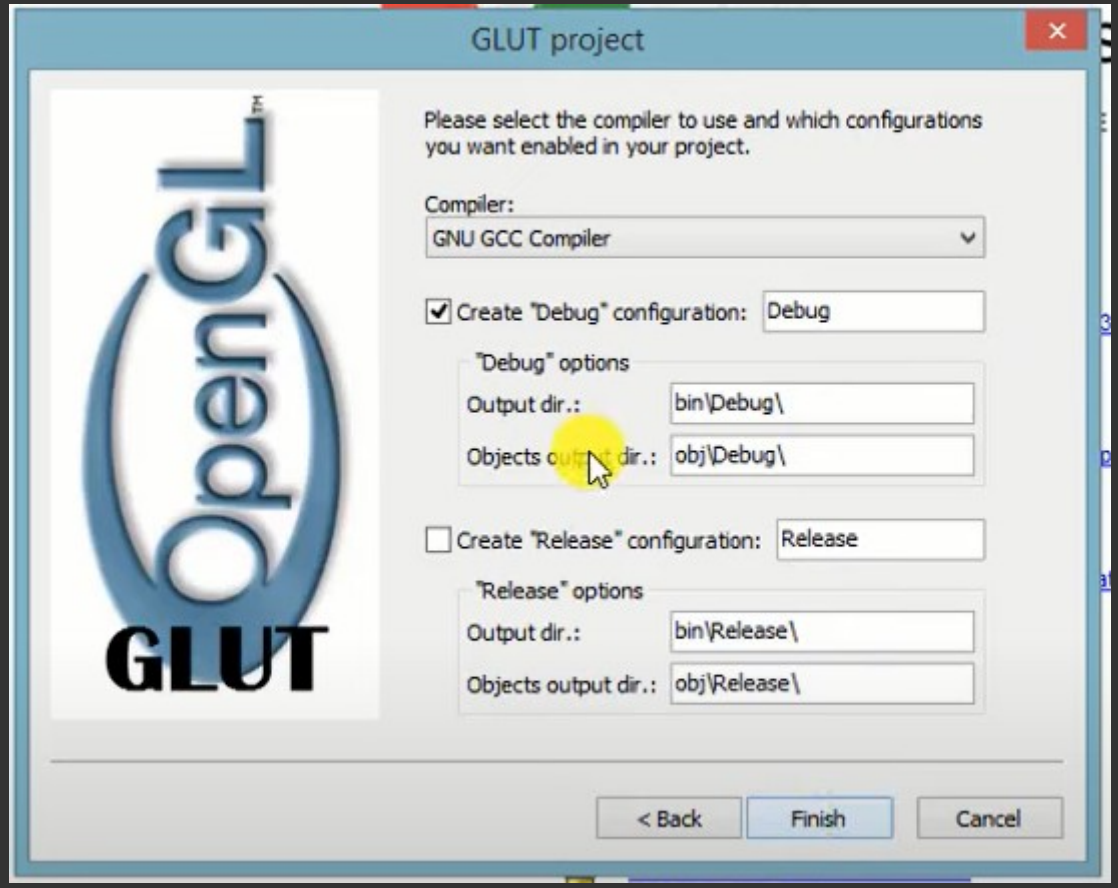


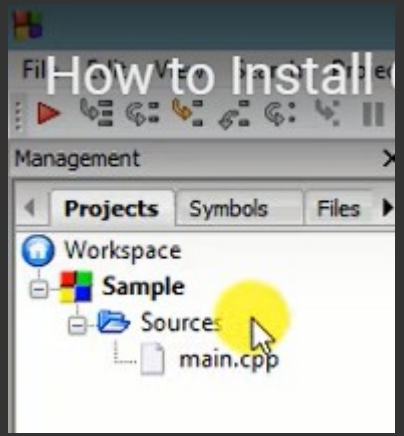
Lembrando que o arquvo instalador original instala um programa de 32 bits

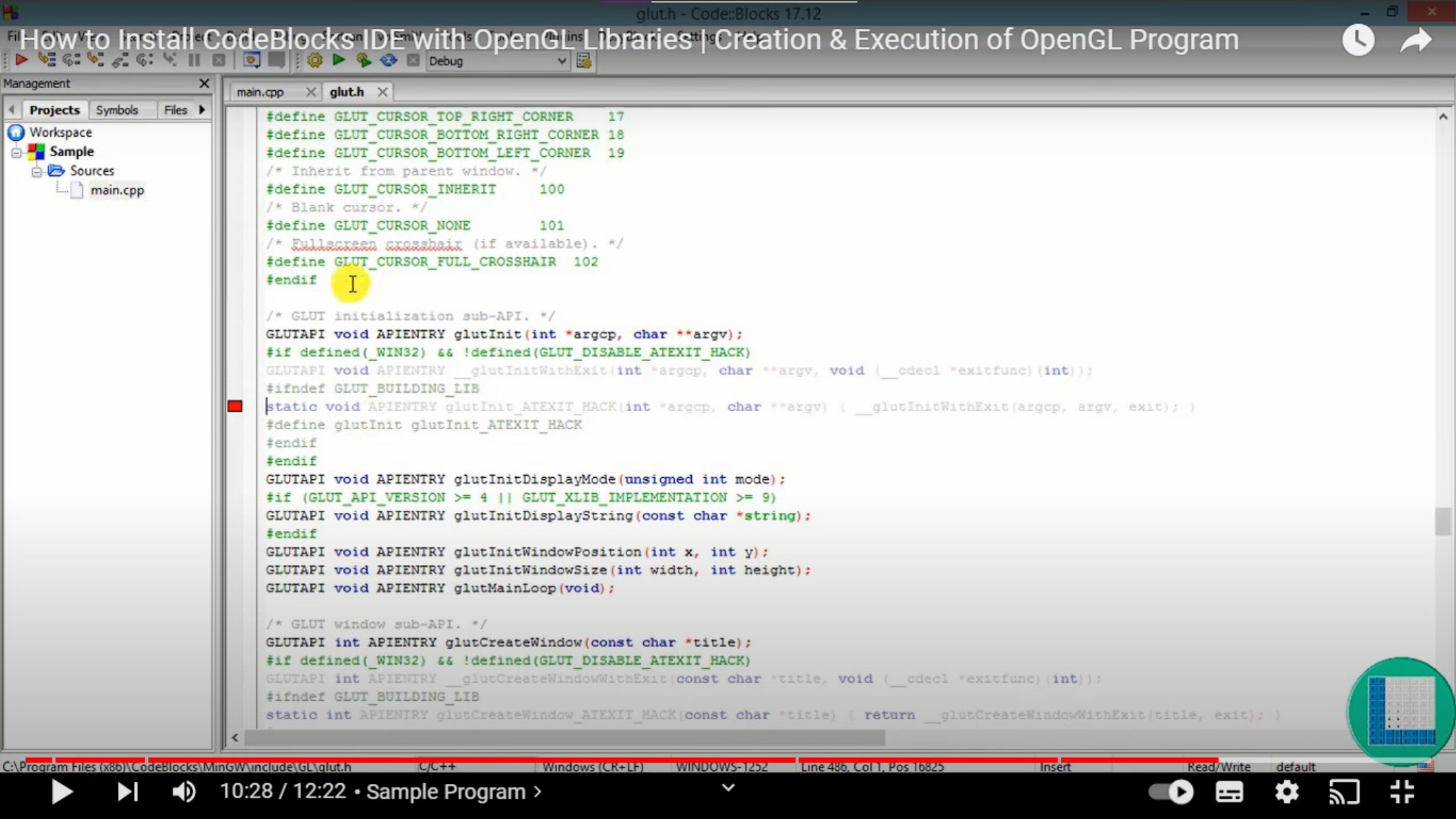

New from template
Projects
Build targets
Files
Custom
User templates
Category:
<All categories>
Go
Cancel
Console application
D application
Direct/X project
Dynamic Link Library
Empty project
FLTK project
Fortran DLL
Fortran application
Fortran library
GLFW project
GLUT project
GTK+ project
Irrlicht project
Java application
Kernel Mode Driver
Lightfeather project
View as
Large icons
List
TIP: Try right-clicking an item
1. Select a wizard type first on the left
2. Select a specific wizard from the main window (filter by categories if needed)
3. Press Go


GLUT project
Please select the folder where you want the new project to be created as well as its title.
Project title:
Sample
Folder to create project in:
E:\San\MIT\1.OOC\2019-20 - OOC - 18CS45\
...
Project filename:
Sample.cbp
Resulting filename:
E:\San\MIT\1.OOC\2019-20 - OOC - 18CS45\Sample\Sa
OpenGL
GLUT
< Back
Next >
Cancel


GLUT project
OpenGL
GLUT
Please select the location of GLUT on your computer.
This is the top-level folder where GLUT was installed (unpacked).
To help you, this folder must contain the subfolders
"include" and "lib".
Please select GLUT's location:
C:\Program Files (x86)\CodeBlocks\MinGW
...
< Back
Next >
Cancel


GLUT project
OpenGL
GLUT
Please select the compiler to use and which configurations you want enabled in your project.
Compiler:
GNU GCC Compiler
Create "Debug" configuration:
Debug
"Debug" options
Output dir.:
bin\Debug\
Objects output dir.:
obj\Debug\
Create "Release" configuration:
Release
"Release" options
Output dir.:
bin\Release\
Objects output dir.:
obj\Release\
< Back
Finish
Cancel


How to Install
Management
Projects
Symbols
Files
Workspace
Sample
Sources
main.cpp



How to Install CodeBlocks IDE with OpenGL Libraries | Creation & Execution of OpenGL Program

glut.h - Code::Blocks 17.12

Management

Projects | Symbols | Files

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Sample
Sources
main.cpp

main.cpp | glut.h

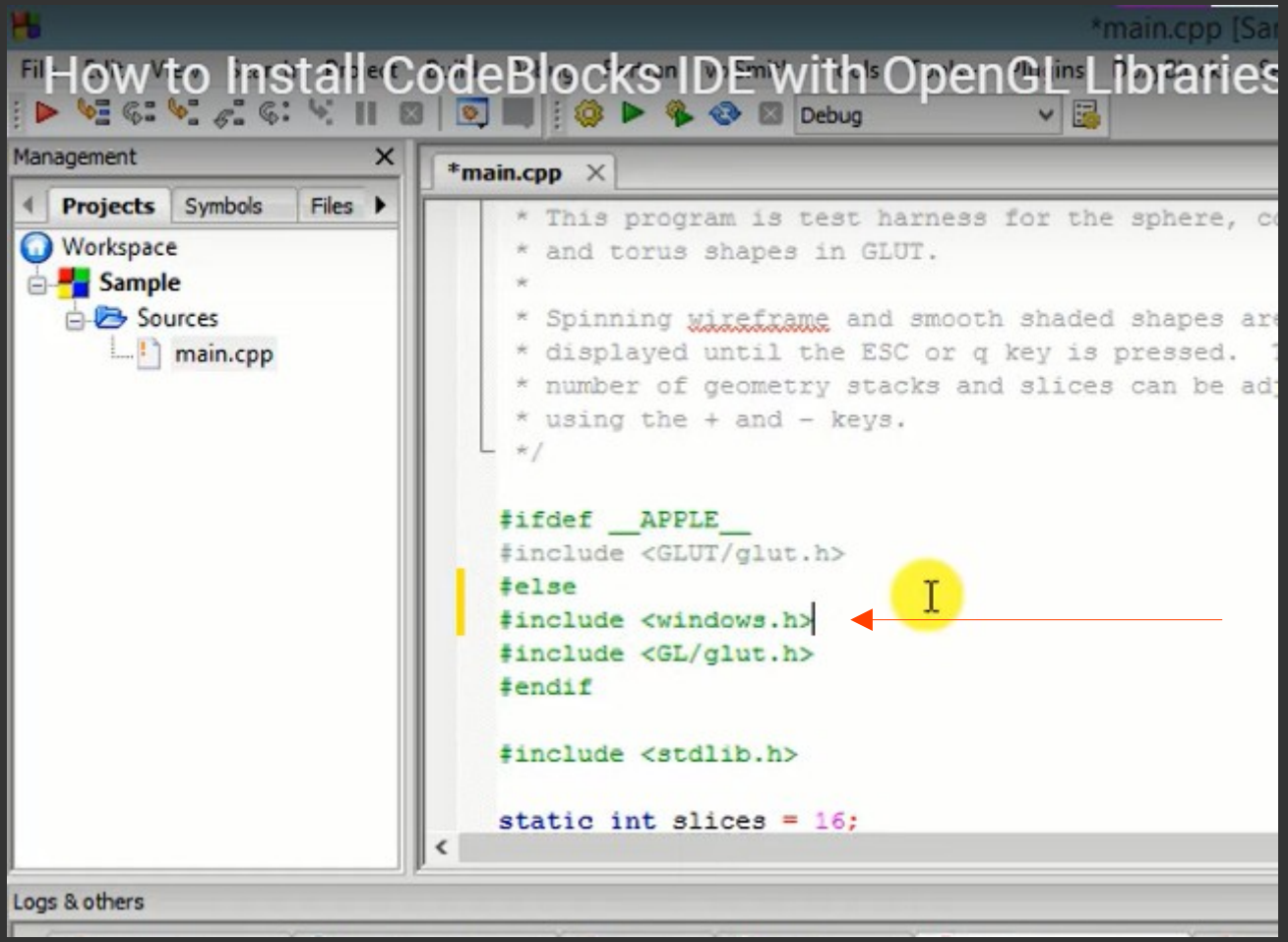
```
#define GLUT_CURSOR_TOP_RIGHT_CORNER    17
#define GLUT_CURSOR_BOTTOM_RIGHT_CORNER 18
#define GLUT_CURSOR_BOTTOM_LEFT_CORNER  19
/* Inherit from parent window. */
#define GLUT_CURSOR_INHERIT     100
/* Blank cursor. */
#define GLUT_CURSOR_NONE        101
/* Fullscreen crosshair (if available). */
#define GLUT_CURSOR_FULL_CROSSHAIR  102
#endif

/* GLUT initialization sub-API. */
GLUTAPI void APIENTRY glutInit(int *argcp, char **argv);
#if defined(_WIN32) && !defined(GLUT_DISABLE_ATEXIT_HACK)
GLUTAPI void APIENTRY __glutInitWithExit(int *argcp, char **argv, void (__cdecl *exitfunc)(int));
#ifndef GLUT_BUILDING_LIB
static void APIENTRY glutInit_ATEXIT_HACK(int *argcp, char **argv) { __glutInitWithExit(argcp, argv, exit); }
#define glutInit glutInit_ATEXIT_HACK
#endif
#endif
GLUTAPI void APIENTRY glutInitDisplayMode(unsigned int mode);
#if (GLUT_API_VERSION >= 4 || GLUT_XLIB_IMPLEMENTATION >= 9)
GLUTAPI void APIENTRY glutInitDisplayString(const char *string);
#endif
GLUTAPI void APIENTRY glutInitWindowPosition(int x, int y);
GLUTAPI void APIENTRY glutInitWindowSize(int width, int height);
GLUTAPI void APIENTRY glutMainLoop(void);

/* GLUT window sub-API. */
GLUTAPI int APIENTRY glutCreateWindow(const char *title);
#if defined(_WIN32) && !defined(GLUT_DISABLE_ATEXIT_HACK)
GLUTAPI int APIENTRY __glutCreateWindowWithExit(const char *title, void (__cdecl *exitfunc)(int));
#ifndef GLUT_BUILDING_LIB
static int APIENTRY glutCreateWindow_ATEXIT_HACK(const char *title) { return __glutCreateWindowWithExit(title, exit); }
```

C:\Program Files (x86)\CodeBlocks\MinGW\include\GL\glut.h | C/C++ | Windows (CR+LF) | WINDOWS-1252 | Line 486, Col 1, Pos 16825 | Insert | Read/Write | default

10:28 / 12:22 • Sample Program ›


How to Install CodeBlocks IDE with OpenGL Libraries
*main.cpp [Sa
Debug
Management
Projects
Symbols
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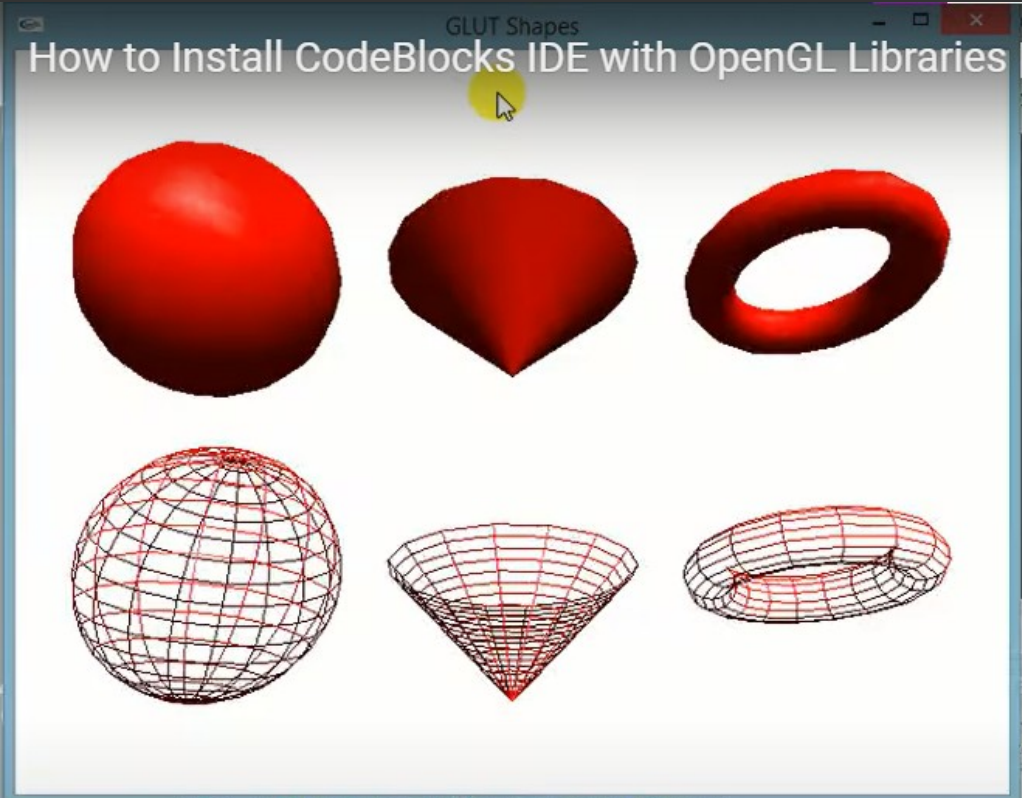
Workspace
Sample
Sources
main.cpp
*main.cpp
* This program is test harness for the sphere, c
* and torus shapes in GLUT.
*
* Spinning wireframe and smooth shaded shapes ar
* displayed until the ESC or q key is pressed.
* number of geometry stacks and slices can be ad
* using the + and - keys.
*/
#ifdef __APPLE__
#include <GLUT/glut.h>
#else
#include <windows.h>
#include <GL/glut.h>
#endif
#include <stdlib.h>
static int slices = 16;
Logs & others

How to Install CodeBlocks IDE with OpenGL Libraries | Creation & Execution of OpenGL Program




```
mingw32-g++.exe -Wall -g -I"C:\Program Files (x86)\CodeBlocks\MinGW\include" -c C:\Users\Admin\Desktop\Sample\main.cpp -o obj\Debug\main.o
mingw32-g++.exe -L"C:\Program Files (x86)\CodeBlocks\MinGW\lib" -o bin\Debug\Sample.exe obj\Debug\main.o   -lglut32 -lopengl32 -lglu32 -lwinmm -lgdi32
Output file is bin\Debug\Sample.exe with size 41.54 KB
Process terminated with status 0 (0 minute(s), 2 second(s))
0 error(s), 0 warning(s) (0 minute(s), 2 second(s))


-------------- Run: Debug in Sample (compiler: GNU GCC Compiler)---------------
Checking for existence: C:\Users\Admin\Desktop\Sample\bin\Debug\Sample.exe
Executing: "C:\Program Files (x86)\CodeBlocks/cb_console_runner.exe" "C:\Users\Admin\Desktop\Sample\bin\Debug\Sample.exe"  (in C:\Program Files (x86)\CodeBlocks\MinGW\bin)
```

11:33 / 12:22 • Sample Program ›