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How to Use GLUT for OpenGL on Mac OSX Using XCode

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There wasn't good documentation on the internet for doing this, so here is a simple guide for programming in GLUT for OpenGL in XCode on Max OSX.

• Install Xcode through the Apple App Store.

• Open Xcode and create a new project. Under OSX select Application, then Command Line Tool.

• Fill in some information, like the Product Name, and ensure the Type drop down is set to C. Then click Next. Choose a folder to save the project in.

• Click the project in the top-left of the sidebar, and then click Build Phases. Click 'Link Binary With Libraries' to expand it.

• Click the + button, and type 'OpenGL' in the search box. Click OpenGL.framework, then click Add.

• Click the + button again, and type 'glut' in the search box. Click GLUT.framework, then click Add. You are now linking with the appropriate frameworks at compile time.

• Now click the Build Settings tab. In the search bar in the top right of the tab, type 'deprecated'.

• Under Apple LLVM – Warnings – All Languages, you should see one a setting for "Deprecated Functions". Change the setting to "No". This will keep Xcode from highlighting every GLUT OpenGL command you execute in yellow, because it treats all deprecated