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FreeGLUT is a free-software/open-source alternative to the OpenGL Utility Toolkit (GLUT) library.

GLUT - Written by Mark Kilgard

GLUT (and hence FreeGLUT) takes care of all the system-specific chores required for creating windows, initializing OpenGL contexts, and handling input events, to allow for truly portable OpenGL programs.

FreeGLUT is released under the X-Consortium license.

FreeGLUT was originally written by Pawel W. Olszta with contributions from Andreas Umbach and Steve Baker.

Its open source - Want to contribute :

<http://freeglut.sourceforge.net/progress.php>

https://en.wikibooks.org/wiki/OpenGL_Programming

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/* Download and Install :

Download a freeglut release : <http://prdownloads.sourceforge.net/freeglut/freeglut-2.8.1.tar.gz?download>

If present working directory is directory where freeglut-2.8.1.tar.gz is present

Install :

zcat freeglut-2.8.1.tar.gz | tar -vxf -
(Unzip the gz file)

cd freeglut-2.8.1
(change directory to unzipped folder)

Then use the following commands to build from scratch

./autogen.sh

./configure

make

Above steps should install Free GLUT on Unix like systems : for more details read README file

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Check your OpenGL installation

Type this in a terminal to get much info about your OpenGL driver, including supported extensions:

glxinfo | grep OpenGL

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/* Important Links :

<http://freeglut.sourceforge.net/index.php>

<http://freeglut.sourceforge.net/docs/install.php>

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/* Compile Program as :

gcc -o aDotOutName programName.c -lglut -lGLU -lGL

or

g++ -o aDotOutName programName.c -lglut -lGLU -lGL

And Run as :

./aDotOutName

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