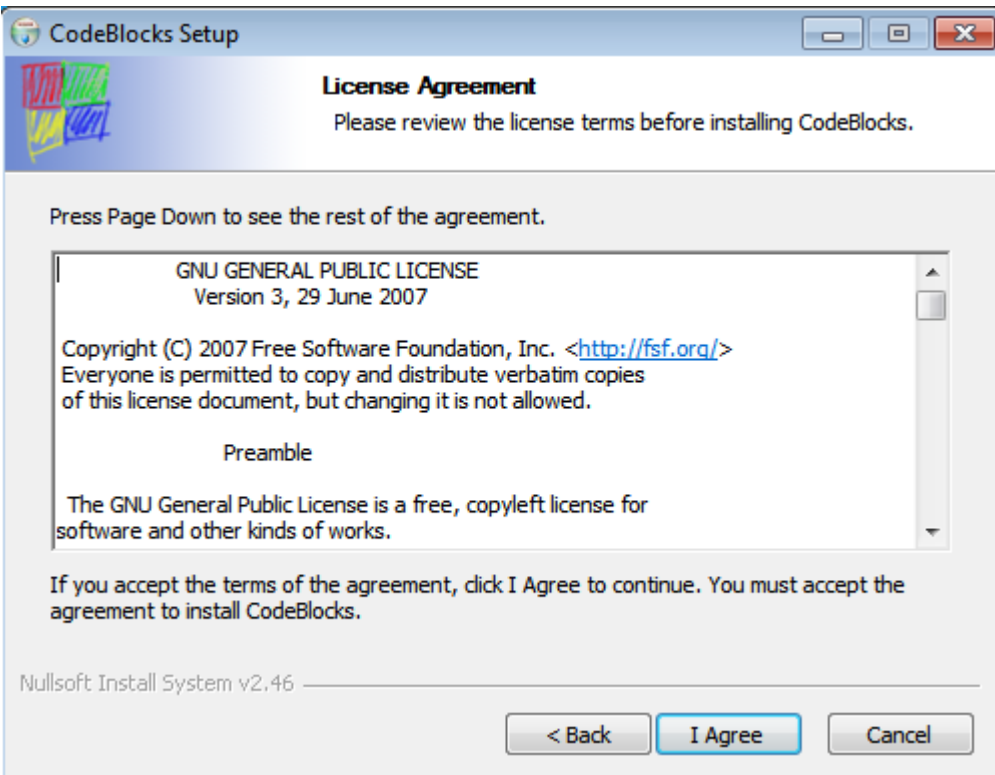
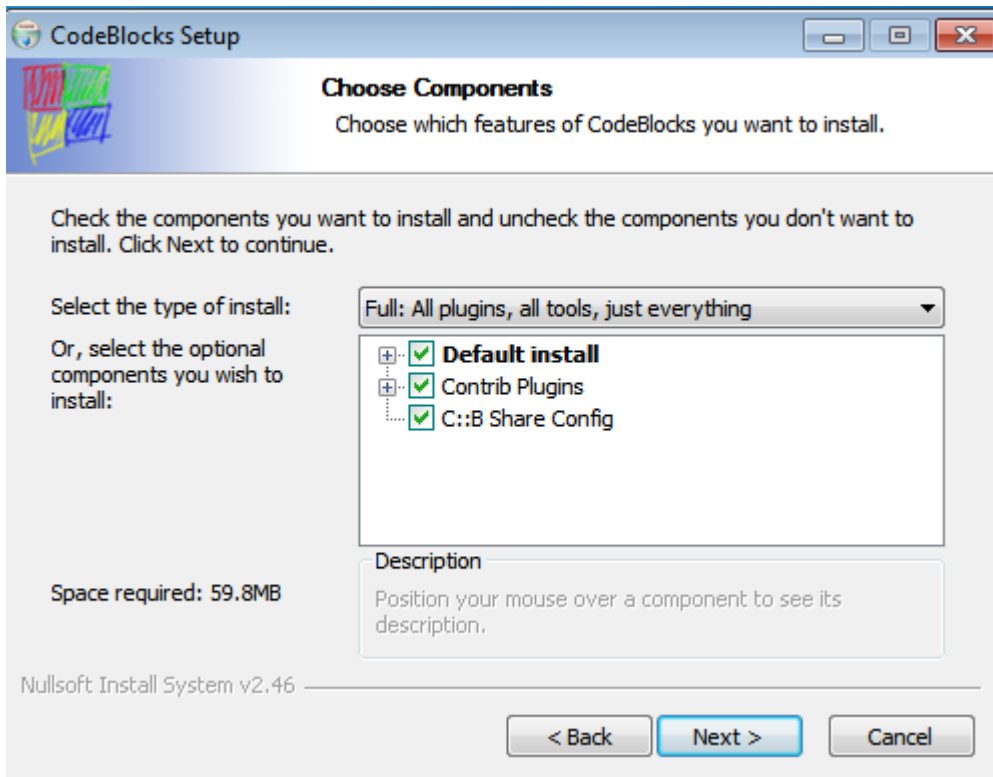


Tutorial Codeblocks + Glut

1- Instale o Codeblocks







CodeBlocks Setup

Choose Components

Choose which features of CodeBlocks you want to install.

Check the components you want to install and uncheck the components you don't want to install. Click Next to continue.

Select the type of install:

Full: All plugins, all tools, just everything

Or, select the optional components you wish to install:

- ☒ **Default install**
- ☒ Contrib Plugins
- ☒ C::B Share Config

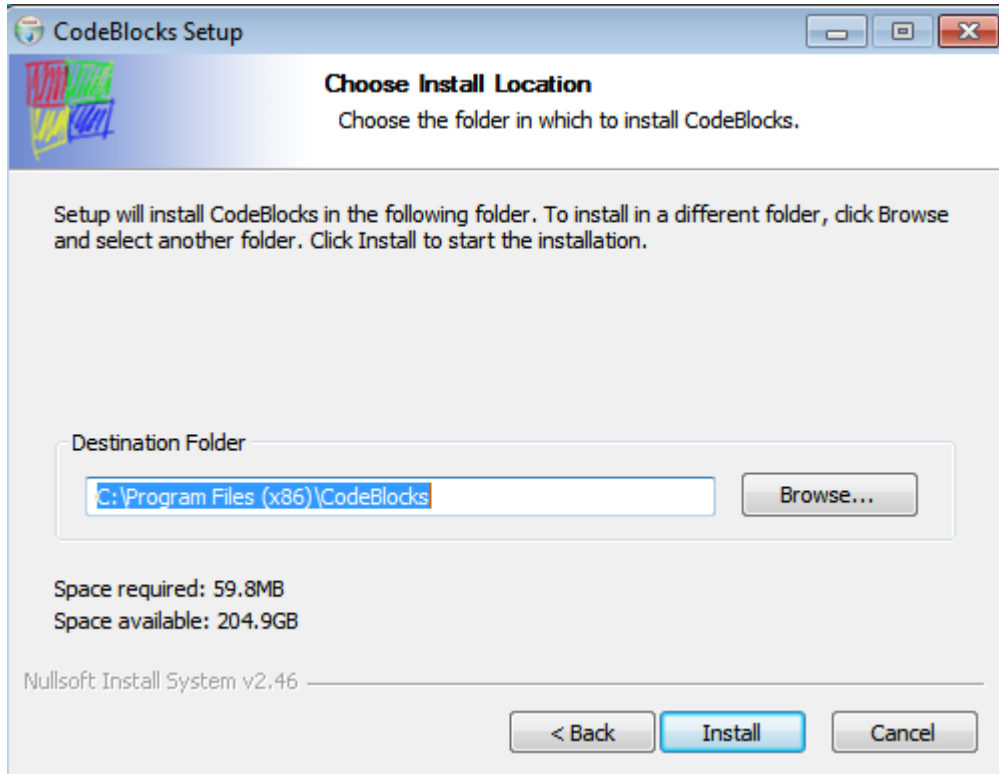
Space required: 59.8MB

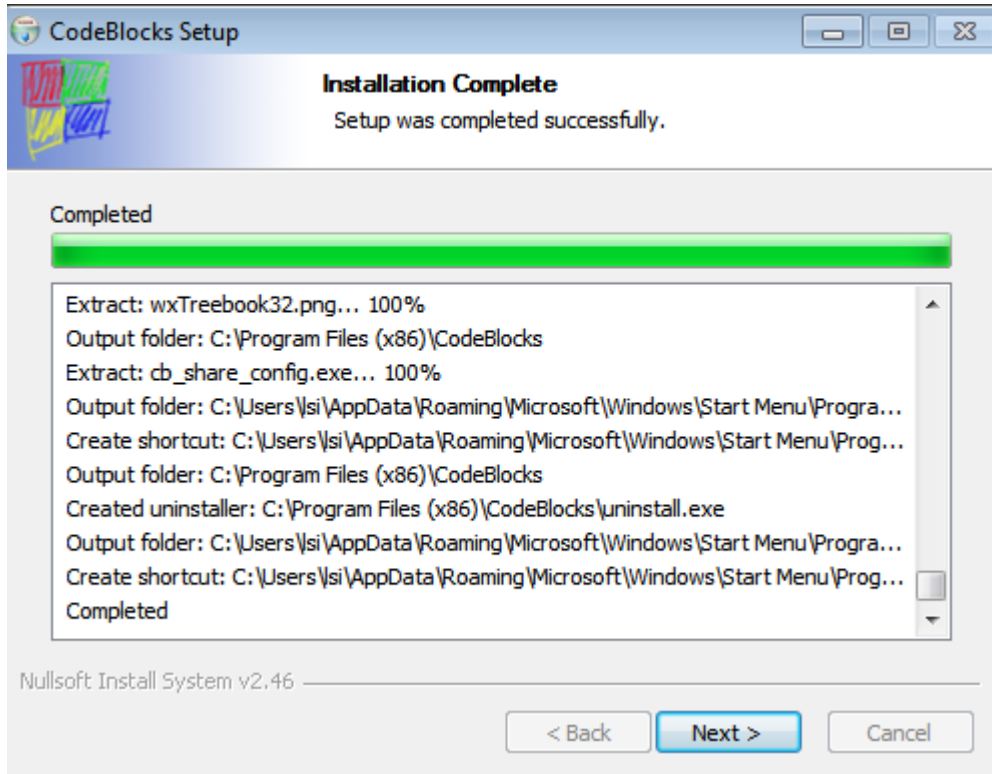
Description

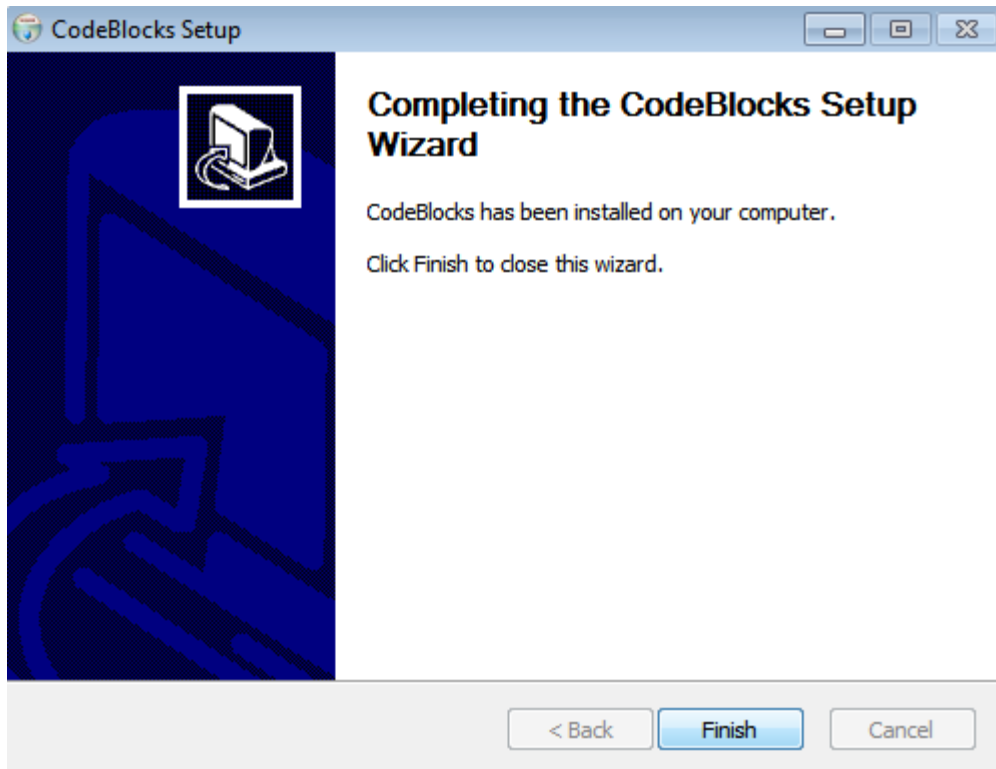
Position your mouse over a component to see its description.

Nullsoft Install System v2.46

< Back Next > Cancel







2- Baixe os arquivos necessários Glut do site abaixo:

<http://www.4shared.com/rar/q4vW-gXu/GLUT.html>

3- O arquivo GLUT.rar contém 3 arquivos, que devem ser copiados nos diretórios abaixo:

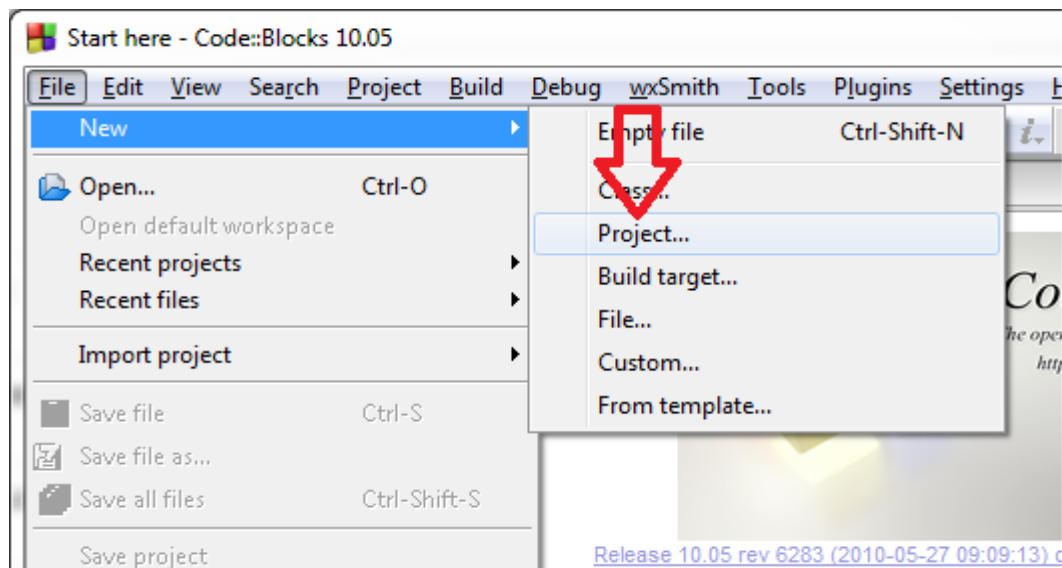
glut32.dll -> C:\Windows\System32

glut.h -> C:\Program Files\CodeBlocks\MinGW\include\GL

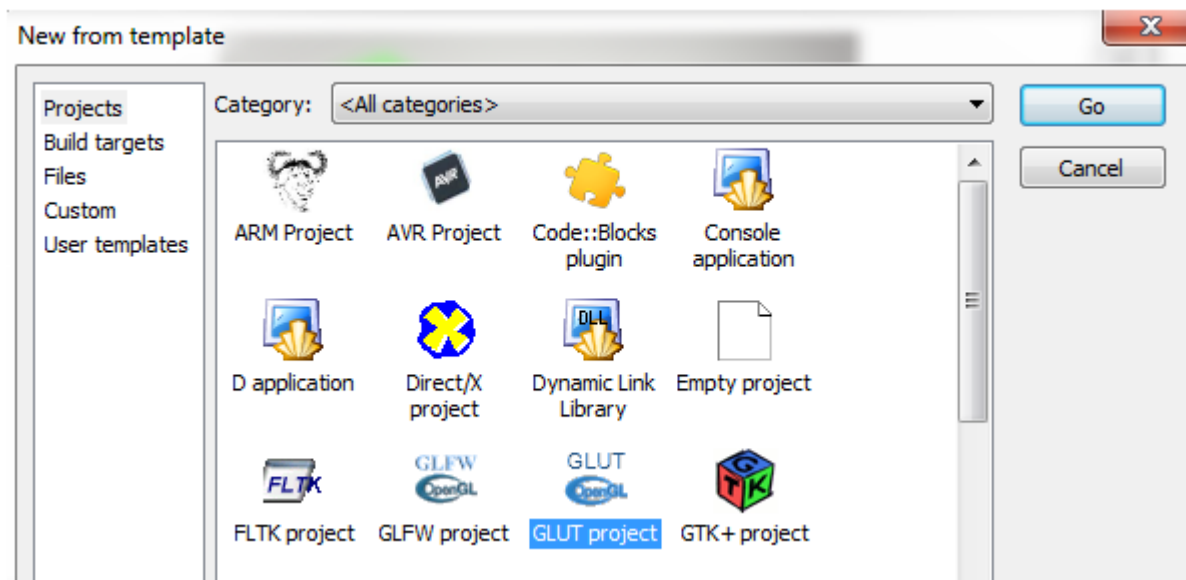
glut.lib -> C:\Program Files\CodeBlocks\MinGW\lib

4- Após mover os arquivos do Glut para seus diretórios, inicie o codeblocks para configurar o uso do Glut

1- Clique em File --> New --> Project



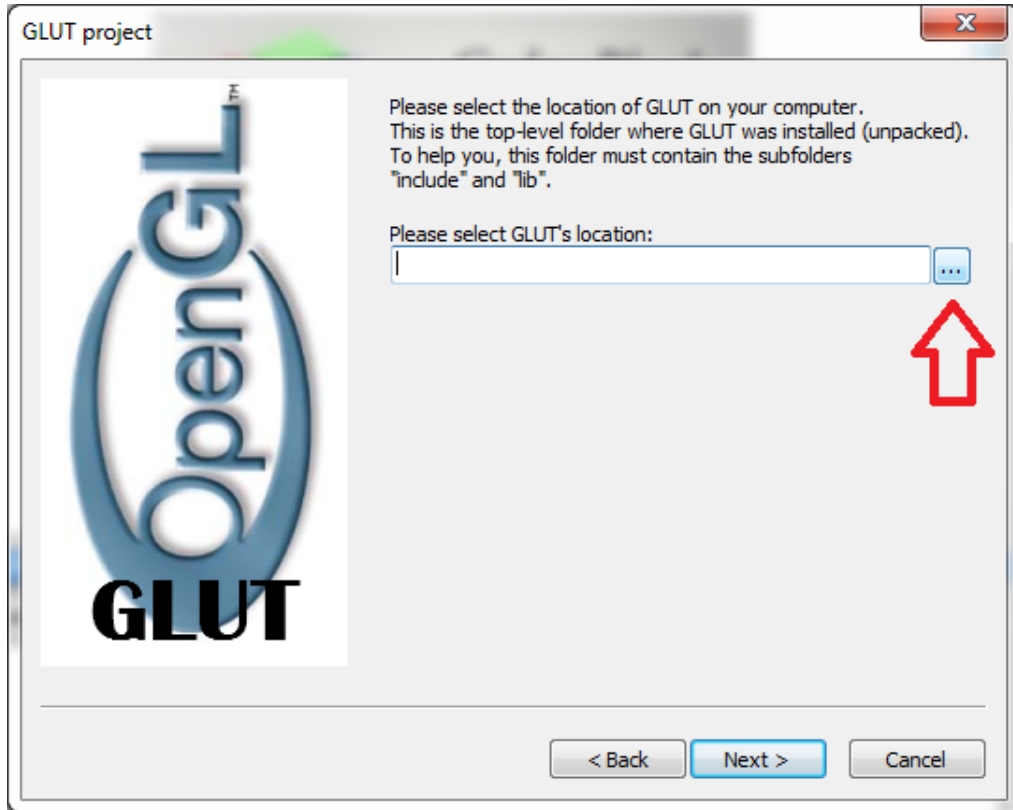
2- Clique em "GLUT project", e em seguida em "Go"



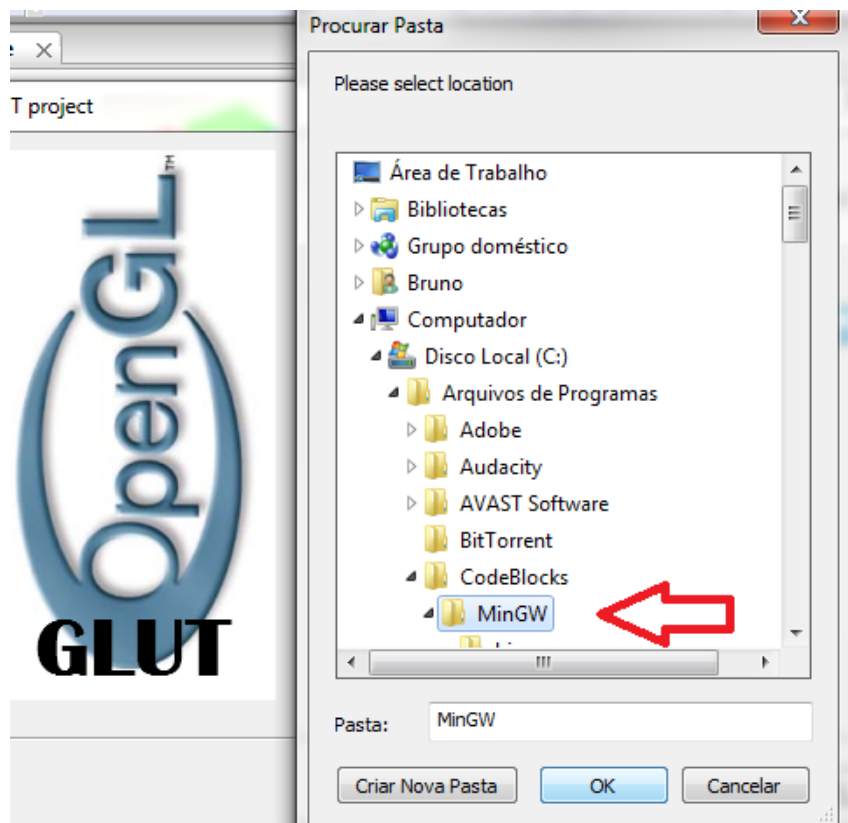
3- Dê um nome a seu projeto e escolha o local onde deve ser salvo



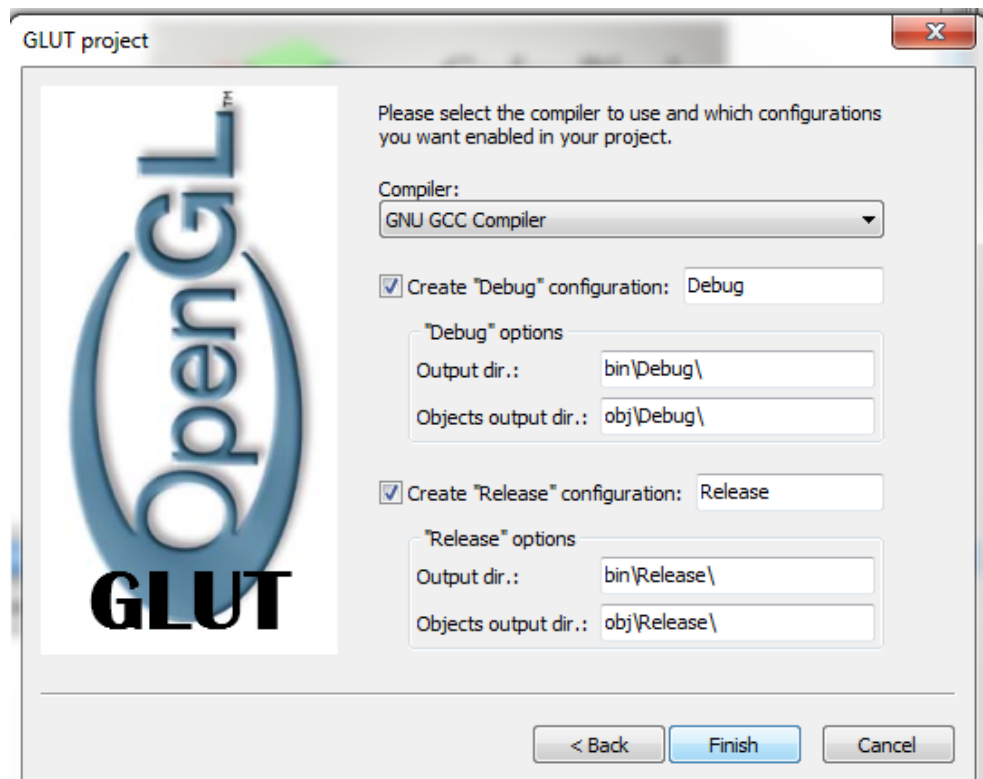
4- Clique nos "... " para linkar os arquivos GLUT (após aparecer a tela de "liker", clique em "Cancel" para abrir uma janela para localizar o diretório onde se encontra os arquivos GLUT)



5- Procure a pasta onde está instalado o "Codeblocks" e depois clique na Pasta "MinGW" e em "OK".



6- Depois clique em "Finish"



7- Adicione a seguinte biblioteca antes de todo código:

```
#include <windows.h>
```

