

Setting up OpenGL in Visual Studio 2015

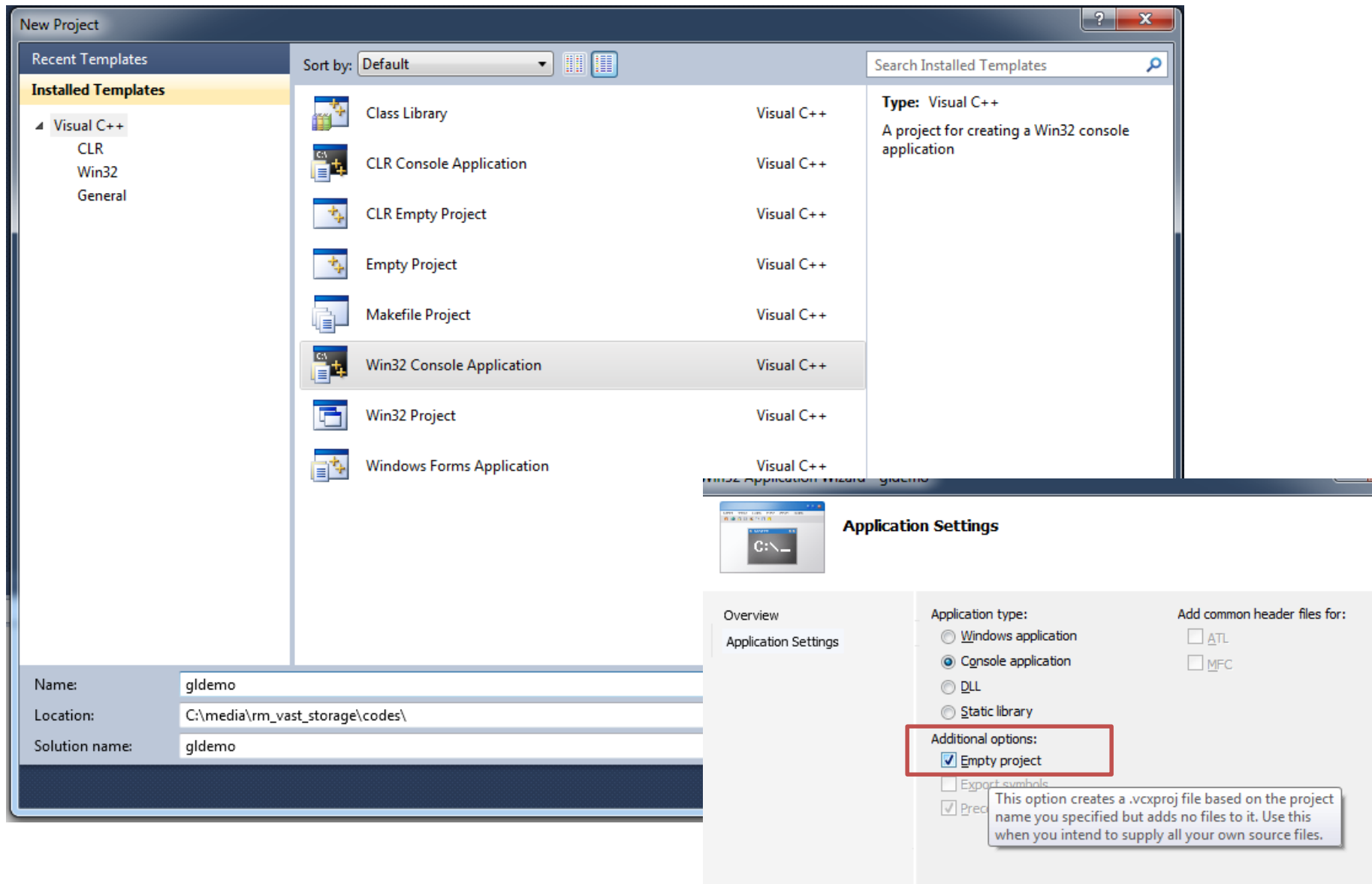
The libraries

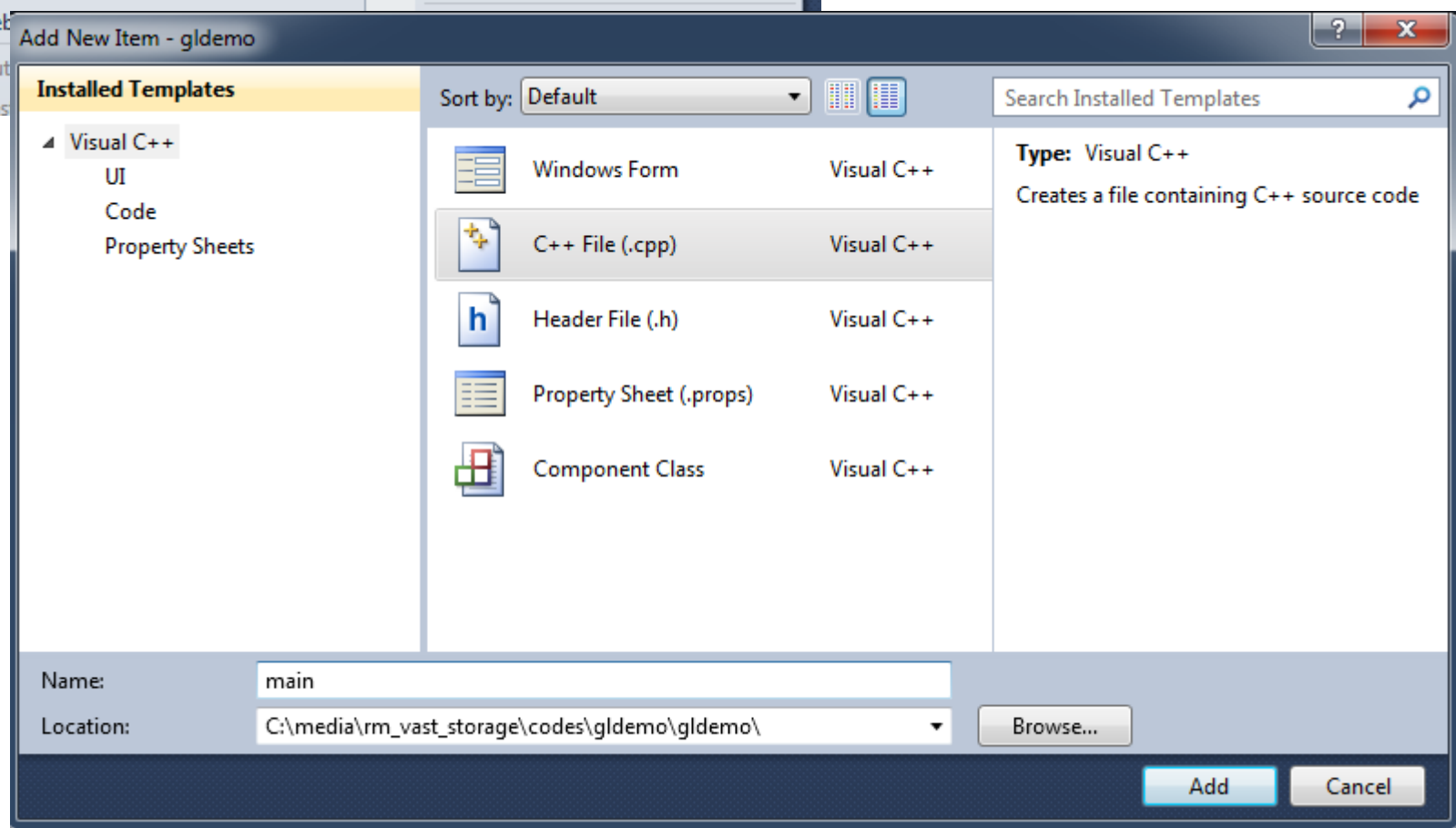
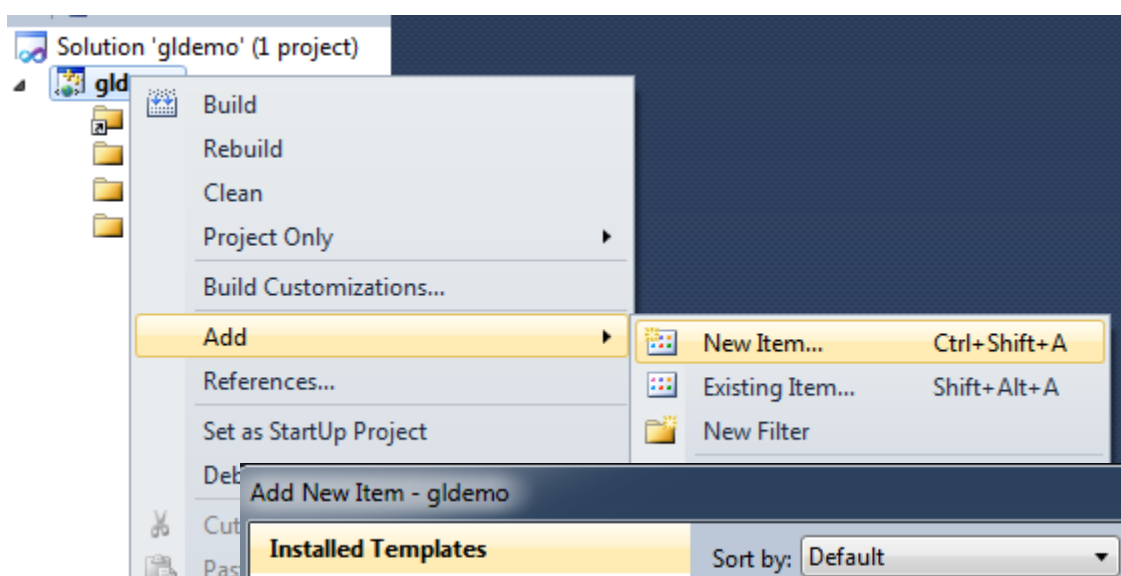
- OpenGL
 - This is the core.
- GLUT
 - This handles windowing (e.g. creating and destroying window).
- SDL
 - This handles multimedia resources (e.g. loading image)

Overview

- Set up .h
 - So that the program can compile
- Set up .lib
 - So that the program can link
- Set up .dll
 - So that the program can run
- Done

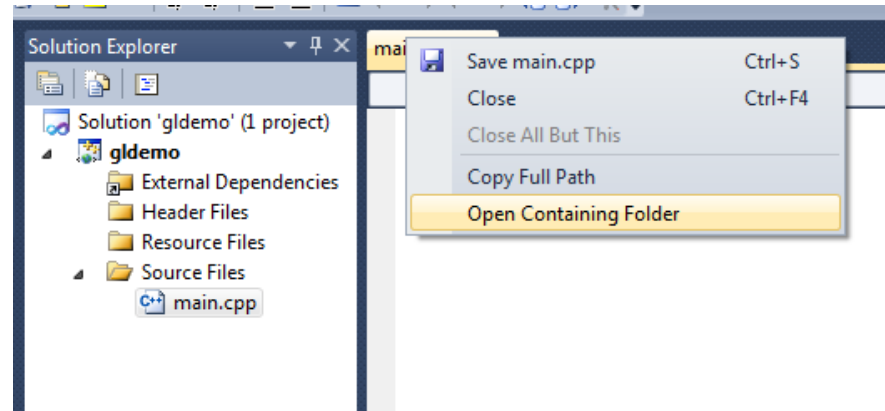
Create the project



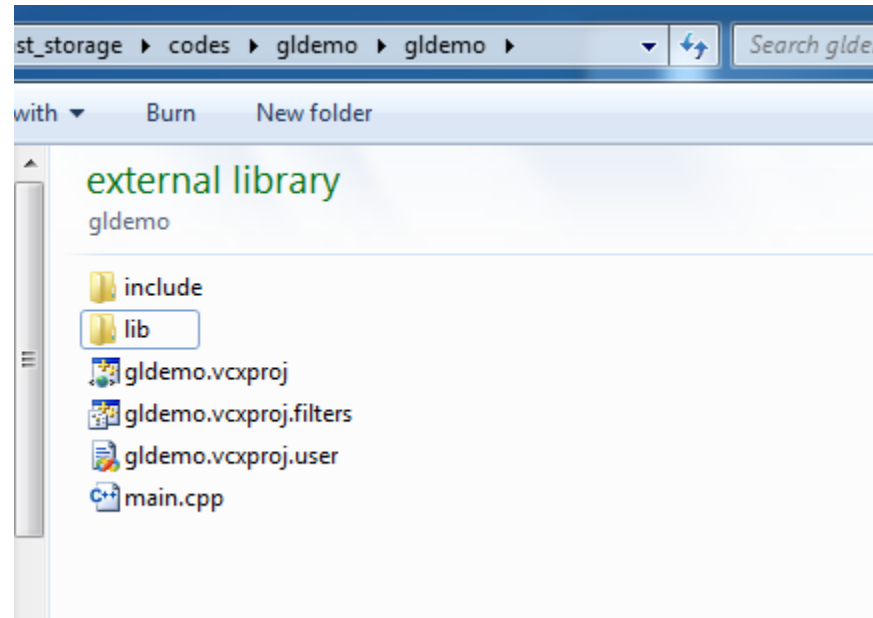


Copy files

- Go to the folder containing main.cpp. We call this folder *main_folder*.

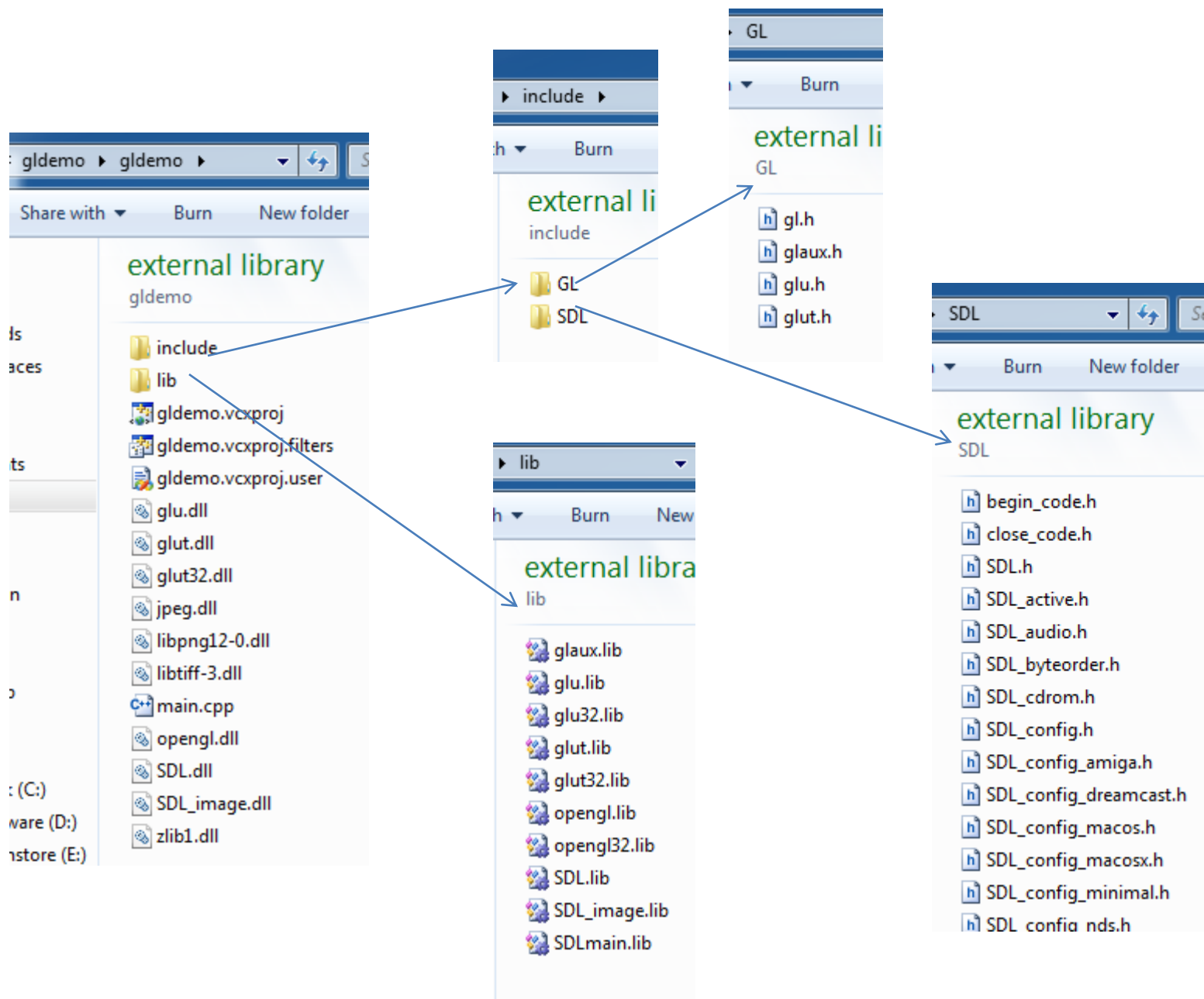


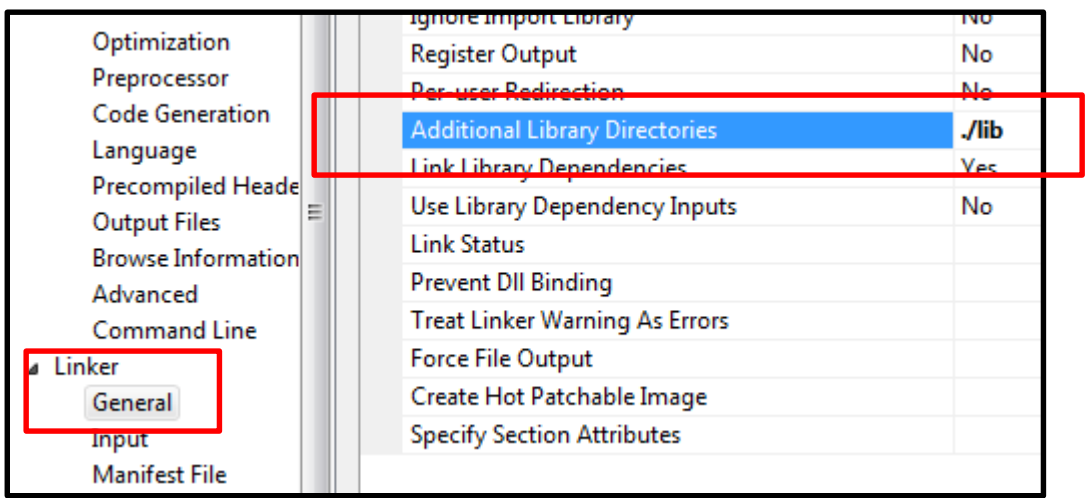
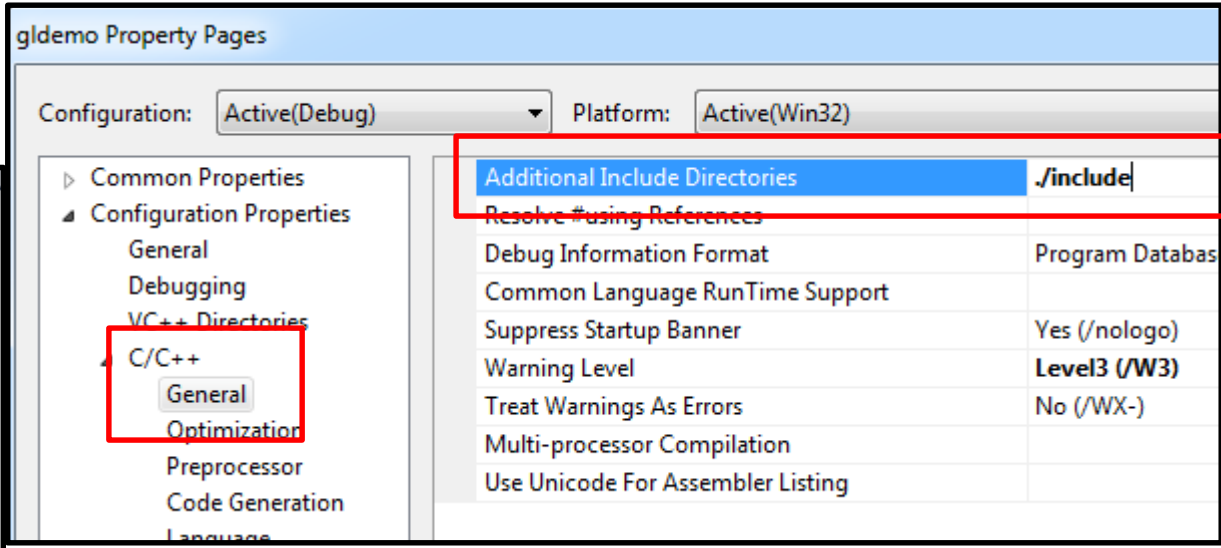
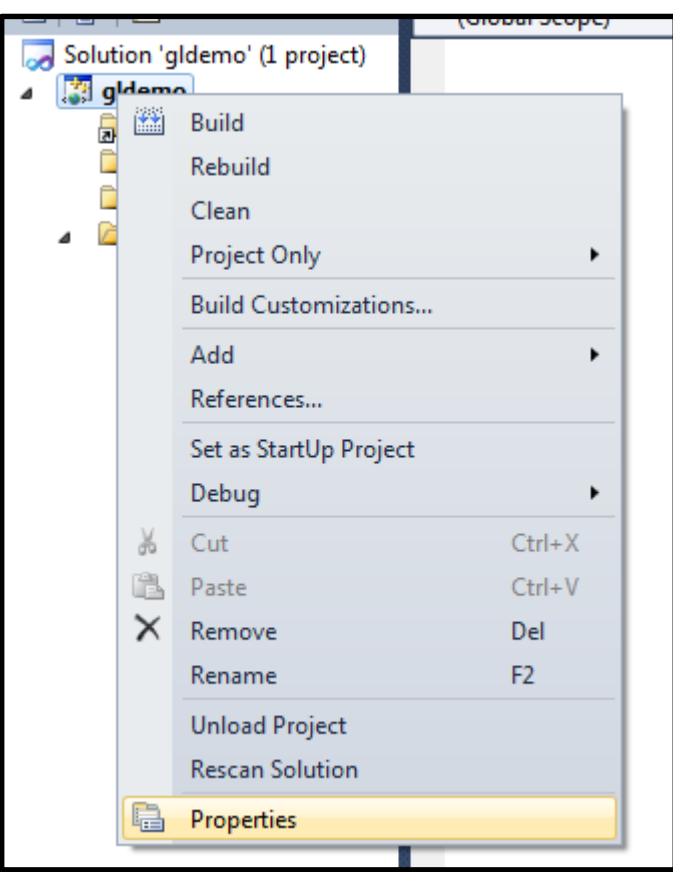
- Create the following folders in the *main_folder*
 - Include
 - Include
 - lib



Copy files

- Under *libraries/glutdlls*, copy the following stuff:
 - glutdlls/*.h → main_folder/include/GL
 - glutdlls/*.lib → main_folder/lib
 - glutdlls/*.dll → main_folder
- Under *libraries/SDL_image-devel-1.2.10-VC*, and copy:
 - SDL_image-1.2.10-VC/include/*.h → main_folder/include/SDL
 - SDL_image-1.2.10-VC/lib/*.lib → main_folder/lib
 - SDL_image-1.2.10-VC/lib/*.dll → main_folder
- Under *libraries/SDL-devel-1.2.14-VS2015/SDL-1.2.14*, and copy:
 - SDL-1.2.14/include/*.h → main_folder/include/SDL
 - SDL-1.2.14/lib/*.lib → main_folder/lib
 - SDL-1.2.14/lib/*.dll → main_folder





Now you are good to go!

Possible problems with VS

- Do **NOT** choose community or express version. Many features and libraries are not included.
- The configuration is under VS2015. Other versions of VS are not guaranteed. So VS2015 is **HIGHLY** recommended.
- Just use our VS2015 toolkit

Name ▲	Date Created	Date Modified	Modified By	Size	
 Assign Tutorial 1.ppt	Yesterday	Yesterday	Rynson W H LAU	639 KB	✓
 CGAssignment.doc	Saturday	Saturday	Rynson W H LAU	38 KB	✓
 CG-Assignment - VS2013.rar	11:09am	11:09am	Rynson W H LAU	9.6 MB	✓
 CG-Assignment - VS2015.zip	11:09am	11:09am	Rynson W H LAU	11.9 MB	✓

Testing

- Under “3D room_source”, copy
 - Source/Data → main_folder
 - Source/main.cpp → main_folder (override your main.cpp)
- In your visual studio, press Ctrl+F5 and run

