

OpenGL Environment Setting for Mac

*CS 550000 Computer Graphics
CGVLAB, NTHUCS*

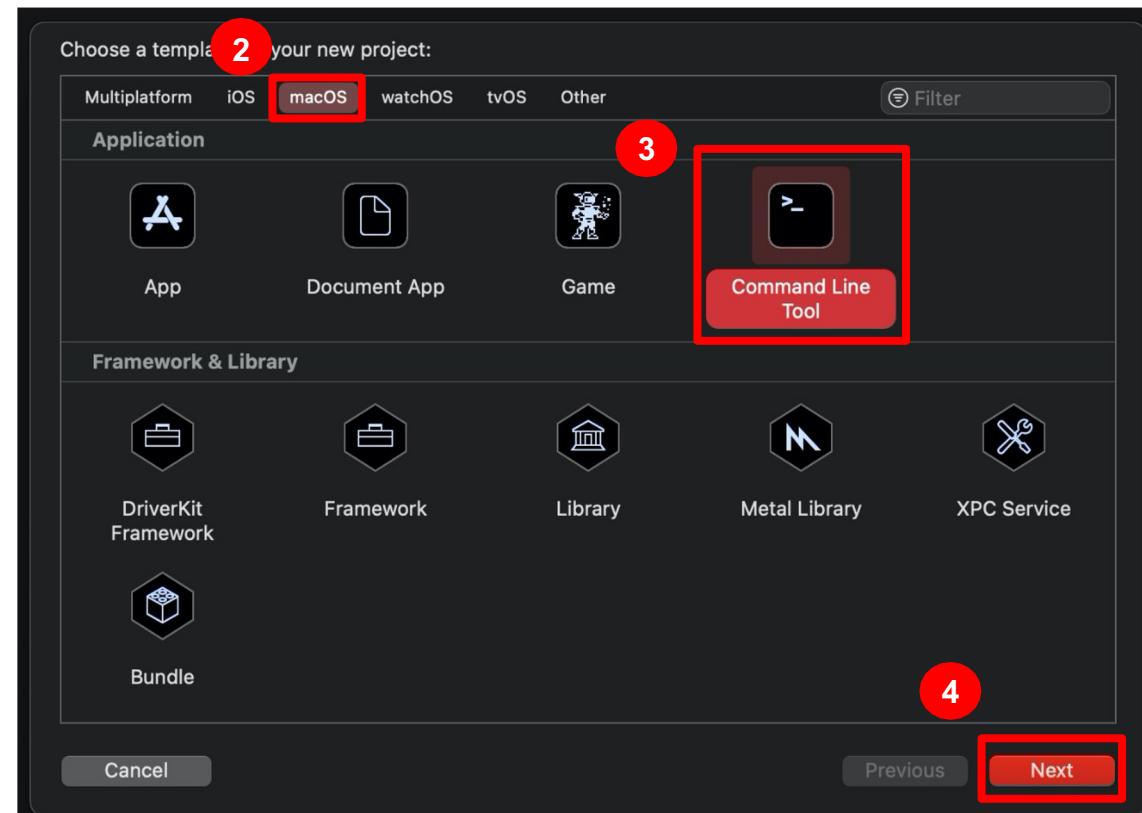


CREATE A PROJECT FROM SCRATCH



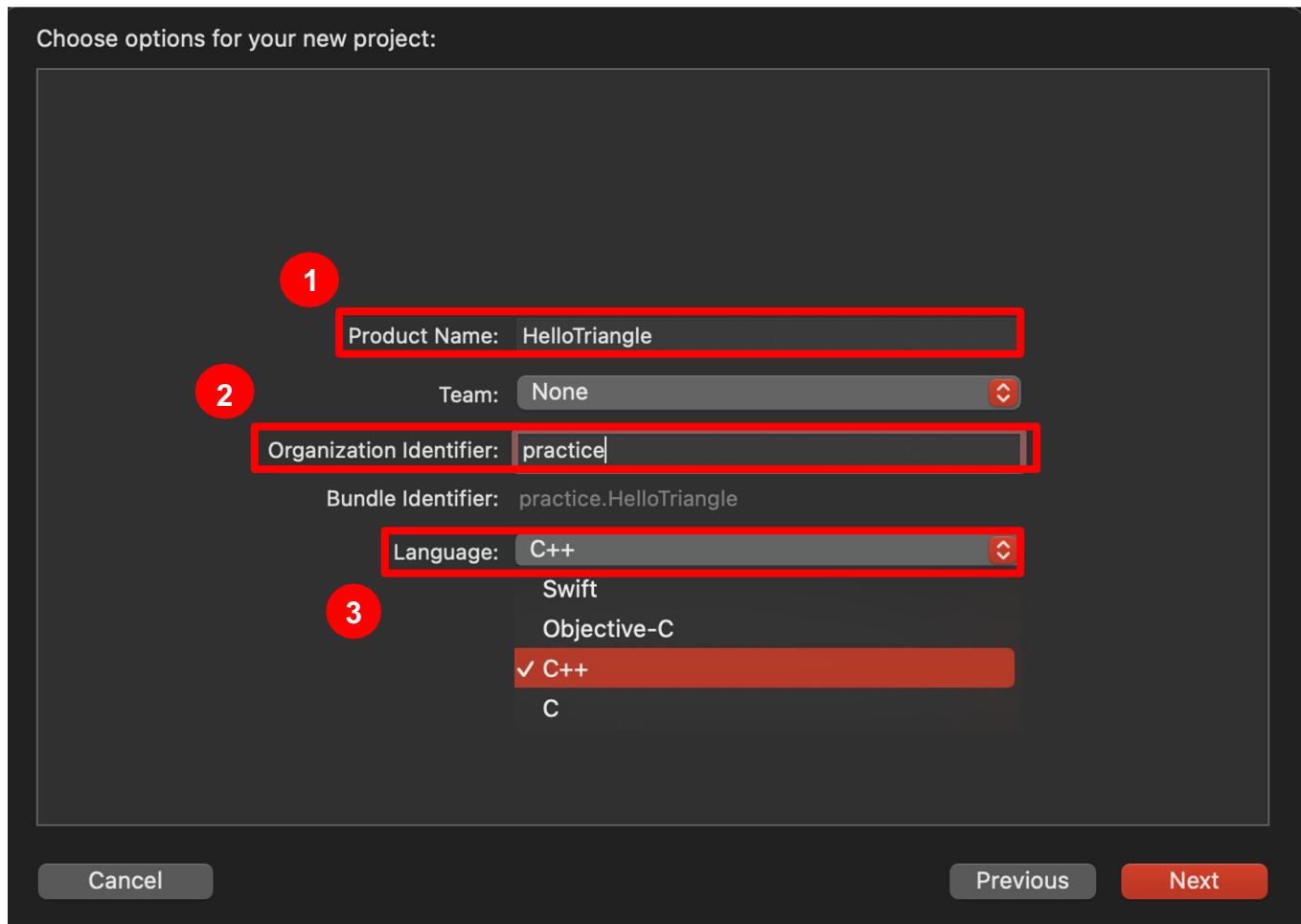
Xcode

◆ Create a new Xcode command line project



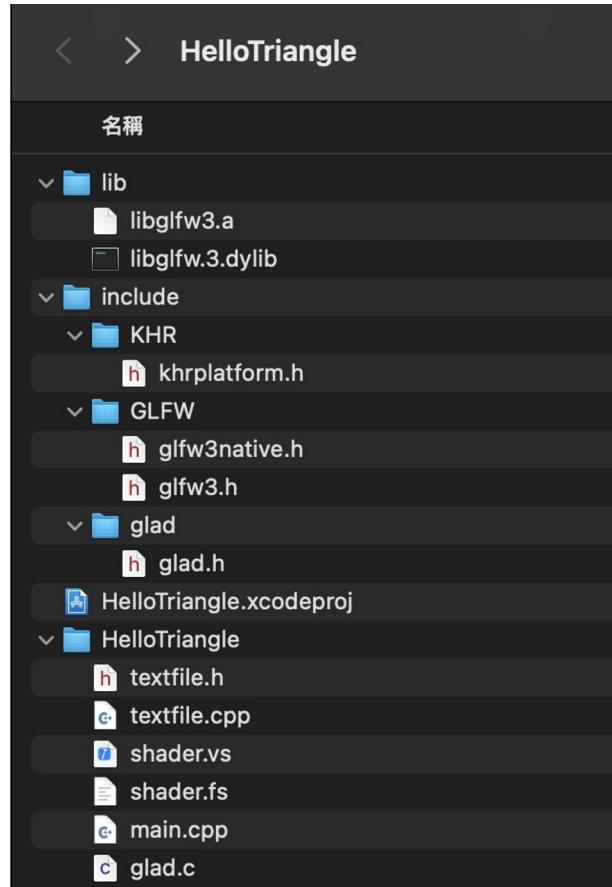
Xcode

◆ Choose options



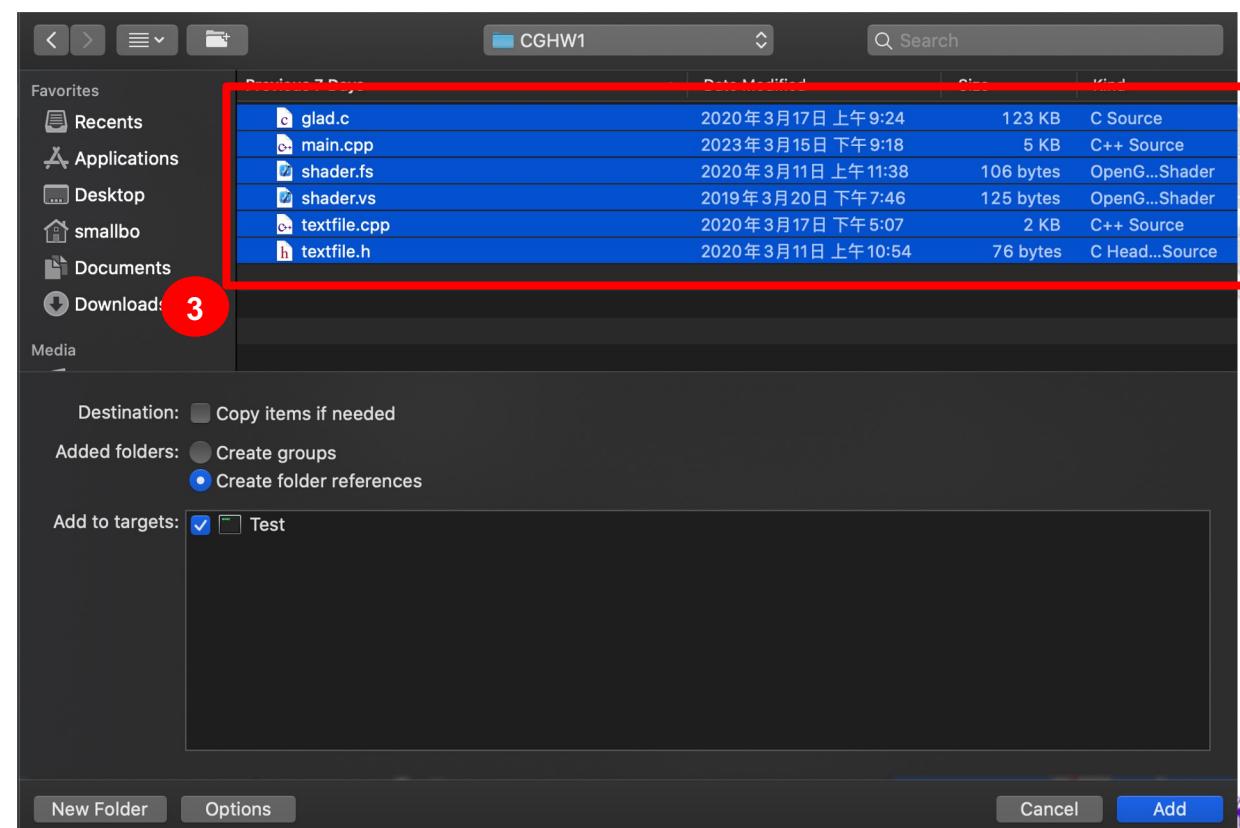
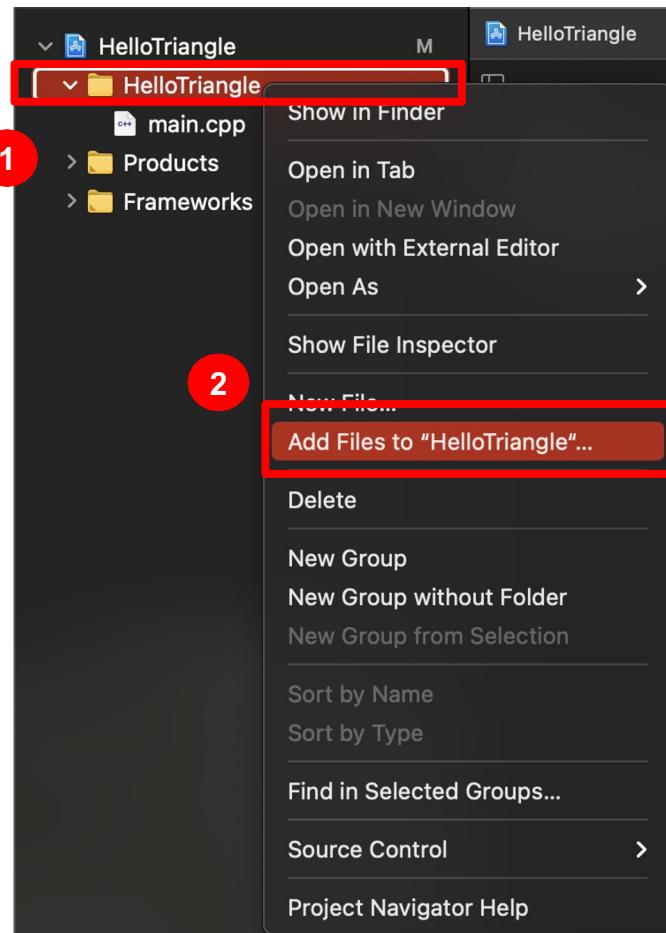
Xcode

- ◆ Copy the sample code (e.g., GLFW, GLAD, source code) to project folder
- ◆ Folder hierarchy



Xcode

◆ Add the all source code to project



Xcode

- ◆ Note:

Xcode >=11

Download the framework on iLMS

Download GLFW & GLAD from official website

glad.c should be added to project and it will
be automatically compiled



PROJECT SETTINGS



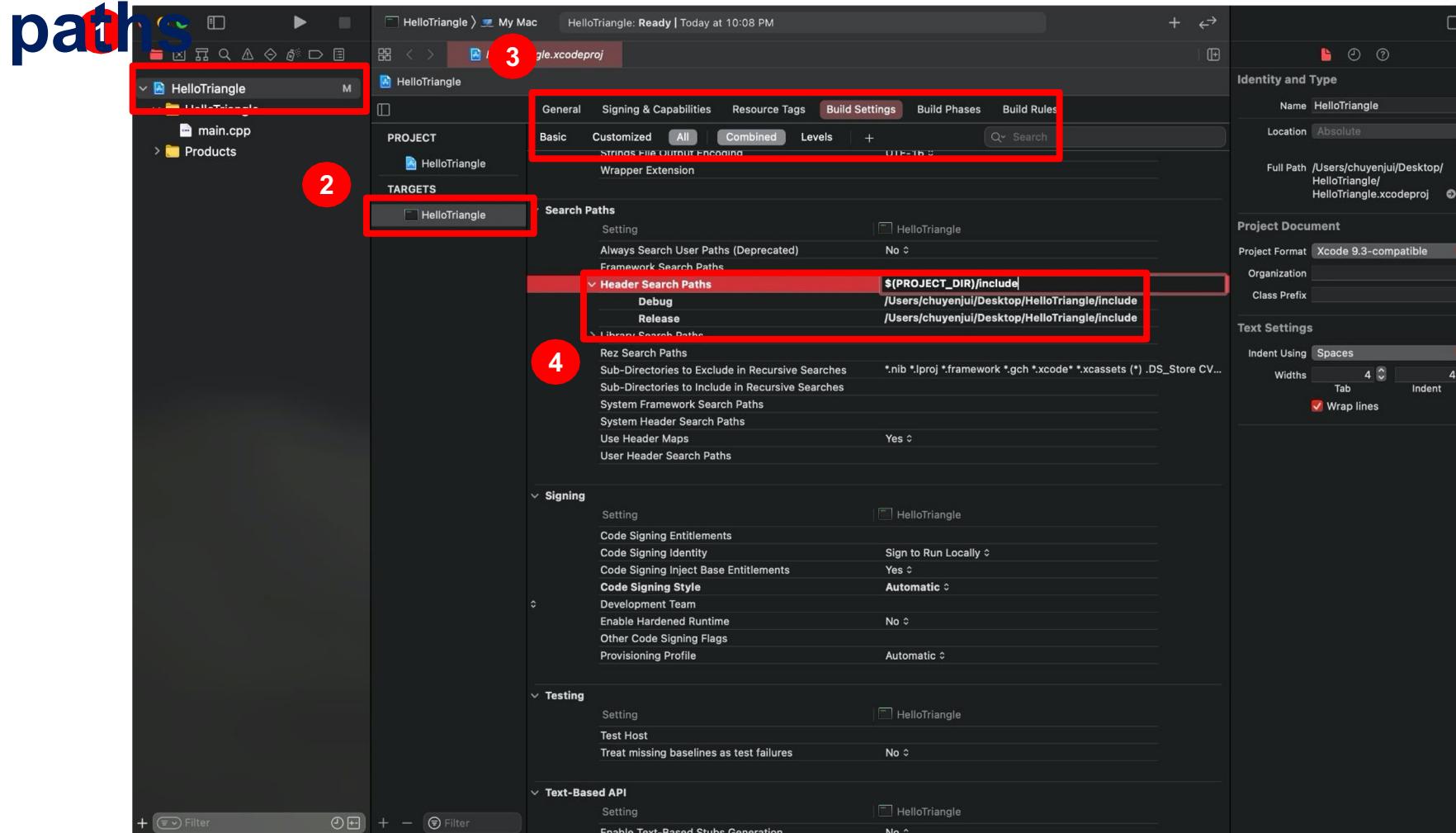
Project Settings

- ◆ **Search paths**
- ◆ **Dynamic library**
- ◆ **Working directory**
- ◆ **`$(PROJECT_DIR)` is the location of
*your_project_name.xcodeproj***



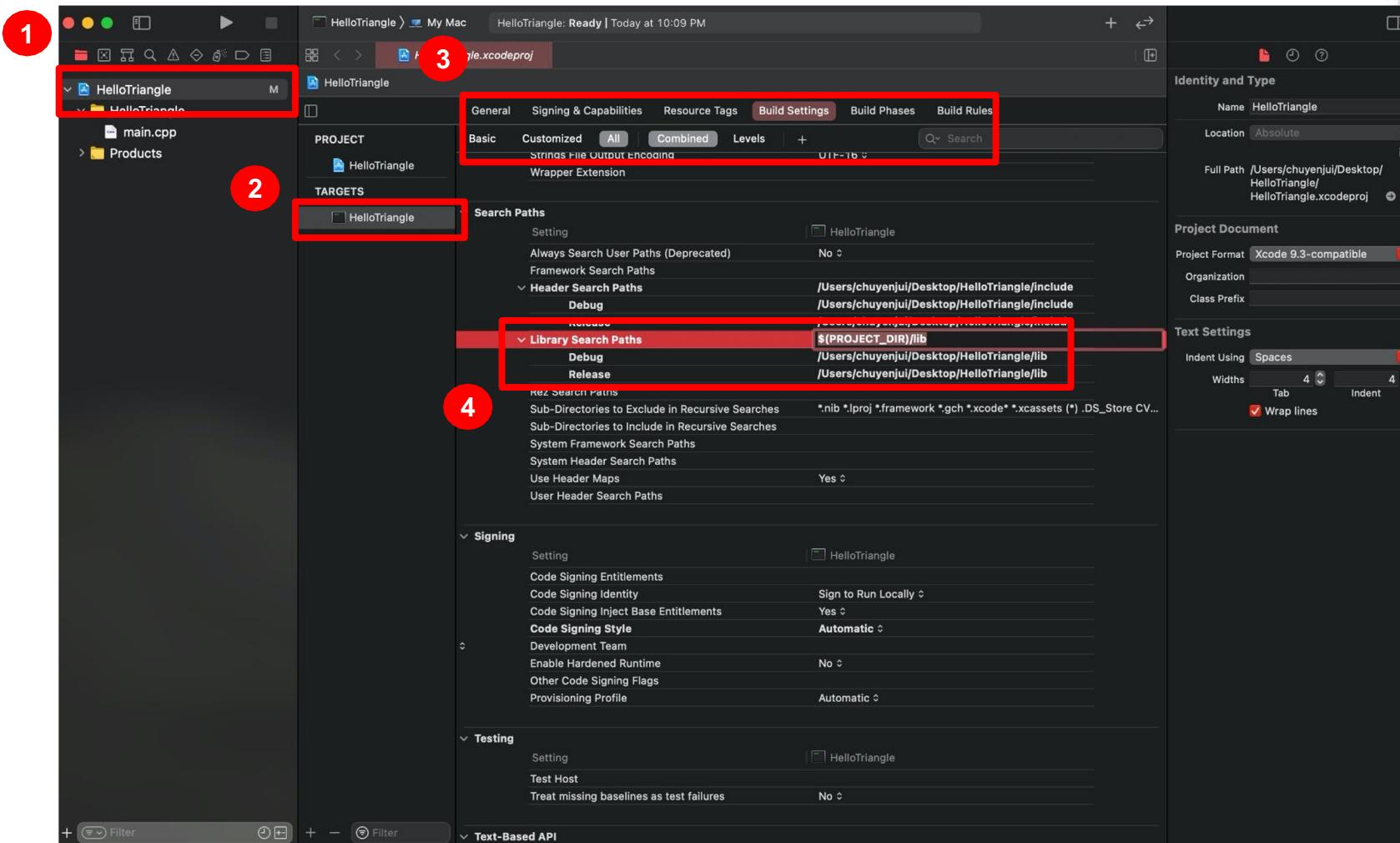
Include Path

- ◆ Add include path to header search paths



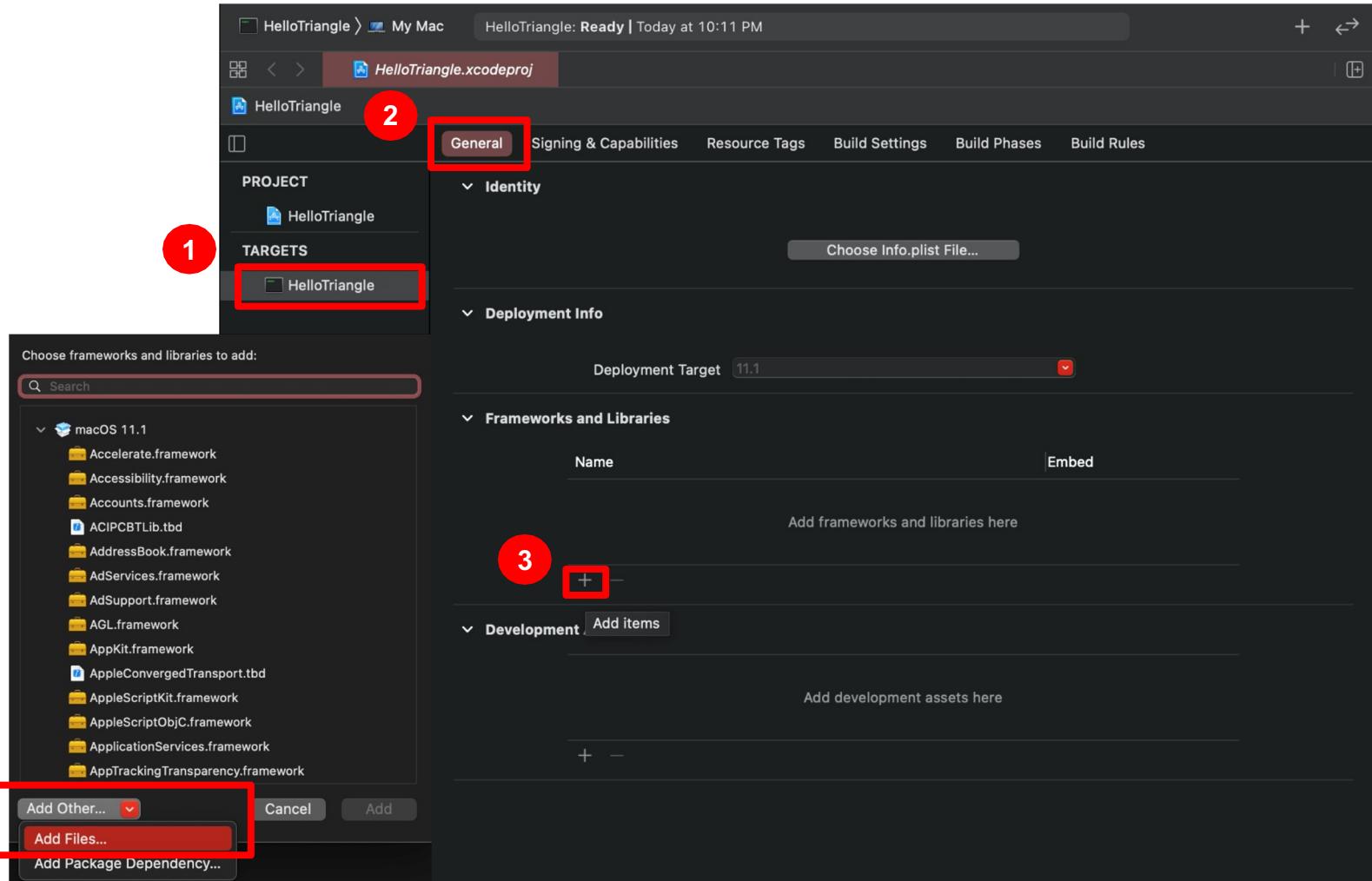
Lib Path

◆ Add lib path to library search paths



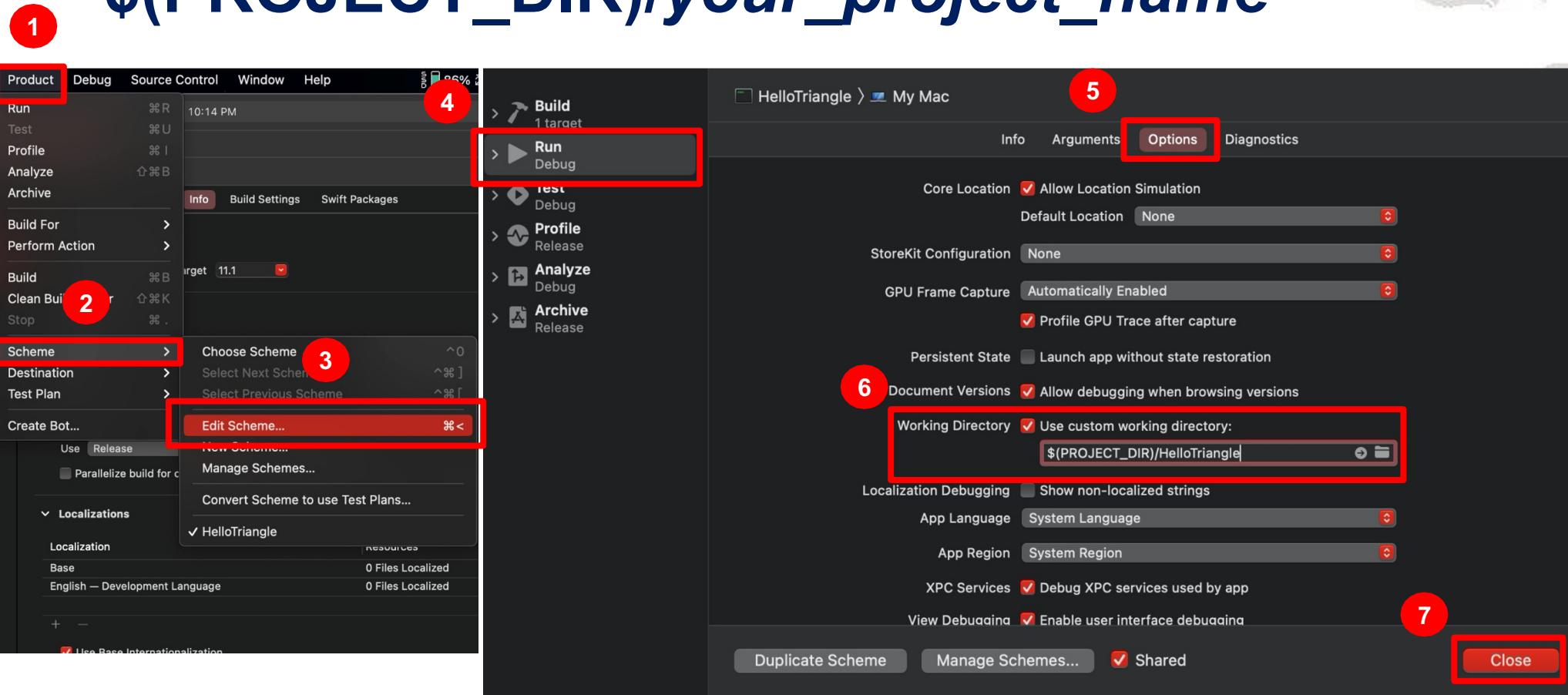
Dynamic Library

- ◆ Find out the location of *libglfw.dylib*

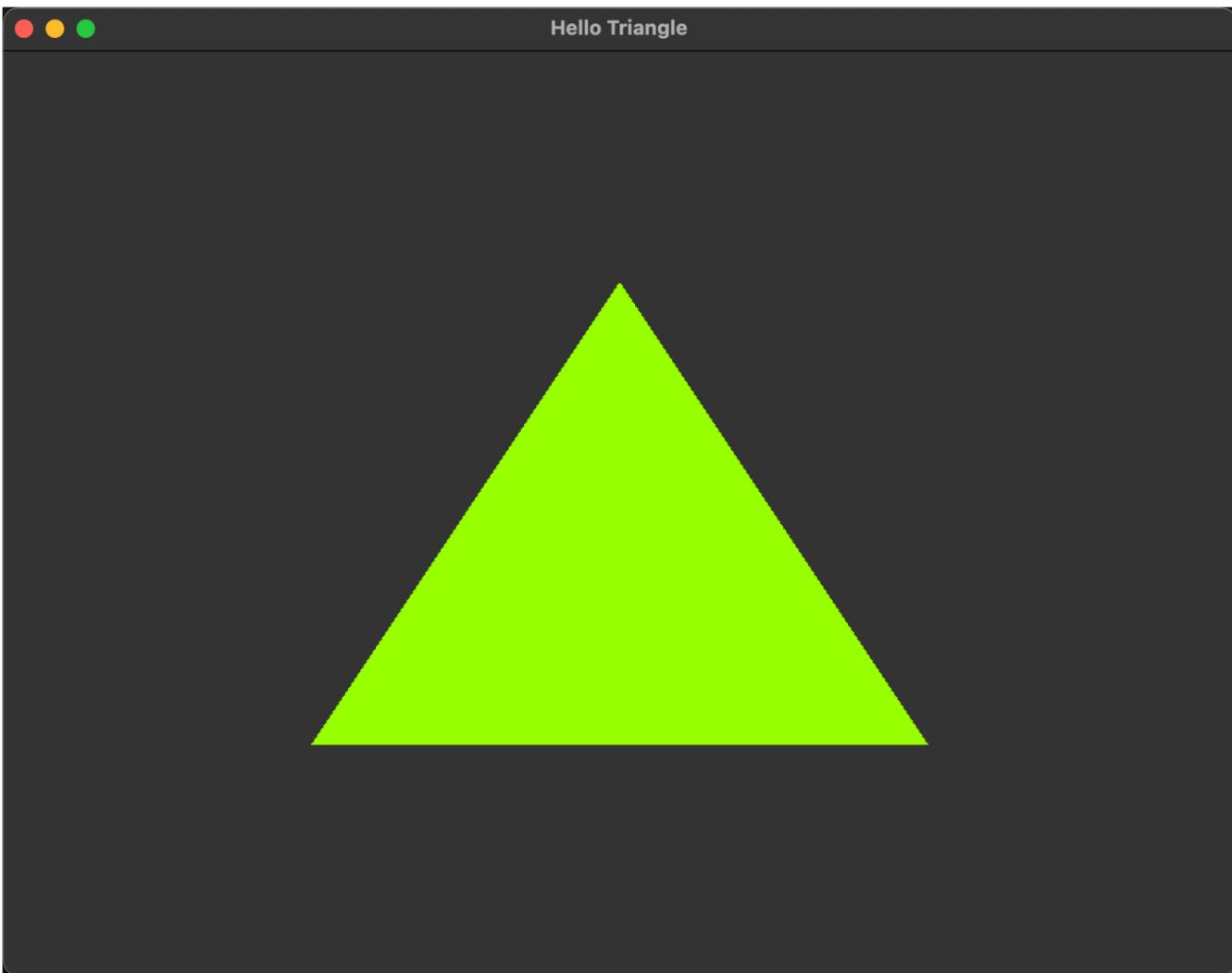


Working Directory

◆ Recommend: set the path to
\$(PROJECT_DIR)/your_project_name



Build & Run



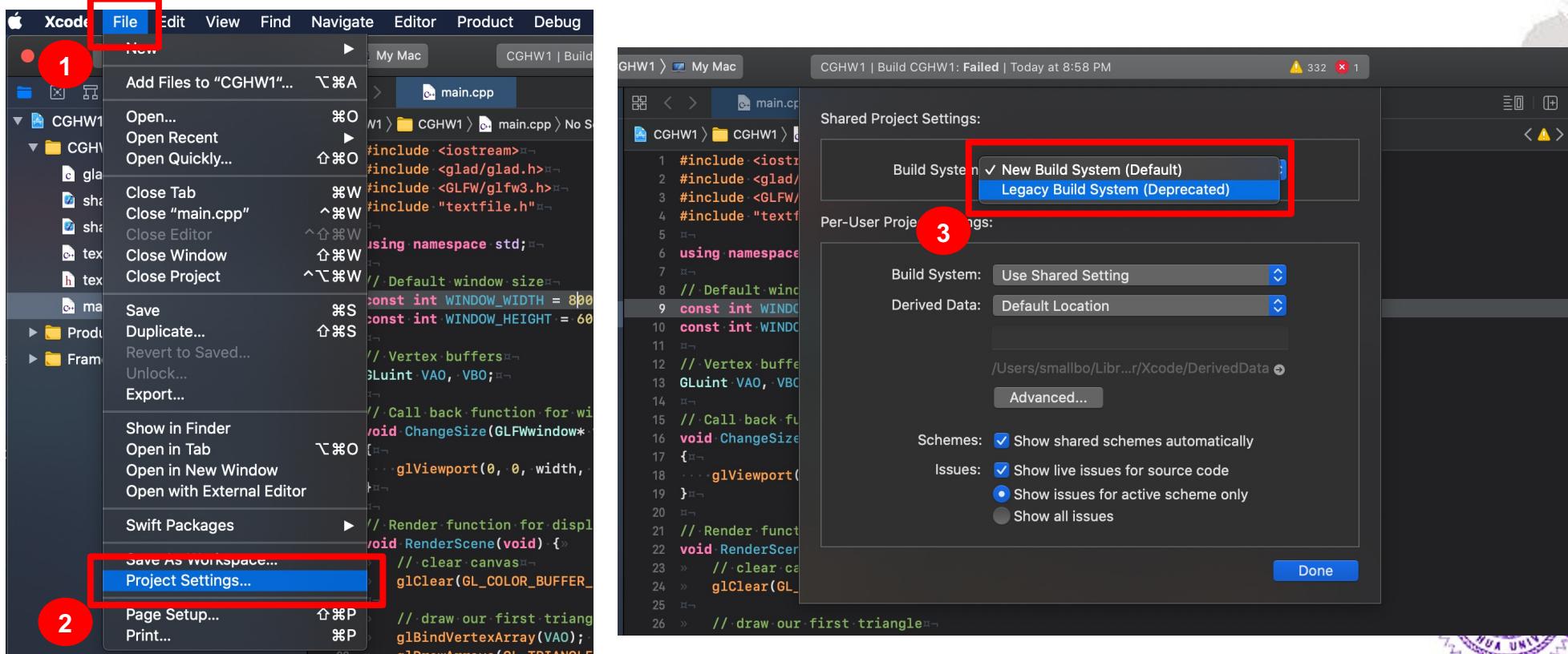
Modify code & Re-run

- ◆ **Build fail problem**
 - ◆ **Problem scenario :**
 - ◆ **Step 1 : Modify the code**
 - ◆ **Step 2 : Re-run**
 - ◆ **Step 3 : Re-run again**
 - ◆ **Build fail appear**



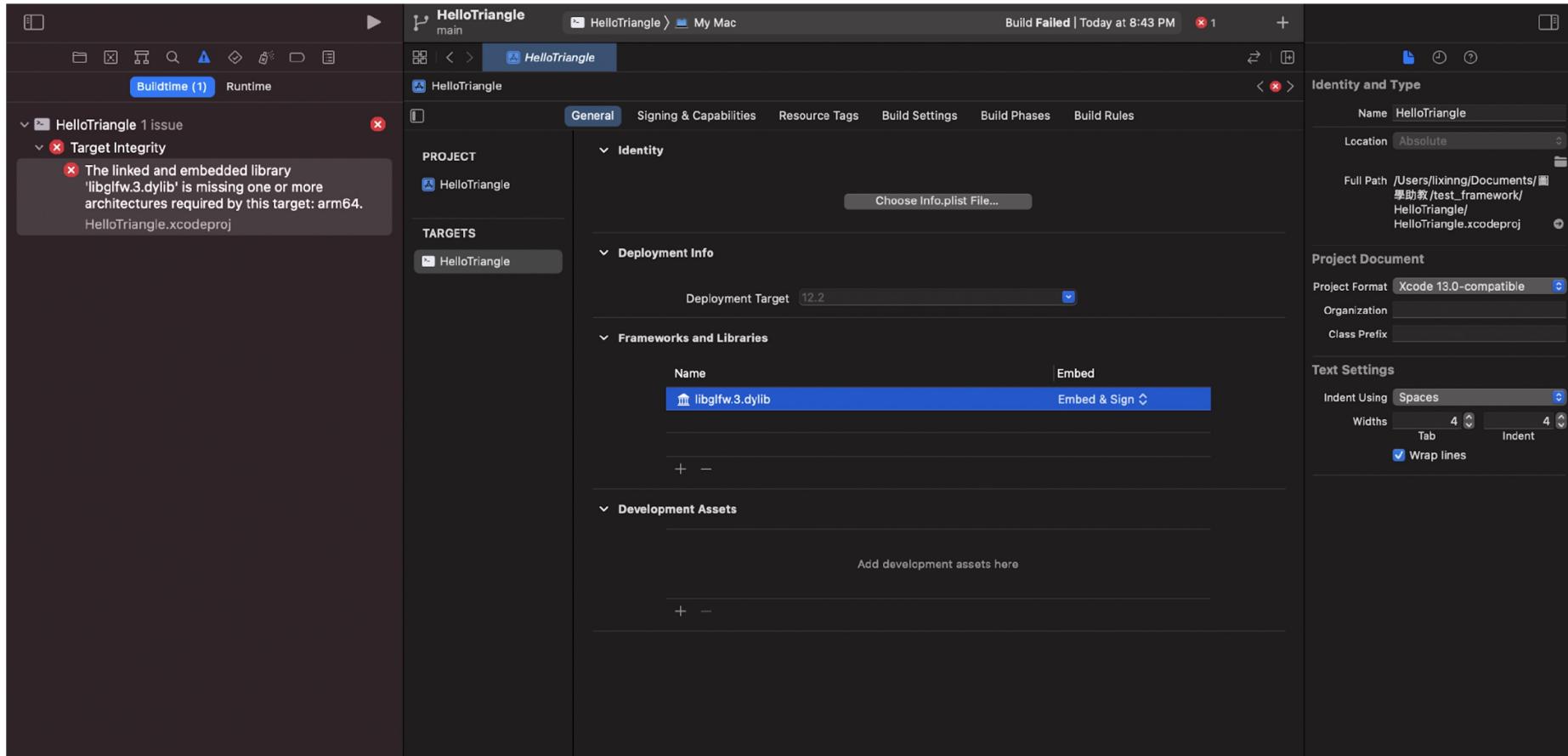
Modify code & Re-run

- ◆ Build fail problem
- ◆ Solution : Change the build system
 - ◆ Choose “Legacy Build System”



For M1 or M2 Users

- ◆ After running the project, M1 or M2 Users will meet the architecture problem



Using Rosetta

- ◆ Click and change the build platform

