

## ICG Homework#1 Xcode環境設定

- **OpenGL設定**  
<http://lnx.cx/docs/opengl-in-xcode/>
- **glew安裝**  
brew install glew
- **glfw3安裝**  
git clone <https://github.com/glfw/glfw.git>  
用cmake 安裝
- **glm安裝**  
brew install glm
- **xcode 設定路徑 HEADER\_SEARCH\_PATHS**  
/usr/local/include  
(在Build Settings中設定)
- **"use of undeclared identifier printf"**  
把control.cpp中 `printf("dfov:%f\n", dfov);` comment掉
- **link binary:**  
libglfw3.a, Cocoa.framework, OpenGL.framework, IOKit.framework, CoreVideo.framework, libGLEW.a, GLUT.framework  
(在Build Phases中修改Link Binary With Libraries)
- 遇到 (“**2 duplicate symbols for architecture x86\_64**”) 之類的問題  
(重複main()) —>代表project中有重複的main(), 或其他  
c++filt \_\_ZlsRNSt3\_\_113basic\_ostreamIcNS\_11char\_traitsIcEEEEERK5Point 可查是什麼  
參考 <http://stackoverflow.com/questions/20184582/xcode-error-2-duplicate-symbols-for-architecture-x86-64>  
grep -nr "int main" . 找到是哪個重複, 在哪些檔中
- **Can not open object File "models/balls.tri" !**  
Click on Product -> Scheme -> Edit Scheme. 改路徑到main檔的資料夾  
參考 <http://stackoverflow.com/questions/1416927/how-do-i-use-a-relative-path-in-xcode-project-settings>