

Lab Report

Ritobroto Maitra (1301CS50)

Week 1

12/01/2016

■ Title

- Manual for OpenGL installation in OS X

Procedure

OS X, as part of its XCode developer suite, comes pre-configured with OpenGL. It uses original GLUT rather than freeGlut as in other Linux environments.

1. We changed the test file sent via e-mail to include *GLUT* in header in place of *GL/glut.h*
2. We compile using :

```
g++ blender.c -framework OpenGL -framework GLUT -o blender
```

7. Run the output file using `./blender` from within the project directory. This verifies that the environment has been set up correctly.



FIGURE 1 – Screenshot of the final blender.c output

```
void
output(GLfloat x, GLfloat y, char *text)
{
    char *p;

    glPushMatrix();
    glTranslatef(x, y, 0);
    for (p = text; *p; p++)
        glutStrokeCharacter(GLUT_STROKE_ROMAN, *p);
    glPopMatrix();
}
```

Code snippet from the blender.c file.