

OpenGL Installation

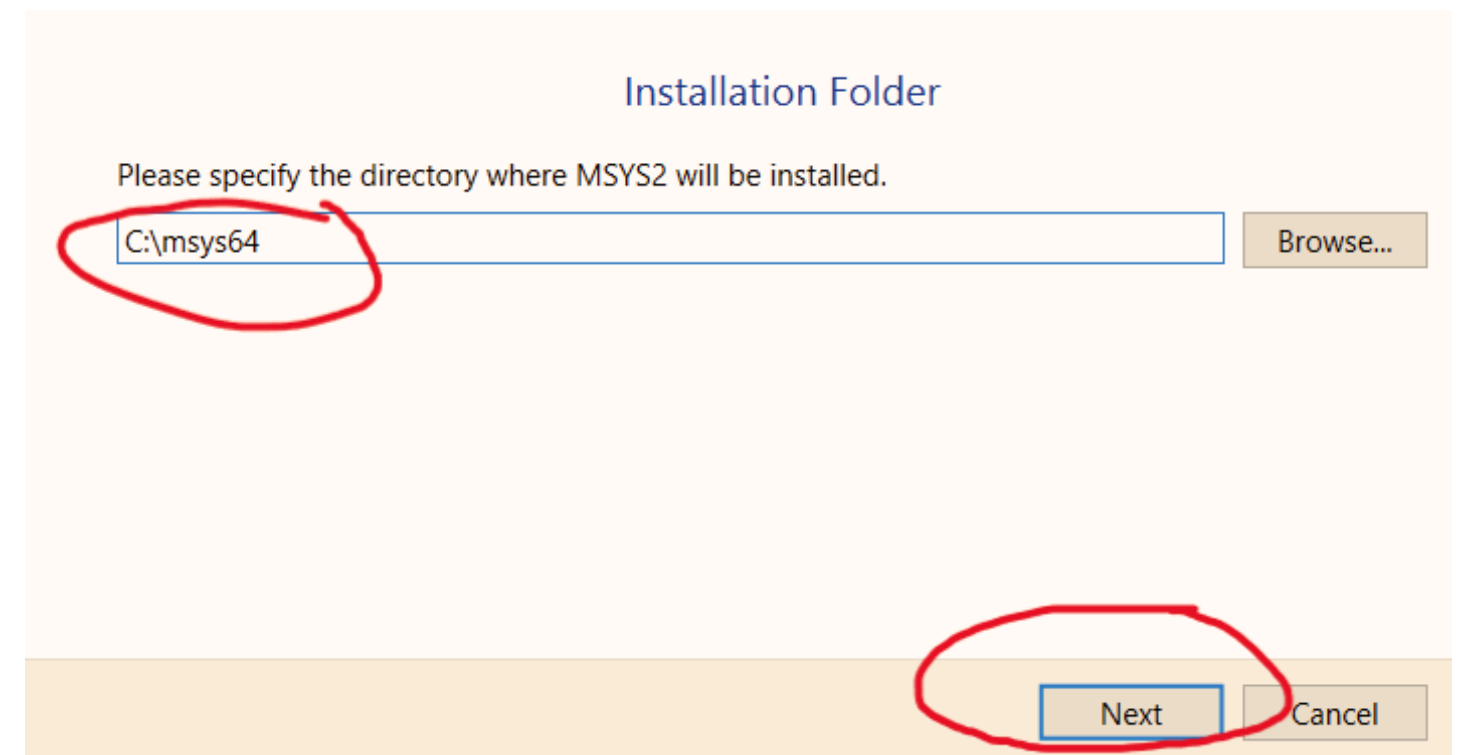
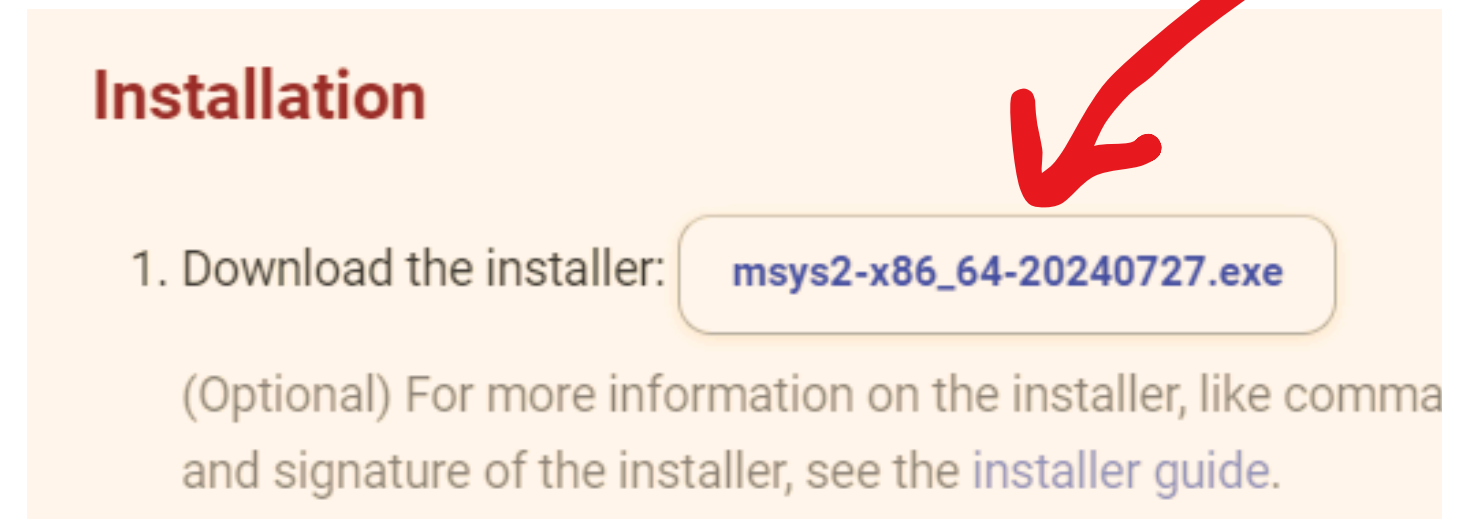
What is OpenGL:

- Open Graphics Library is a cross-platform API for rendering 2D and 3D vector graphics.
- Operating system independent.
- Primarily used in video games, simulations, and applications that require high-performance graphics.
- Prerequisites: Code Blocks & MSYS2.

MSYS2 Installation:

<https://www.msys2.org/>

Open the .exe file, do not make any changes and install MSYS2.



MSYS2 Installation:

Install pacman:

```
$ pacman -Syu
```

Install MinGW package via CLI:

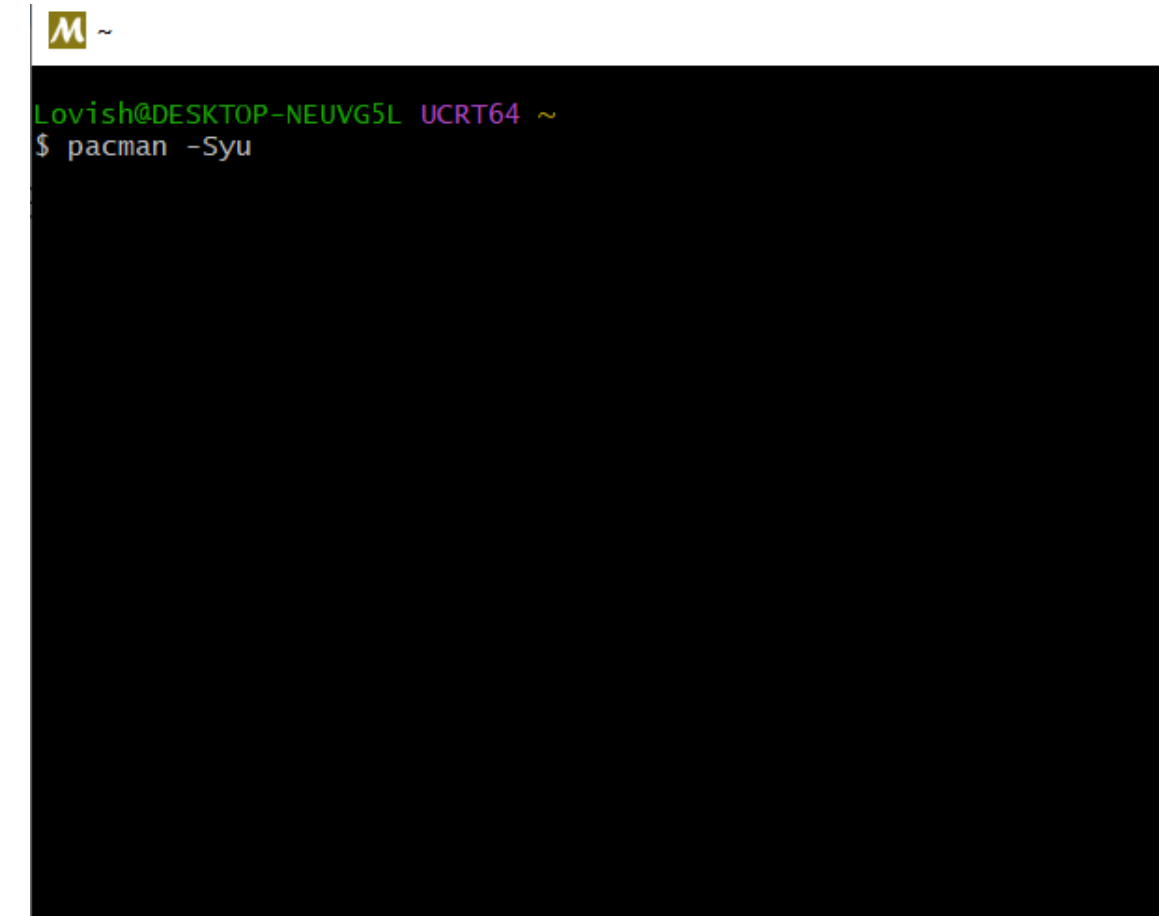
```
$ pacman -S mingw-w64-x86_64-toolchain
```

Install freeglut:

```
$ pacman-S mingw-w64-x86_64-freeglut
```

Install glew:

```
$ pacman-S mingw-w64-x86_64-glew
```



Code Blocks Installation:

Download the binary release:

<http://www.codeblocks.org/downloads>

Downloads

There are different ways to download and install Code::Blocks on your computer:

- **Download the binary release**

This is the easy way for installing Code::Blocks. Download the setup file, run it on your computer and Code::Blocks will be installed, ready for you to work with it. Can't get any easier than that!

- **Download a nightly build**

There are also more recent so-called nightly builds available in the [forums](#). Please note that we consider nightly builds to be stable, usually, unless stated otherwise.

- Other distributions usually follow provided by the community (big "Thank you!" for that!). If you want to provide some, make sure to announce in the forums such that we can put it on the official C::B homepage.



Microsoft Windows

File	Download from
codeblocks-20.03-setup.exe	<u>FossHUB</u> or <u>Sourceforge.net</u>
codeblocks-20.03-setup-nonadmin.exe	<u>FossHUB</u> or <u>Sourceforge.net</u>
codeblocks-20.03-nosetup.zip	<u>FossHUB</u> or <u>Sourceforge.net</u>
codeblocks-20.03mingw-setup.exe	<u>FossHUB</u> or <u>Sourceforge.net</u>
codeblocks-20.03mingw-nosetup.zip	<u>FossHUB</u> or <u>Sourceforge.net</u>
codeblocks-20.03-32bit-setup.exe	<u>FossHUB</u> or <u>Sourceforge.net</u>
codeblocks-20.03-32bit-setup-nonadmin.exe	<u>FossHUB</u> or <u>Sourceforge.net</u>
codeblocks-20.03-32bit-nosetup.zip	<u>FossHUB</u> or <u>Sourceforge.net</u>
codeblocks-20.03mingw-32bit-setup.exe	<u>FossHUB</u> or <u>Sourceforge.net</u>
codeblocks-20.03mingw-32bit-nosetup.zip	<u>FossHUB</u> or <u>Sourceforge.net</u>



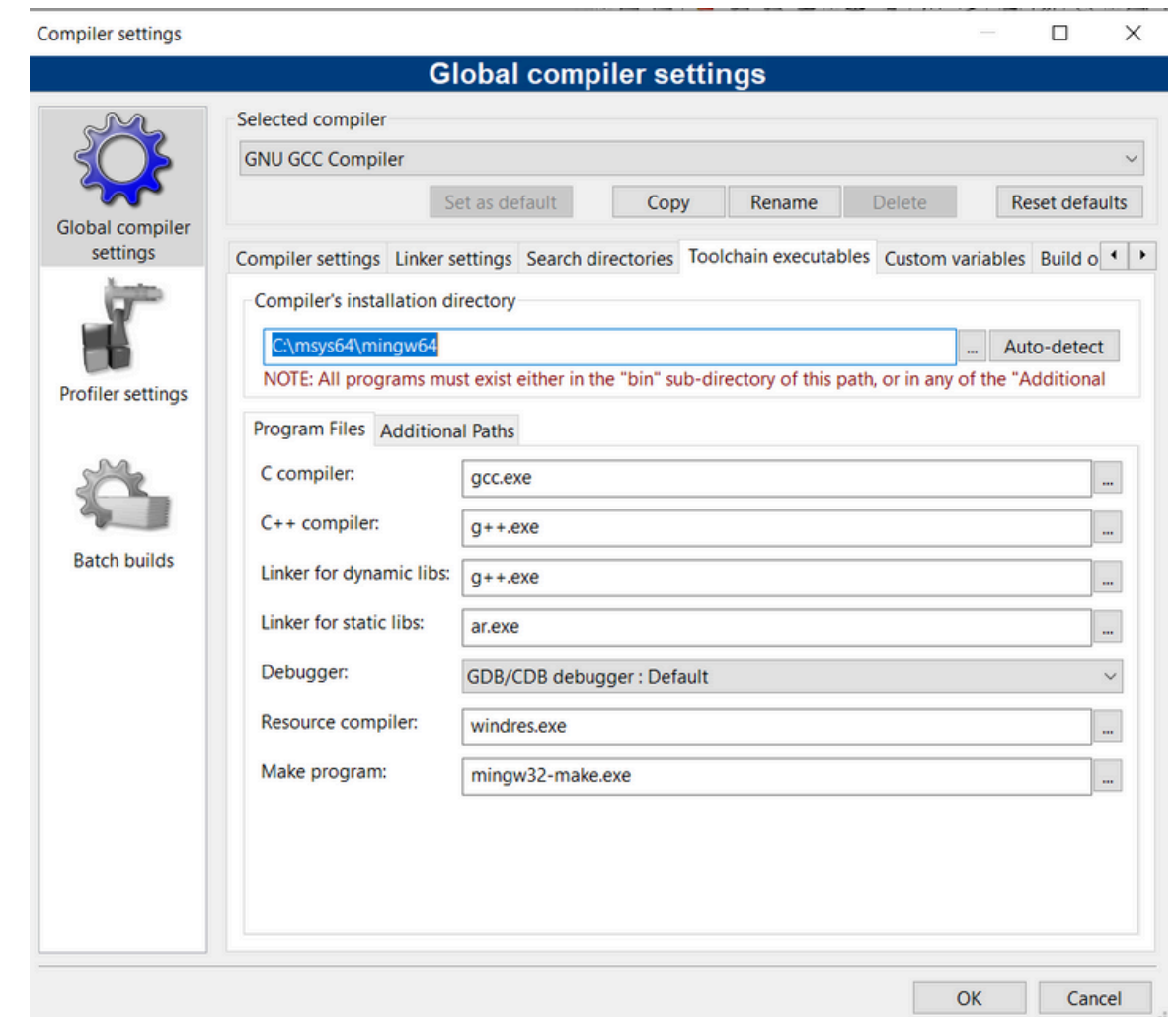
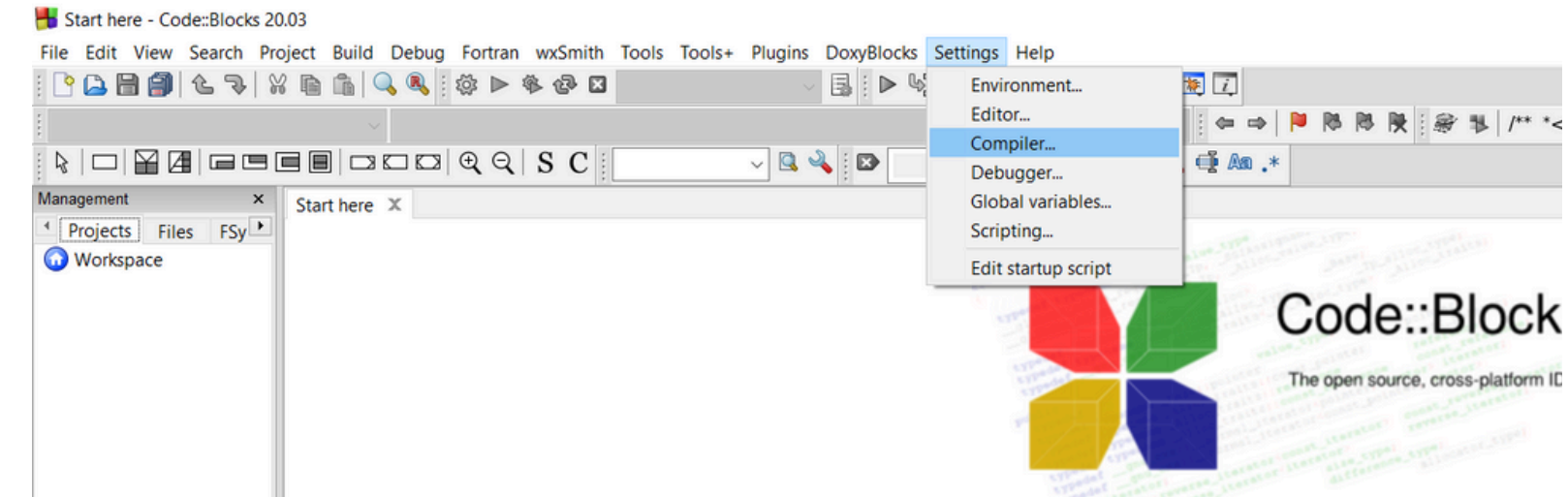
Code Blocks Installation:

Keep the settings default and install the code blocks.

Now, Set up the compiler:

- Go to the settings -> compiler
- Open the toolchain executables tab
- Change the path of the compiler's installation directory to:

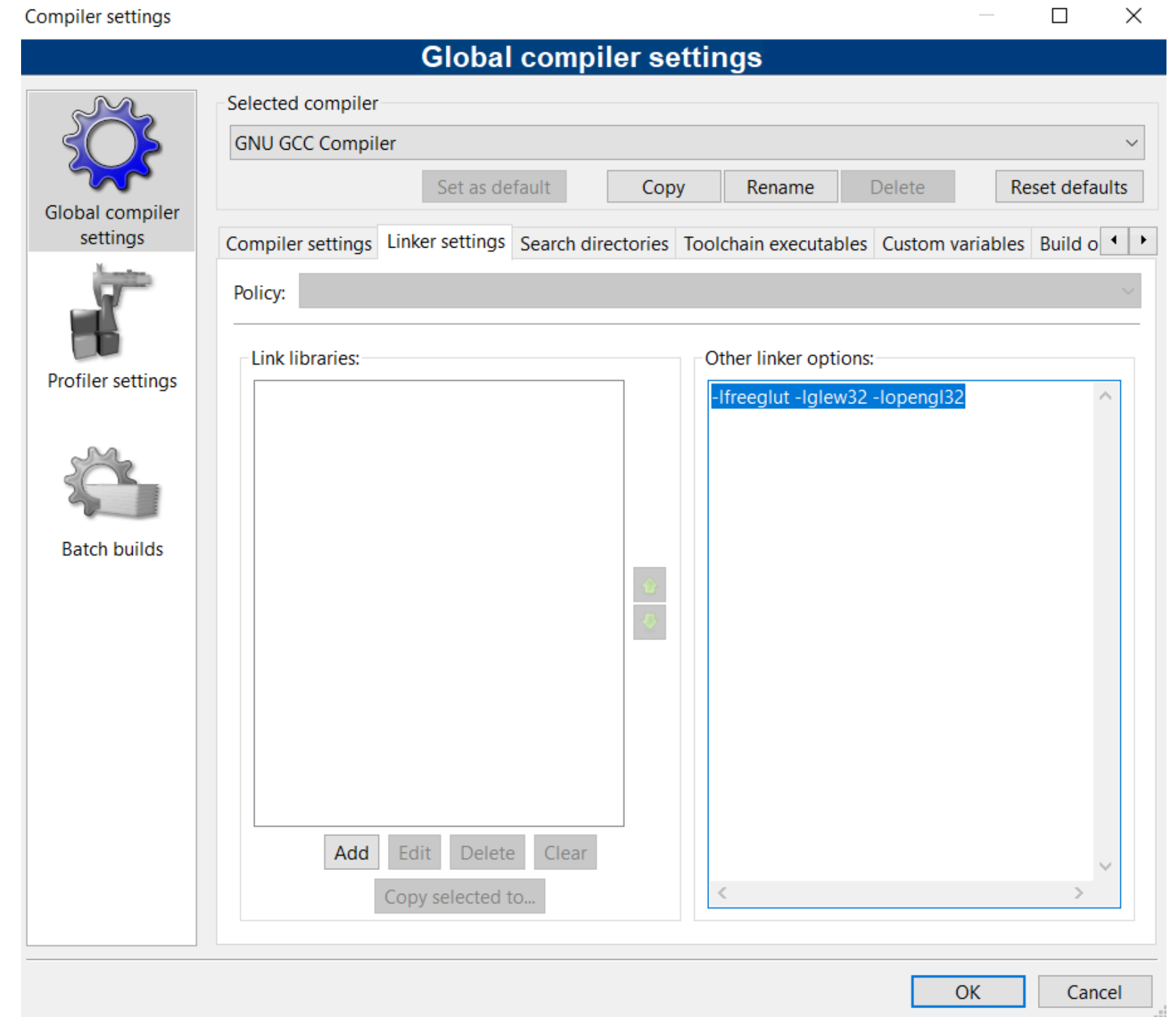
C:\msys64\mingw64



Code Blocks Installation:

Now, open the linker settings tab and add these linker flags to 'Other linker options':

-lfreeglut -lglew32 -lopengl32



You can also follow this YouTube video for the same:

<https://www.youtube.com/watch?v=bi-NvsFKcZg>