

Using OpenGL & GLUT in Code::Blocks

Download Code::Blocks

<http://www.sci.brooklyn.cuny.edu/~goetz/codeblocks/>

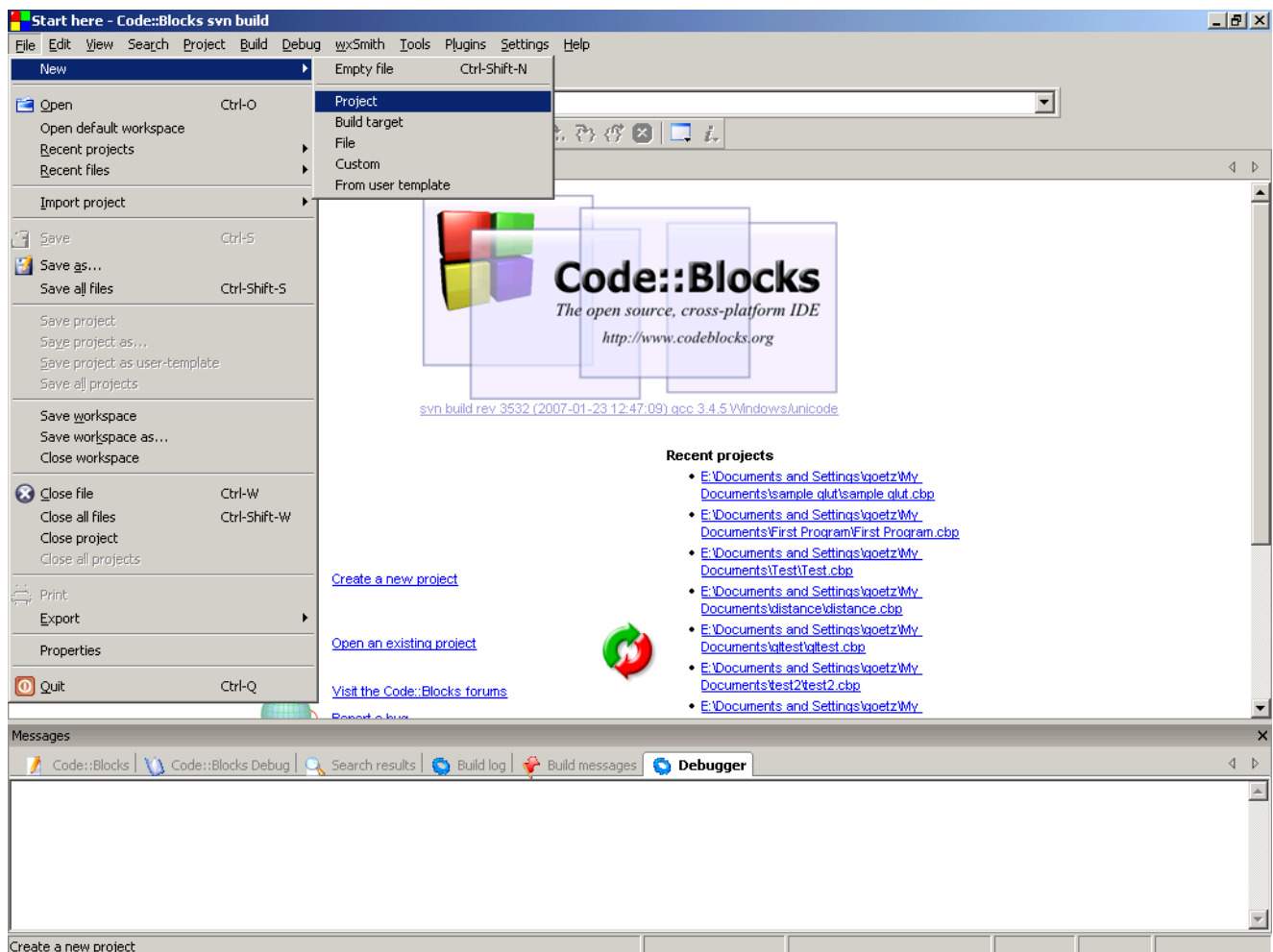
Download the GLUT bin file (first download link) from:

<http://www.xmission.com/~nate/glut.html>

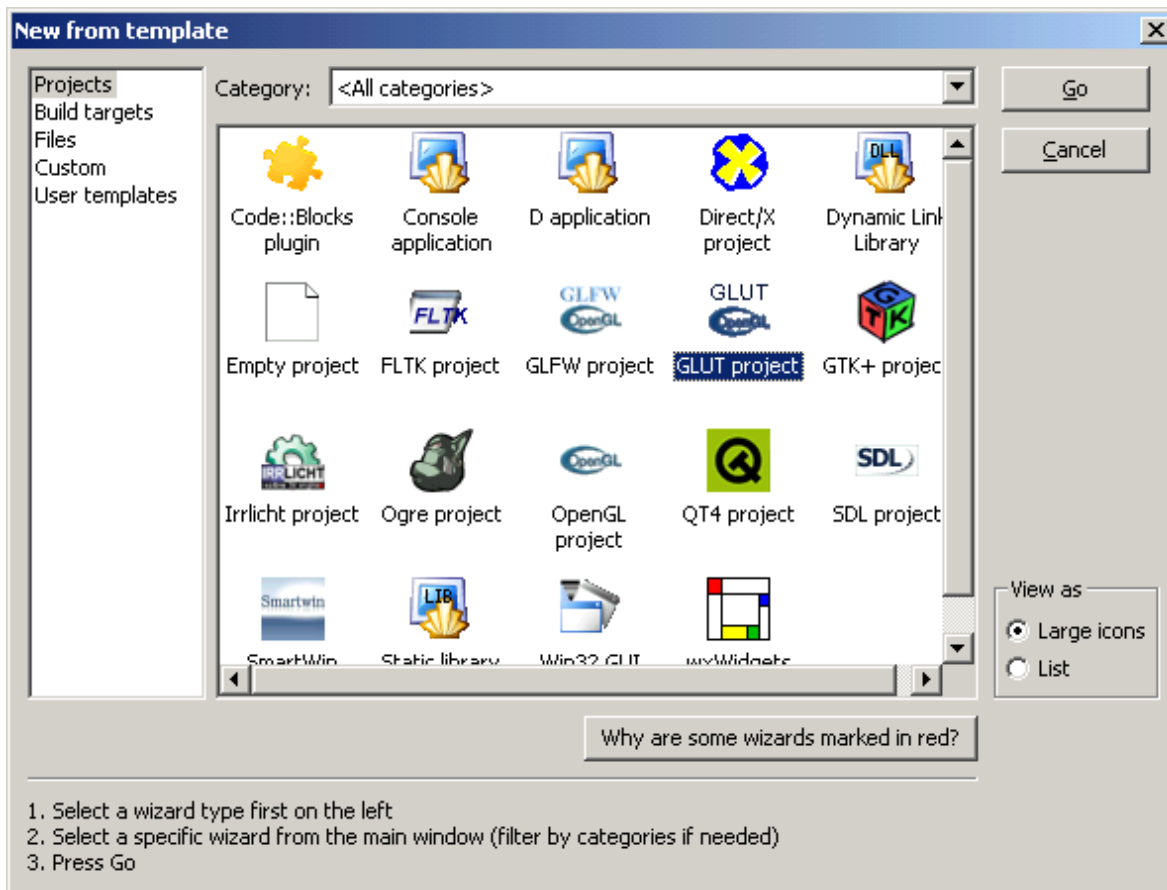
After you download and open the GLUT bin zip file, you will need to:

- Copy glut32.dll to **c:\windows\system**,
- Copy glut32.lib to **c:\program files\mingw\lib**, and
- Copy glut.h to **c:\program files\mingw\include\GL**.
- These are default locations, your paths may be different. But basically, you place the .lib and .h files in the location of your compiler (in this case mingw). The .dll file goes in the windows system directory.

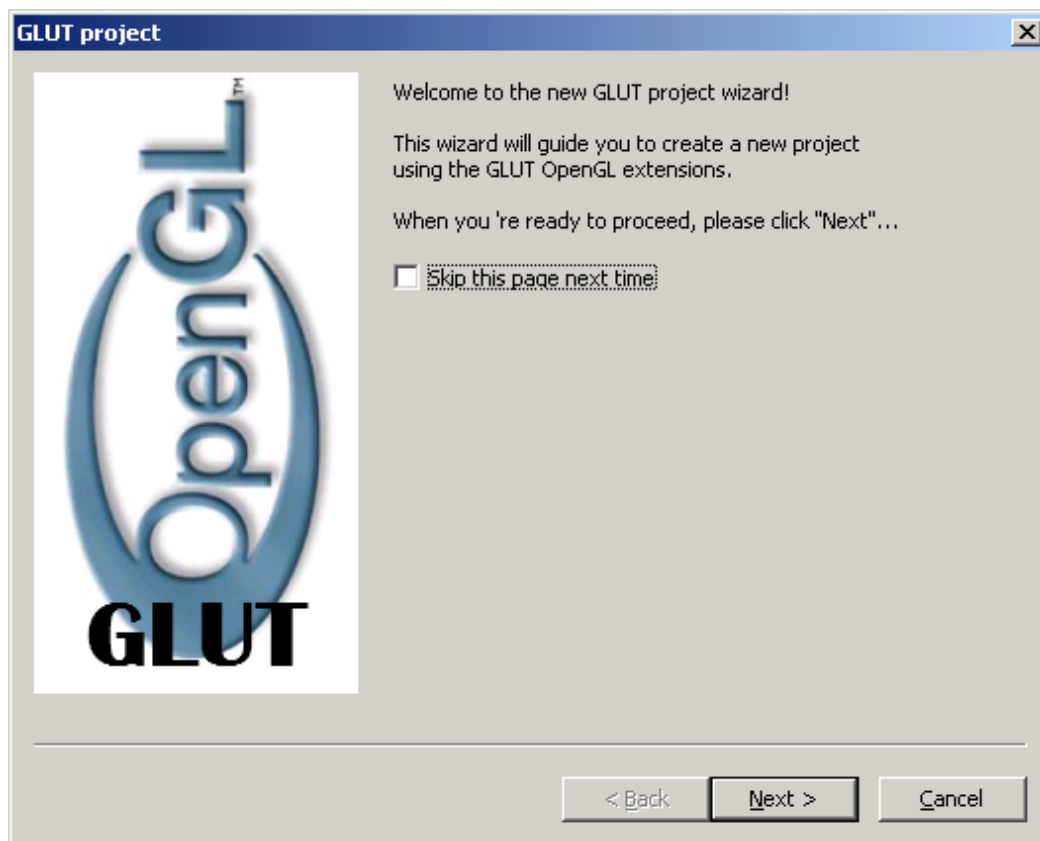
Now you are ready to start Code::Blocks and make a new project.



Open up Code::Blocks. Start a new Project by going to **File, New, Project**.



Select to make a new **GLUT project** and press **Go** to continue.



Press **Next** at this menu

GLUT project [X]

Please select the folder where you want the new project to be created as well as its title.

Project title:
[glut hw]

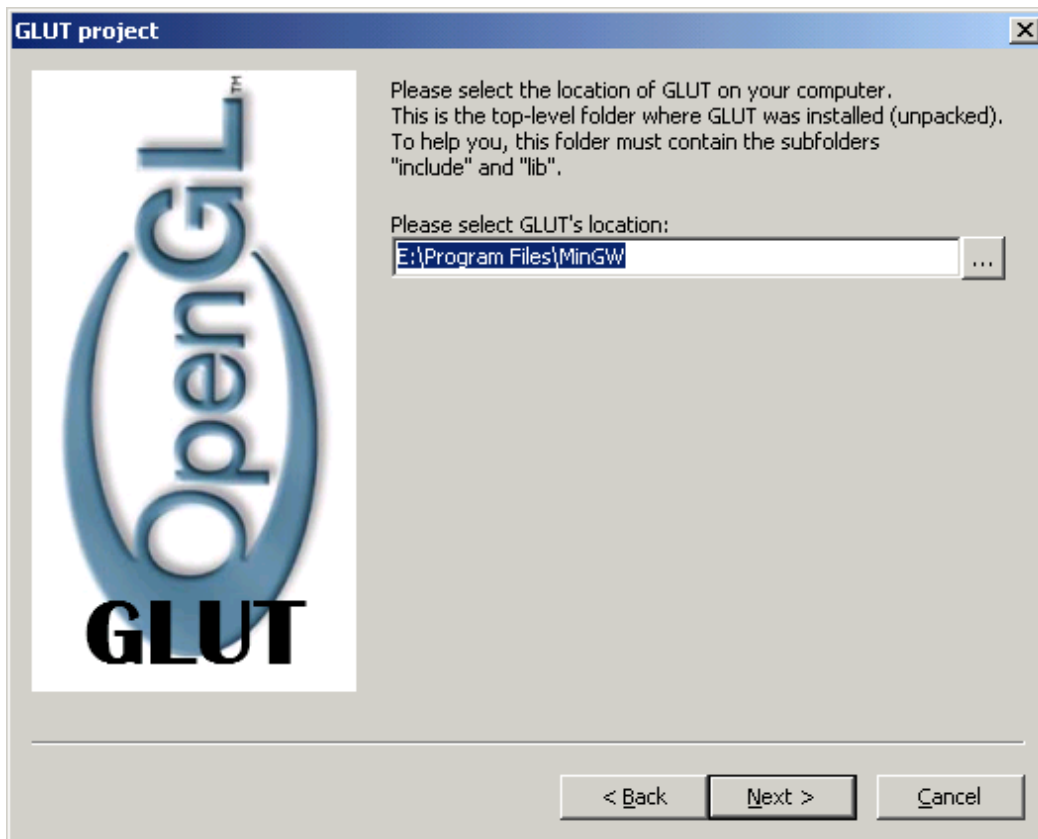
Folder to create project in:
[E:\Documents and Settings\goetz\My Documents\] ...

Project filename:
[glut hw]

Resulting filename:
[E:\Documents and Settings\goetz\My Documents\glut h]

< Back Next > Cancel

Give a **project title**, and a **location** where to create the project and then press **Next**.



Let Code::Blocks know where you stored your GL files, then press **Next**.

GLUT project [X]

Please select the compiler to use and which configurations you want enabled in your project.

Compiler:
GNU GCC Compiler

☒ Create "Debug" configuration: Debug

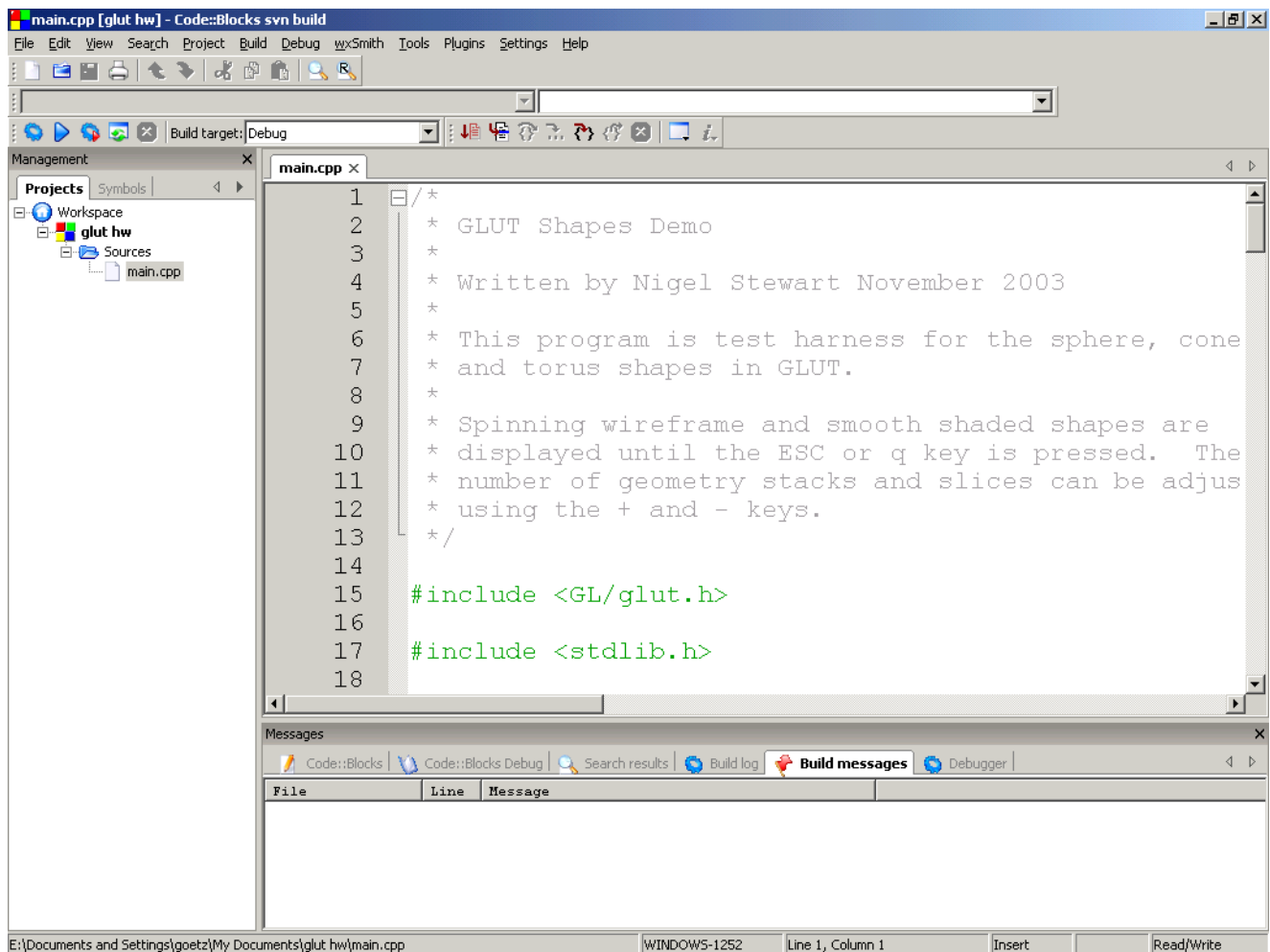
"Debug" options
Output dir.: bin\Debug\
Objects output dir.: obj\Debug\

☒ Create "Release" configuration: Release

"Release" options
Output dir.: bin\Release\
Objects output dir.: obj\Release\

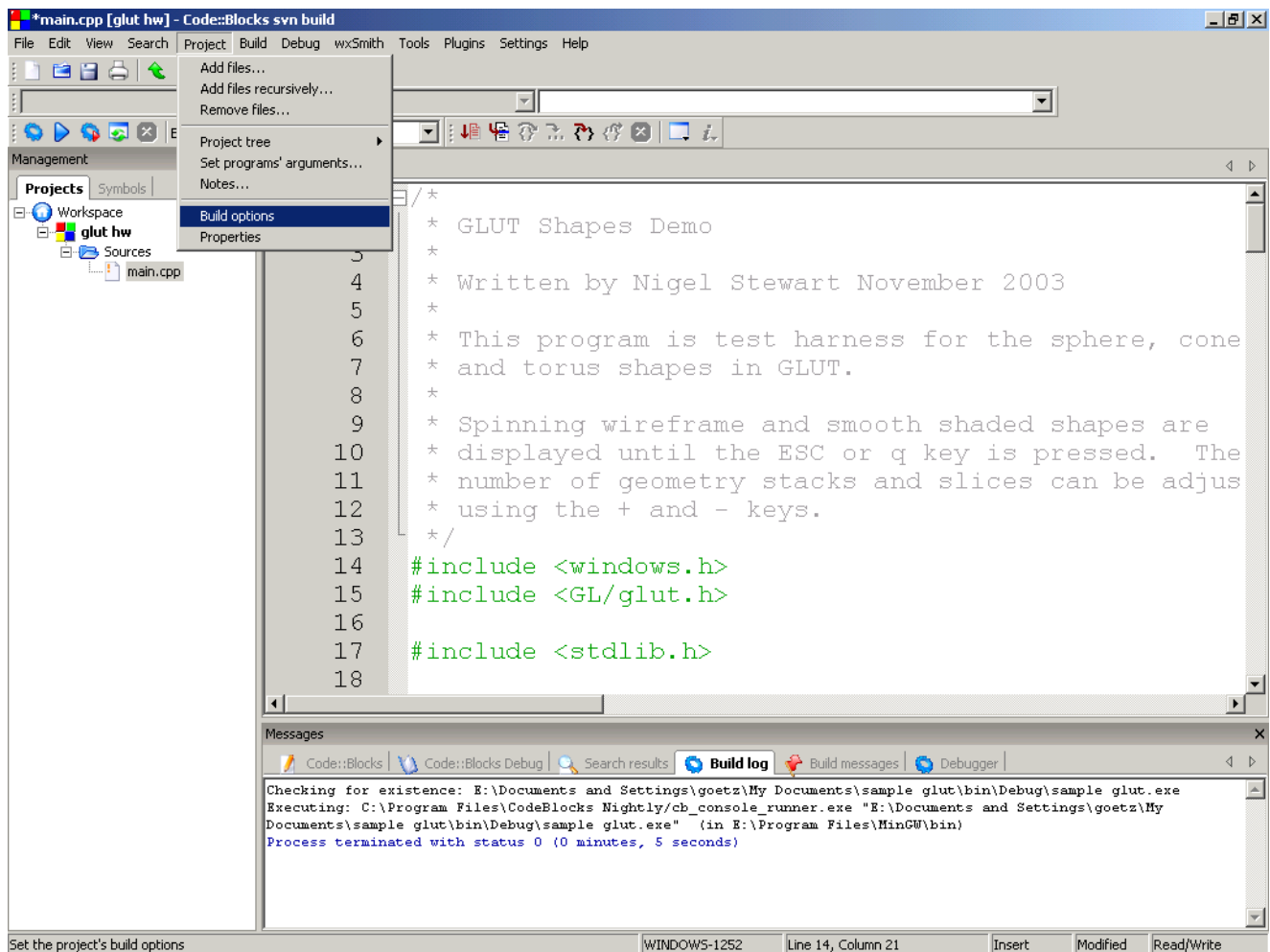
< Back Finish Cancel

Leave these *unchanged*, and press **Finish**.

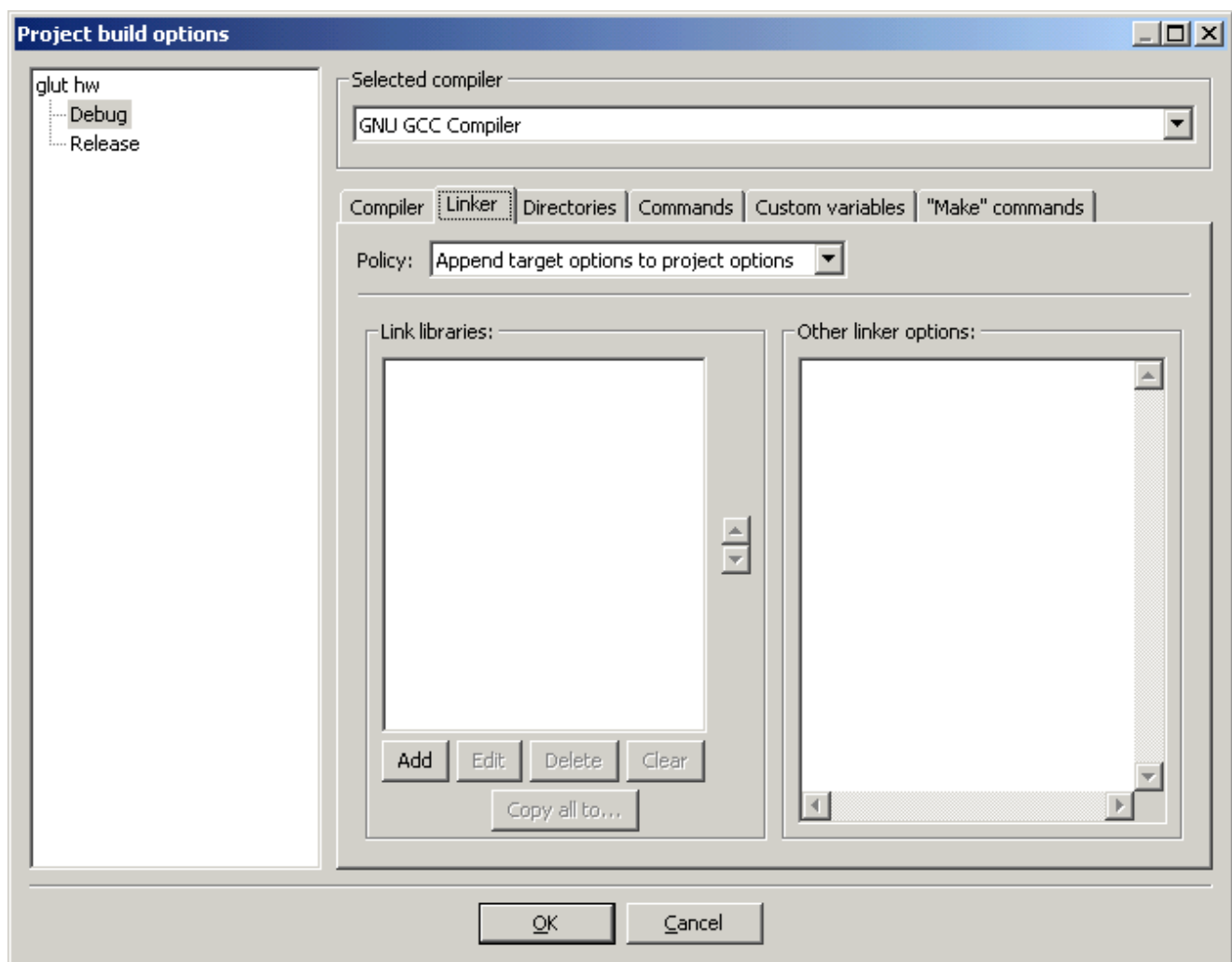


In the manager window (viewable by pressing **Shift-F2**), open up the sample source file by double clicking on it. To make your program work, you will need to add at line 14:

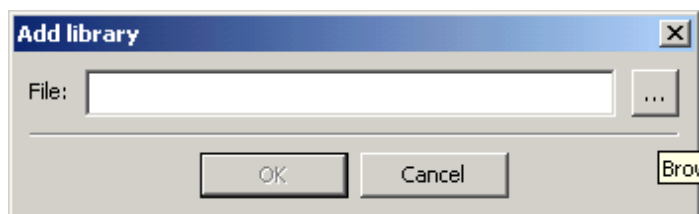
```
#include <windows.h>
```



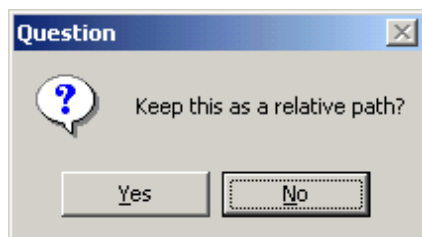
You will need to make a small change to the project's **Build Options**. Go to **Project, Build Options**.



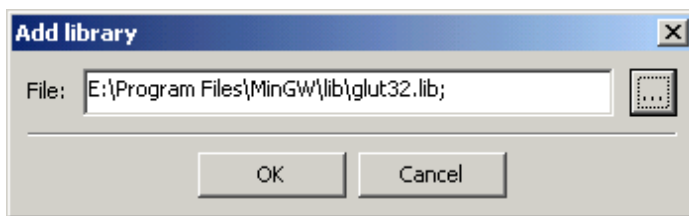
Select the **Linker** tab and press **Add** in the Link Libraries area.



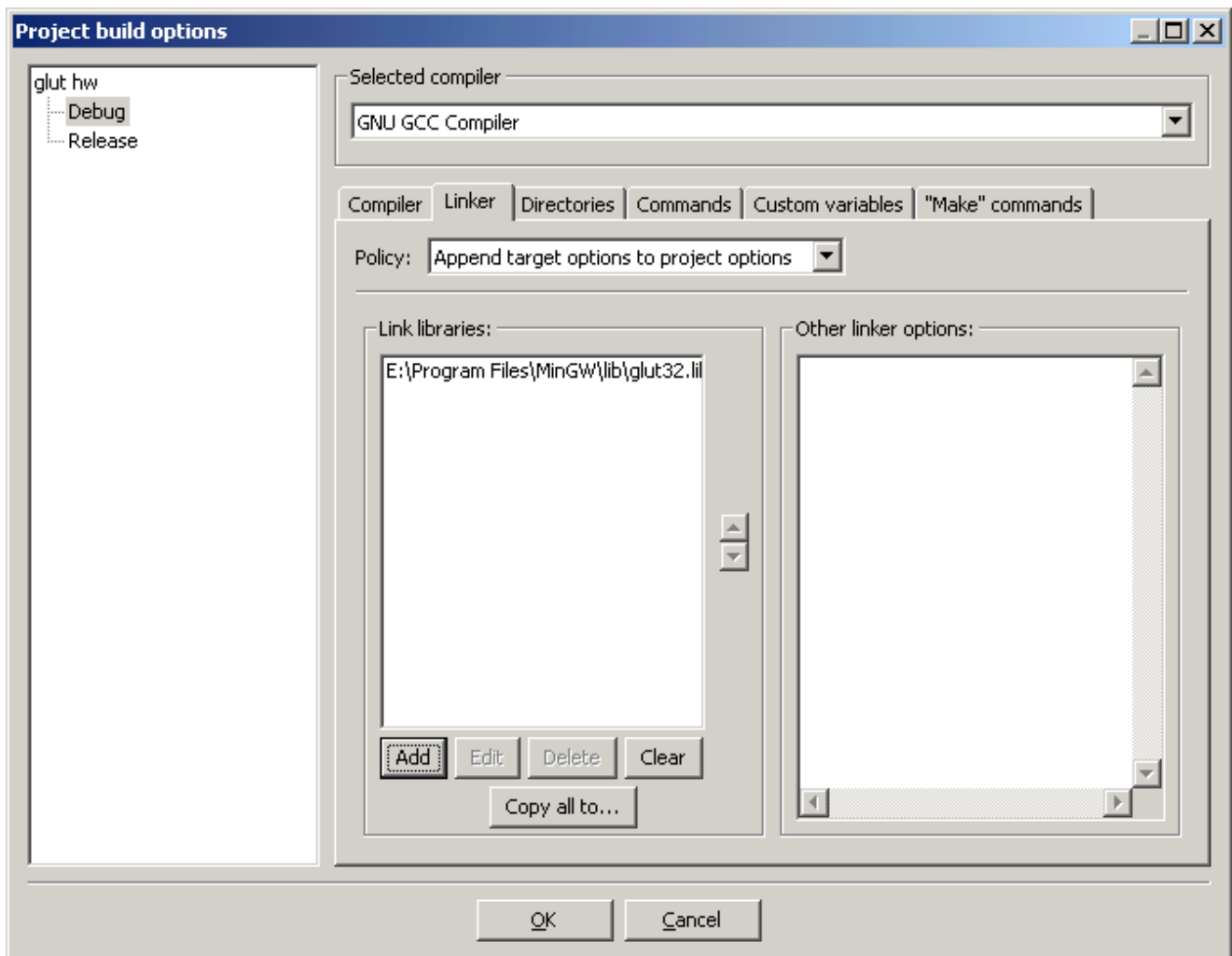
Press on the ... button to select a library to add. You need to add the **glut32.lib** library. Locate this from the directory you placed it in before.



After you add the library, it will ask if you want to keep the path relative. Select **No**.



Press **OK** to select the library.

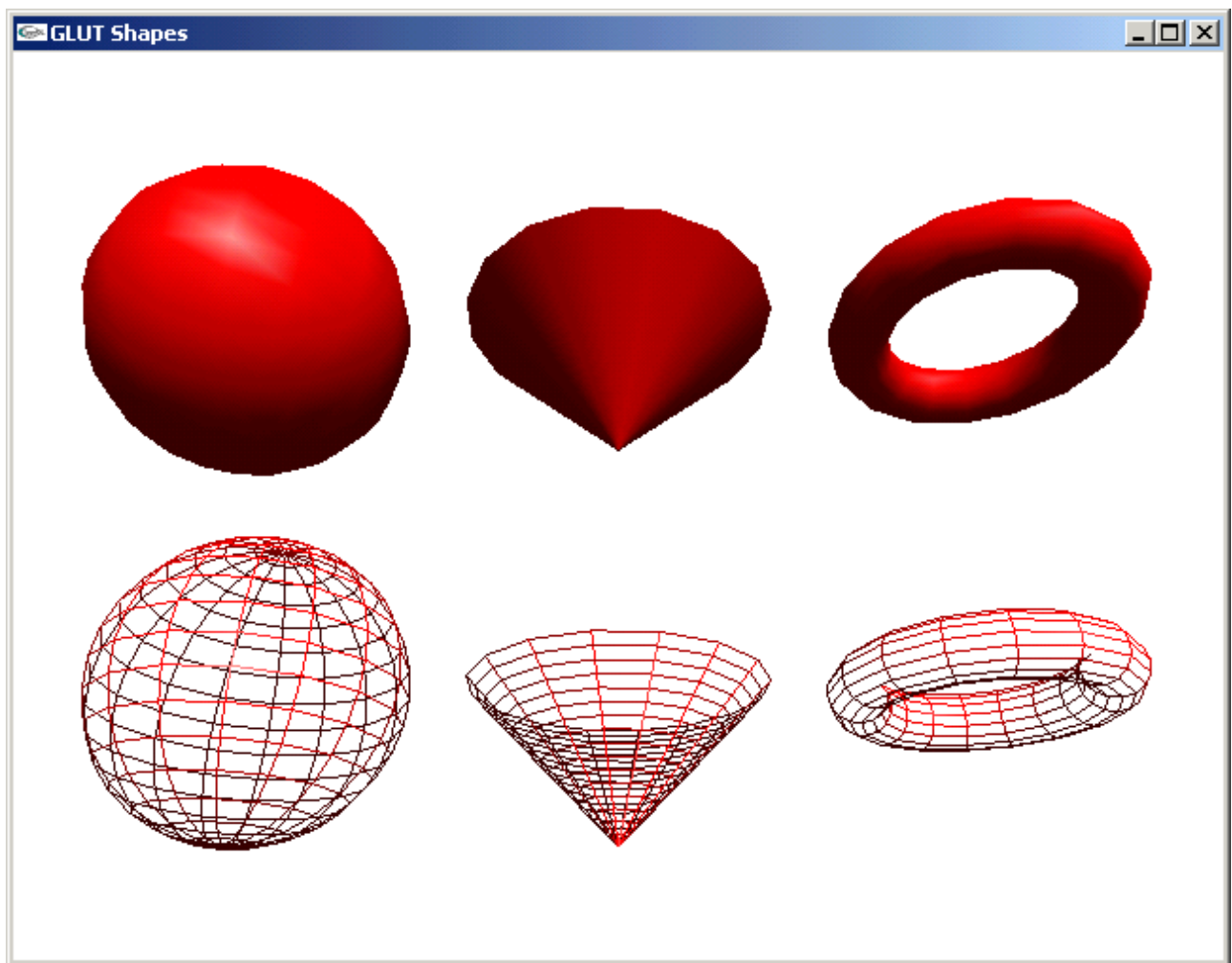


Press **OK** to close the Project's Build Options.

Press **F9** to do a Build & Run of your project.

After a while you'll get some warnings. Ignore the warnings. If you get errors, check the steps above to make sure you added in the new line at 14, and setup project to use the glut32.lib library file to use.

Hopefully you'll get a program displaying the following:



If you see the proceeding window, congratulations, GLUT works for you!

[Return](#)