

Getting Started with iGraphics

Term: July 2023

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<https://sourceforge.net/projects/codeblocks/files/Binaries/20.03/Windows/codeblocks-20.03-setup.exe/download>

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Code::Blocks

A free C, C++ and Fortran IDE
Brought to you by: [killerbot](#), [mandrav](#), [mortenmacfly](#), [thomas-denk](#)

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Code::Blocks Overview

A free C, C++ and Fortran IDE

Code::Blocks is a free, open-source, cross-platform C, C++ and Fortran IDE built to meet the most demanding needs of its users. It is designed to be very extensible and fully configurable.

Finally, an IDE with all the features you need, having a consistent look, feel and operation across platforms.

Built around a plugin framework, Code::Blocks can be extended with plugins. Any kind of functionality can be added by installing/coding a plugin.

Mirror Provided by

NET.IX

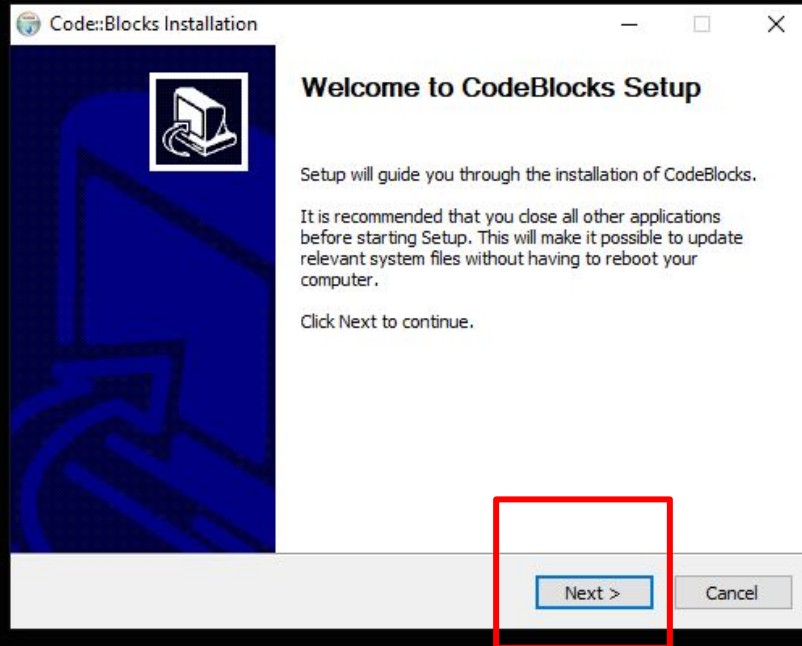
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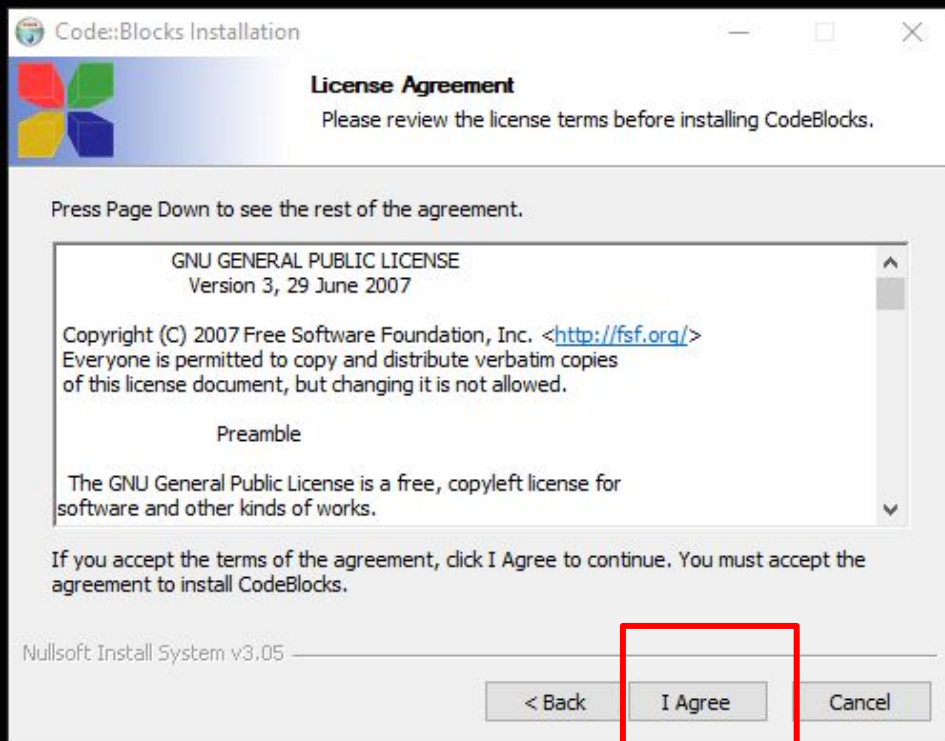
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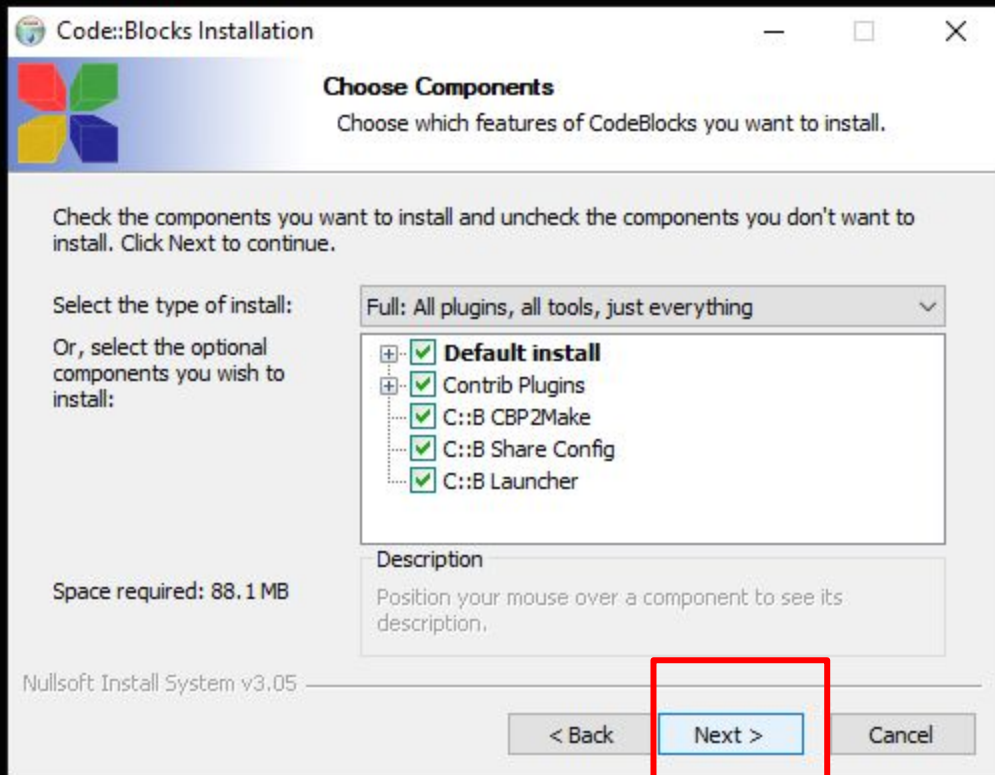
IDE

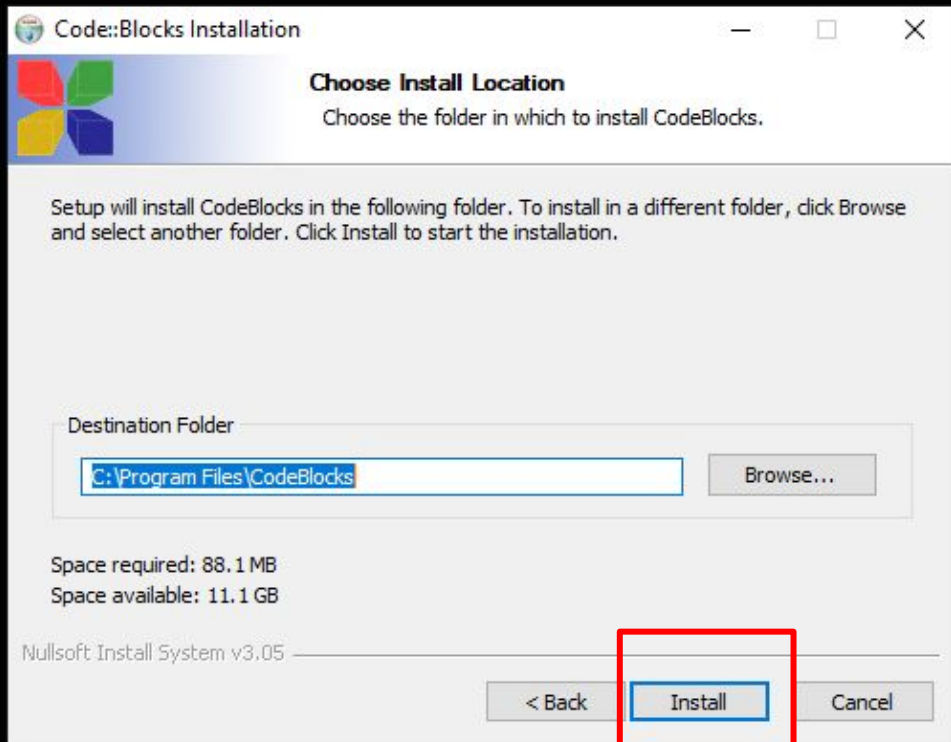
Build Automation

UX





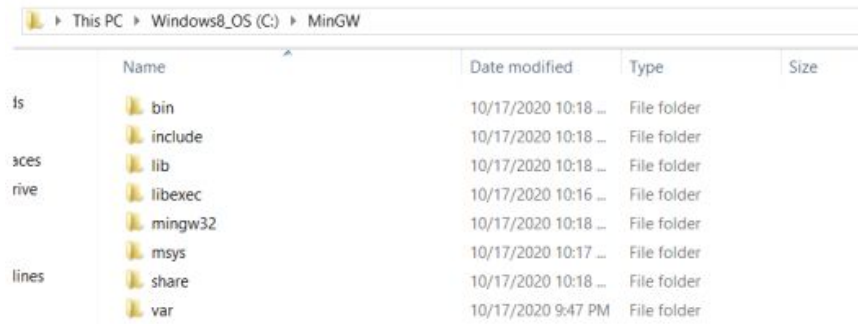




Now, open the Codeblocks IDE.

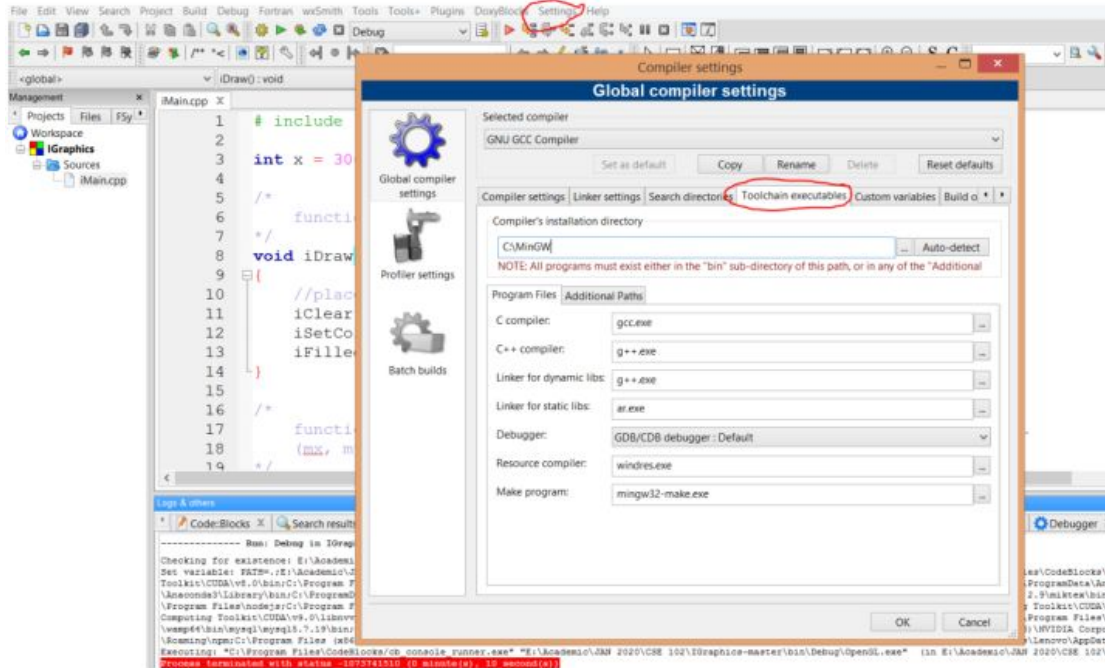
Custom MingW

- First download the following zip file from Google drive (it is around 250MB, a separate compiler for C, C++)
 - <https://drive.google.com/drive/folders/1mfG4K2USUsIdm-vJfHSe38VwYL5iR7yH?usp=sharing>
- Now move this file in C directory and extract the file in C directory (may require administrative privileges). You should see the following folders in extracted folder (C:/MinGW).

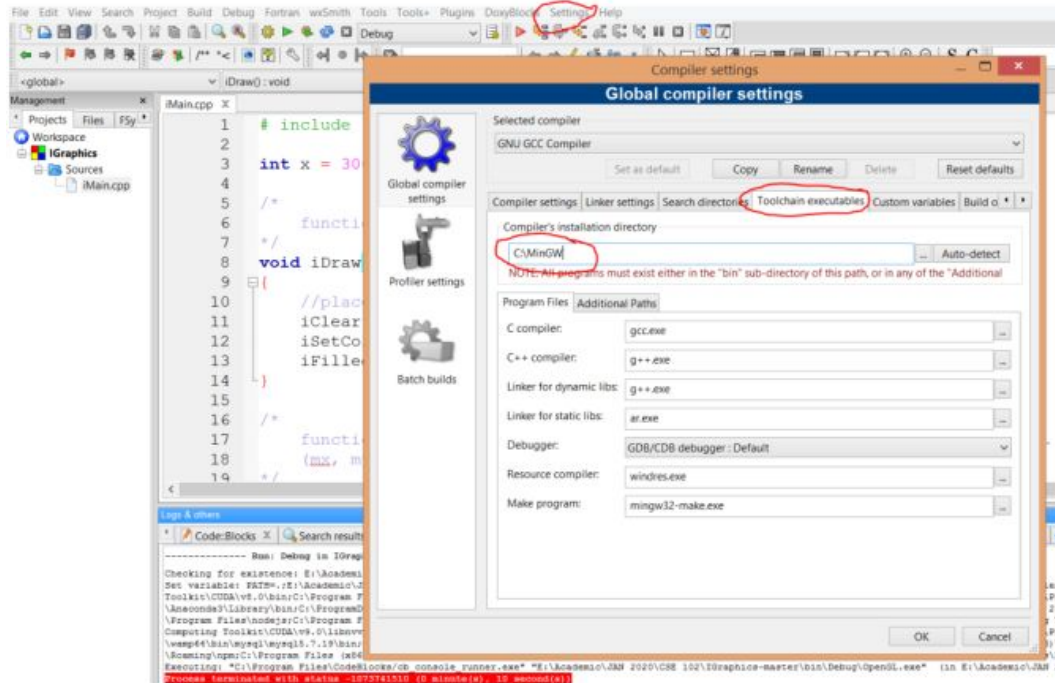


This PC > Windows8_OS (C:) > MinGW				
	Name	Date modified	Type	Size
fs	bin	10/17/2020 10:18 ...	File folder	
	include	10/17/2020 10:18 ...	File folder	
aces	lib	10/17/2020 10:18 ...	File folder	
rive	libexec	10/17/2020 10:16 ...	File folder	
	mingw32	10/17/2020 10:18 ...	File folder	
	msys	10/17/2020 10:17 ...	File folder	
lines	share	10/17/2020 10:18 ...	File folder	
	var	10/17/2020 9:47 PM	File folder	

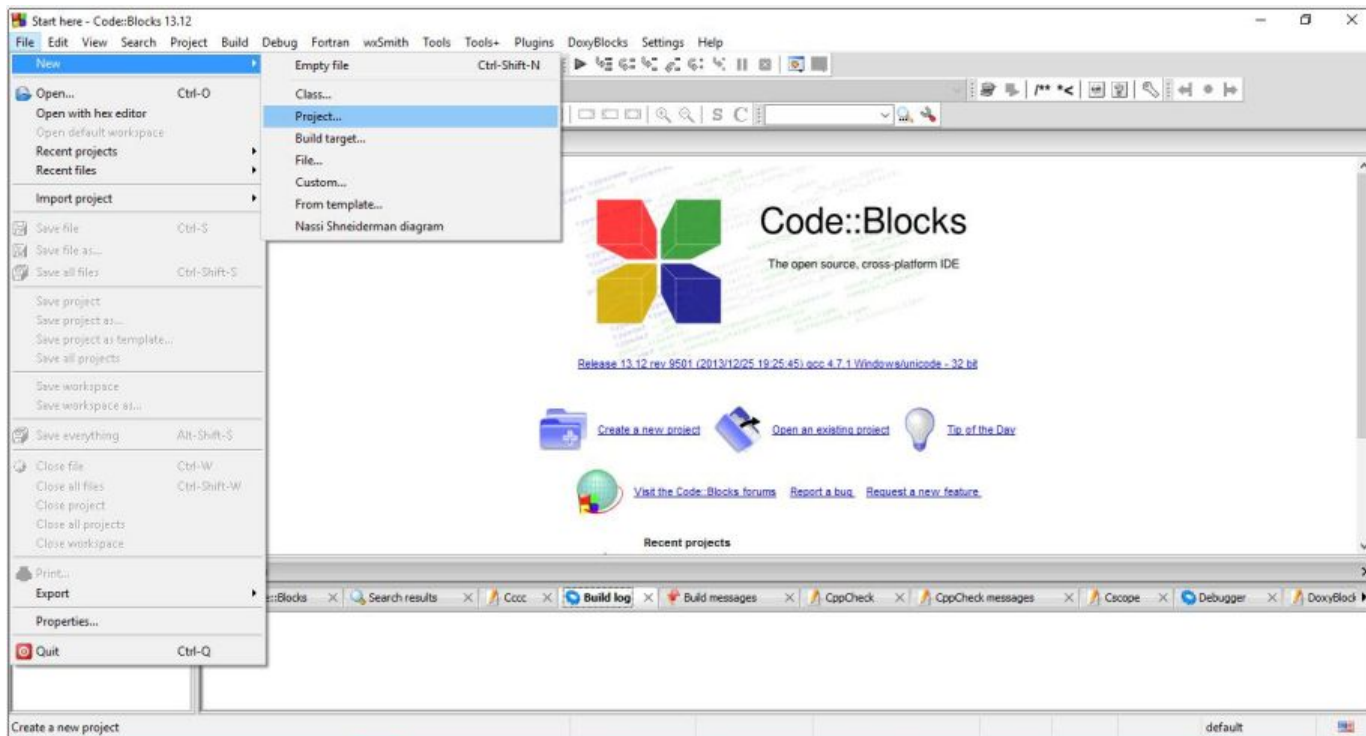
- Open Codeblocks. Click Settings > Compiler and Click “Toolchain executables” tab as follows.

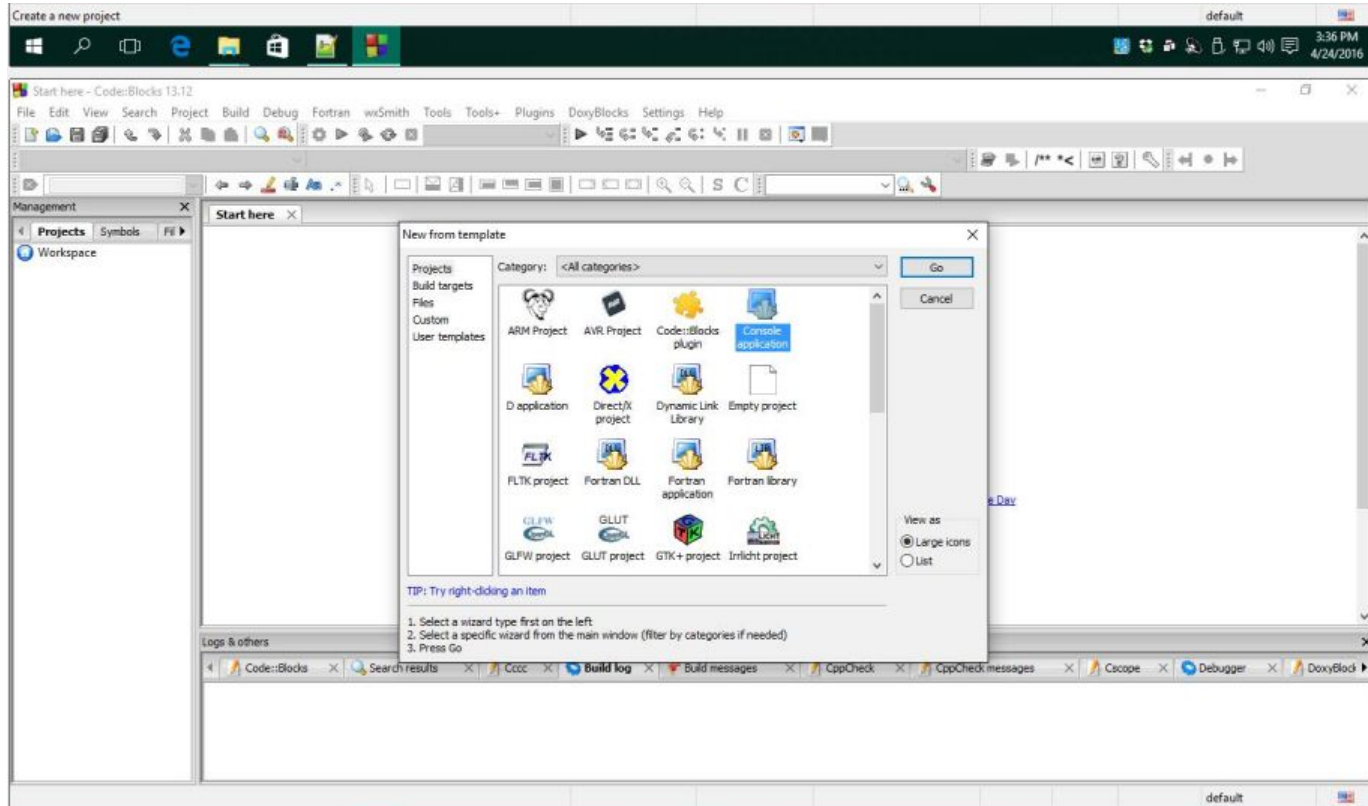


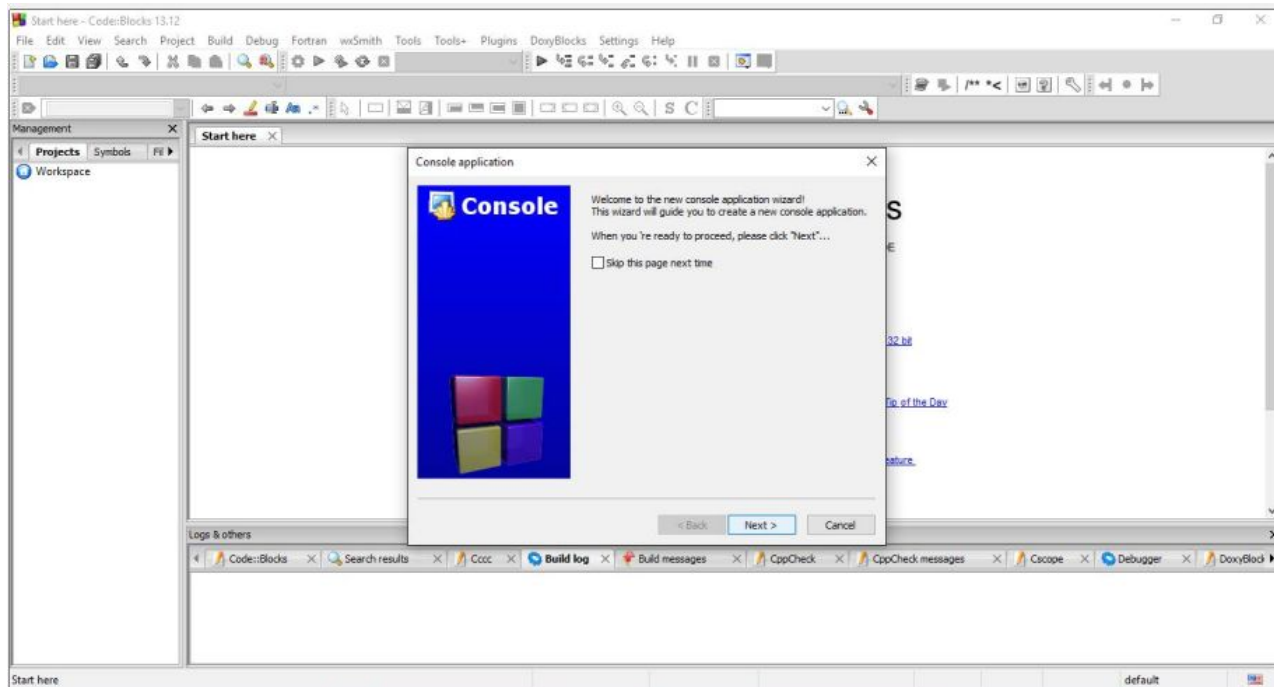
- Write C:\MinGW in the Compiler's installation directory. Leave other options as it is. Click OK.
- If inside your extracted MinGW folder, you see another MinGW folder, then the path should be C:\MinGW\MinGW.

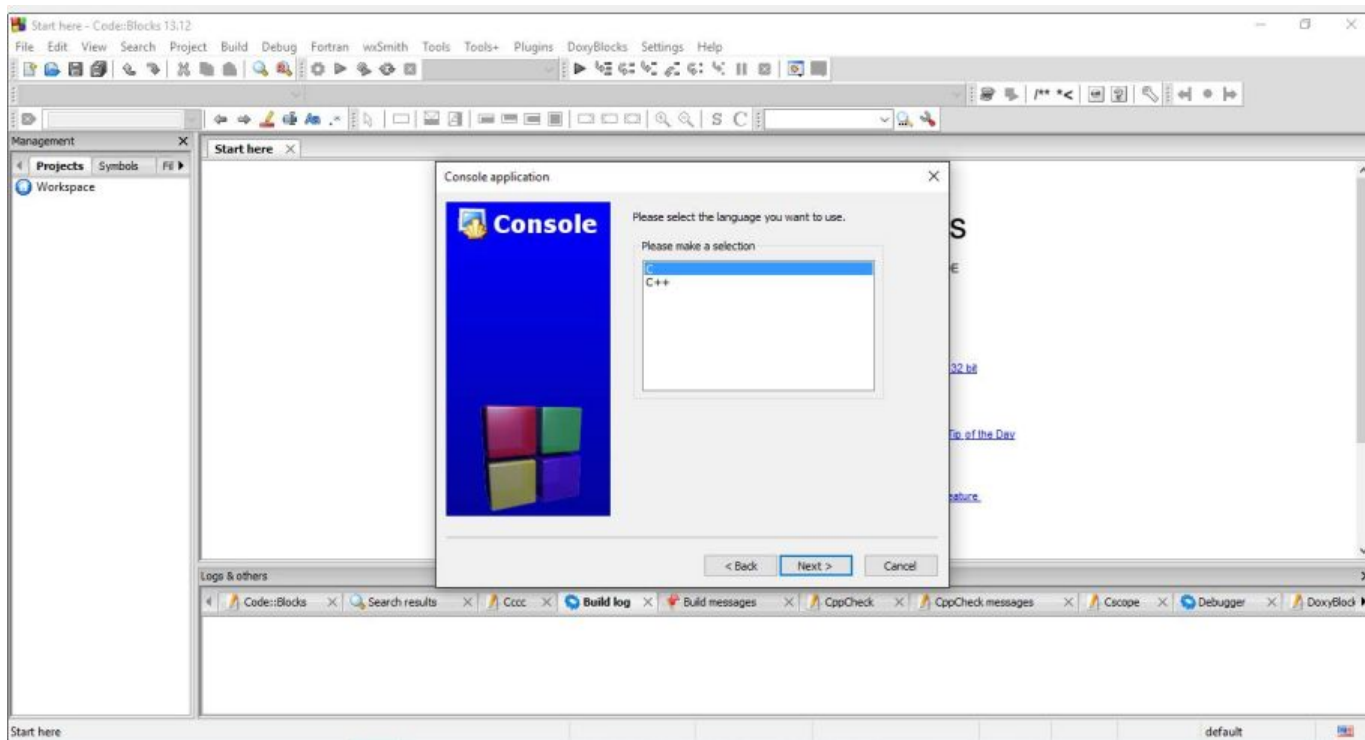


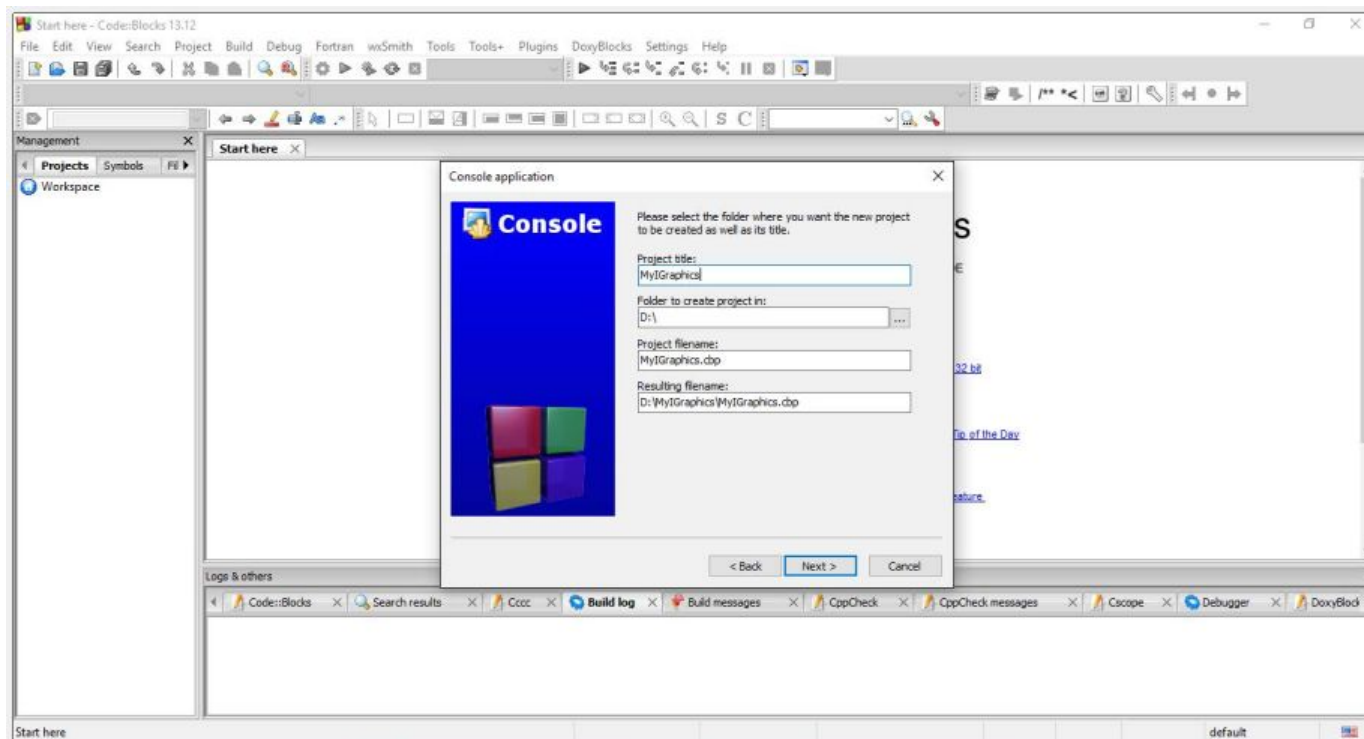
- Copy glaux.h and glut.h to C:\MinGW\include\GL (or C:\MinGW\MinGW\include\GL)
- Copy libglut32.a and glaux.lib to C:\MinGW\lib (or C:\MinGW\MinGW\lib)
- Copy glu32.dll, opengl32.dll, glaux.dll and glut32.dll to C:\Windows\System32
- Create a new project in CodeBlocks.

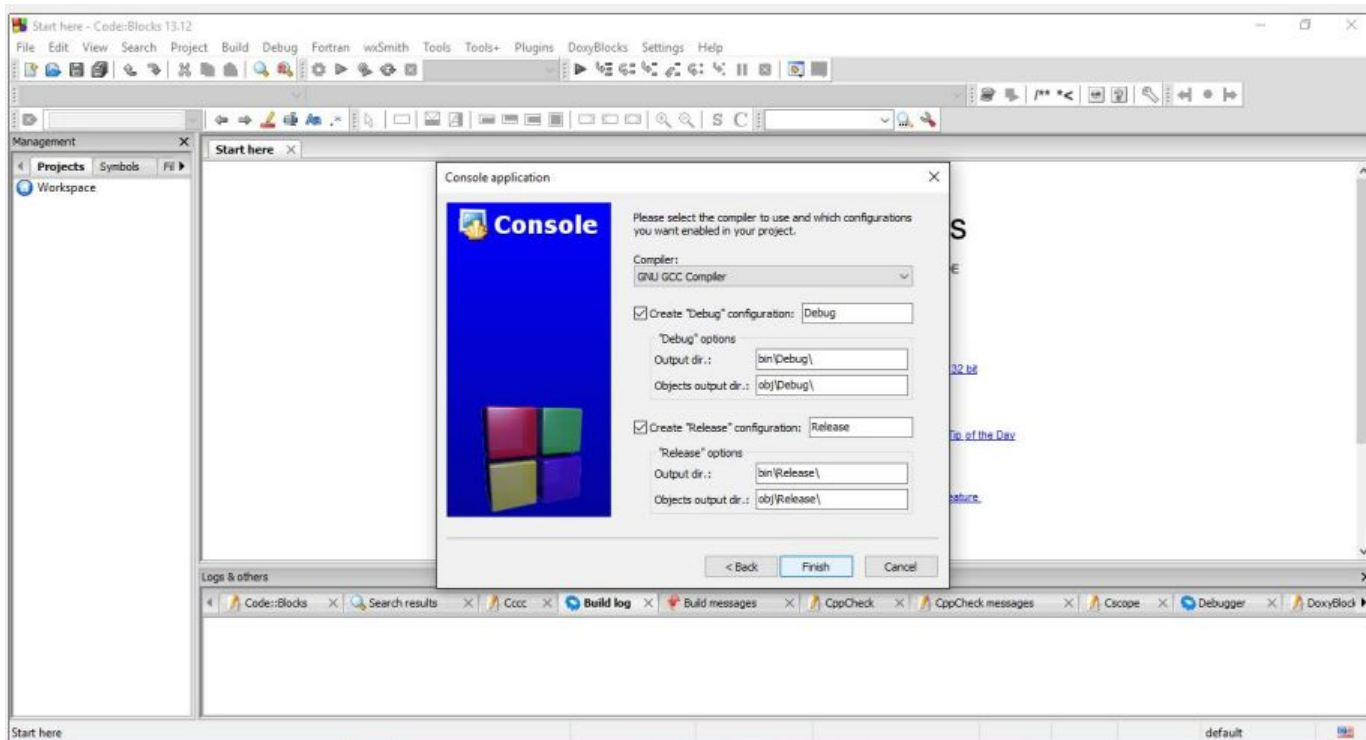




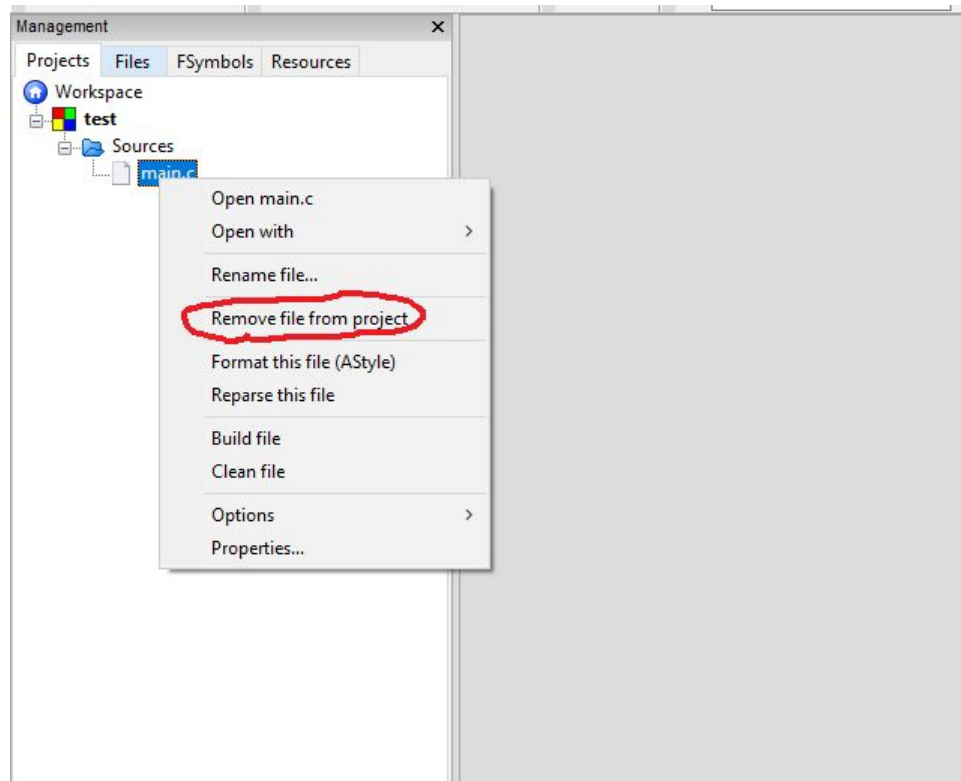






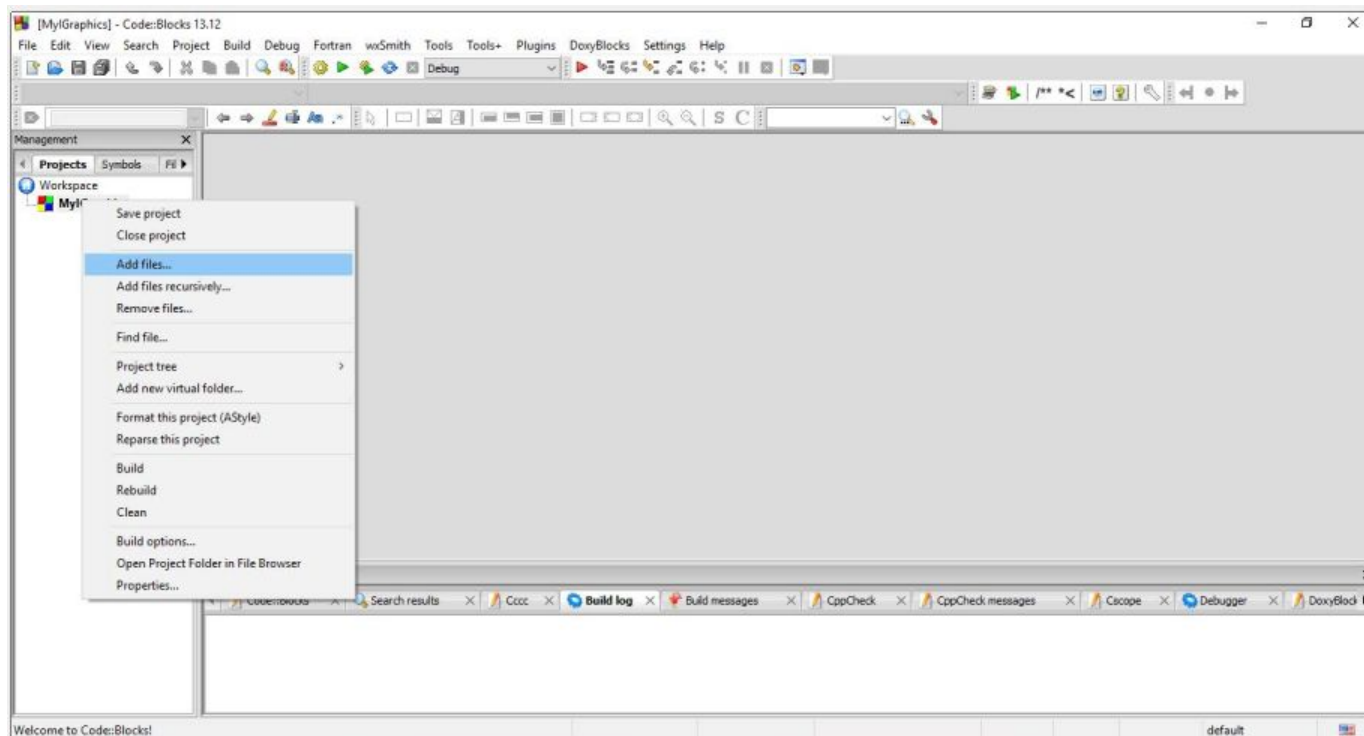


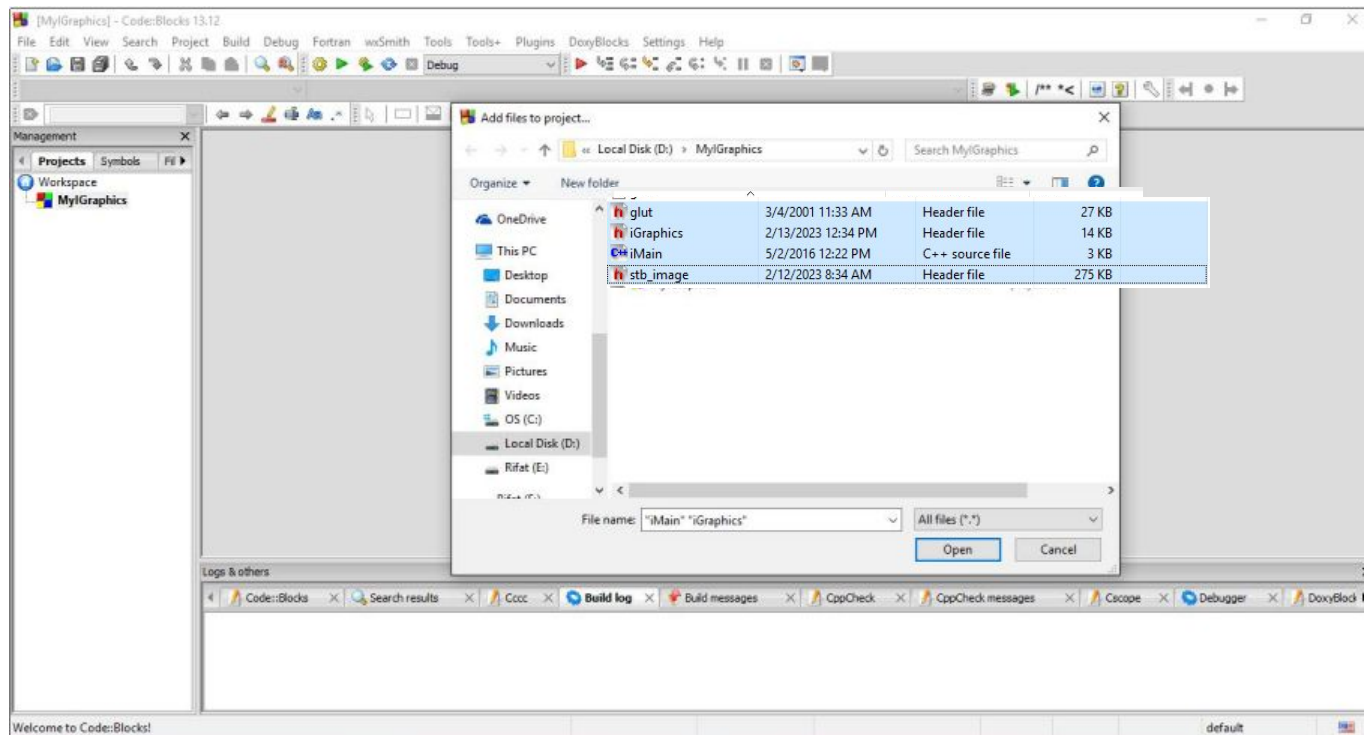
- In any case, a project should contain only one file containing main function.
- Codeblocks automatically creates a main.c file after you have created a new project.
- Remove the file main.c from the project.

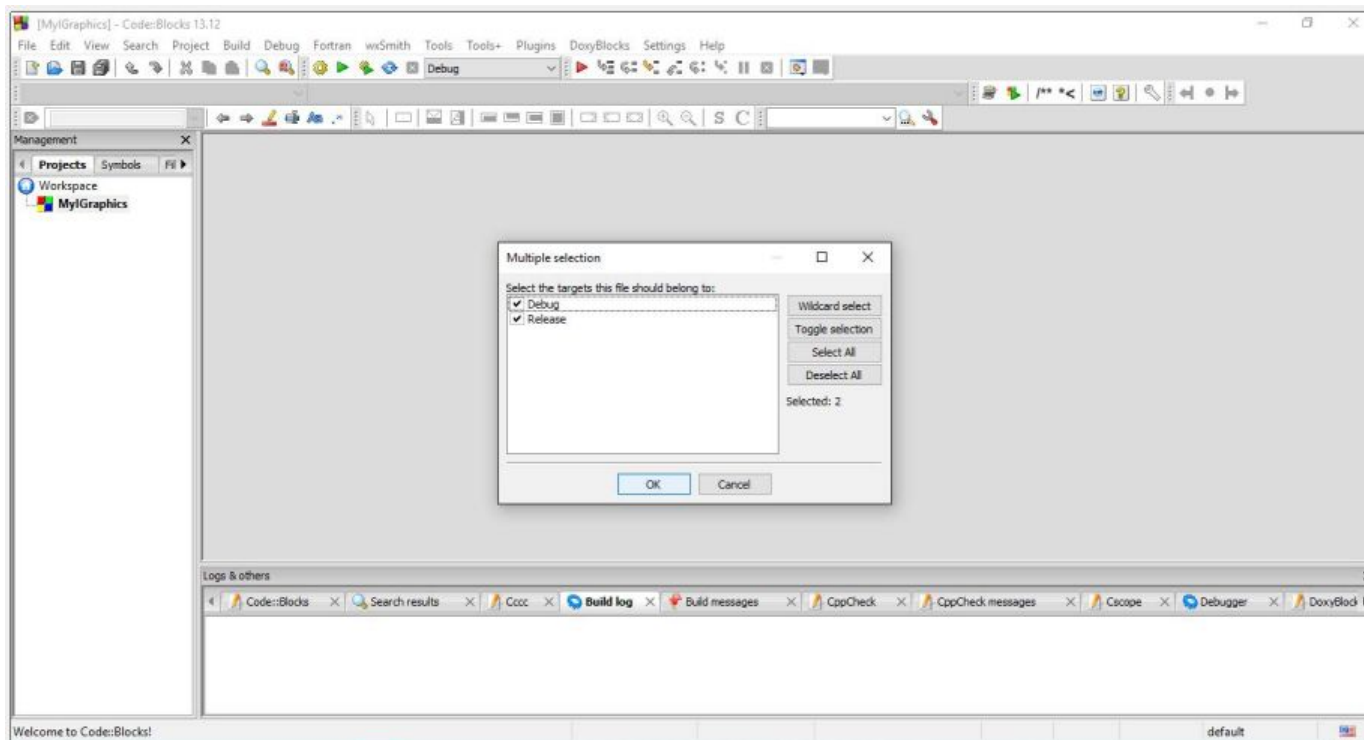


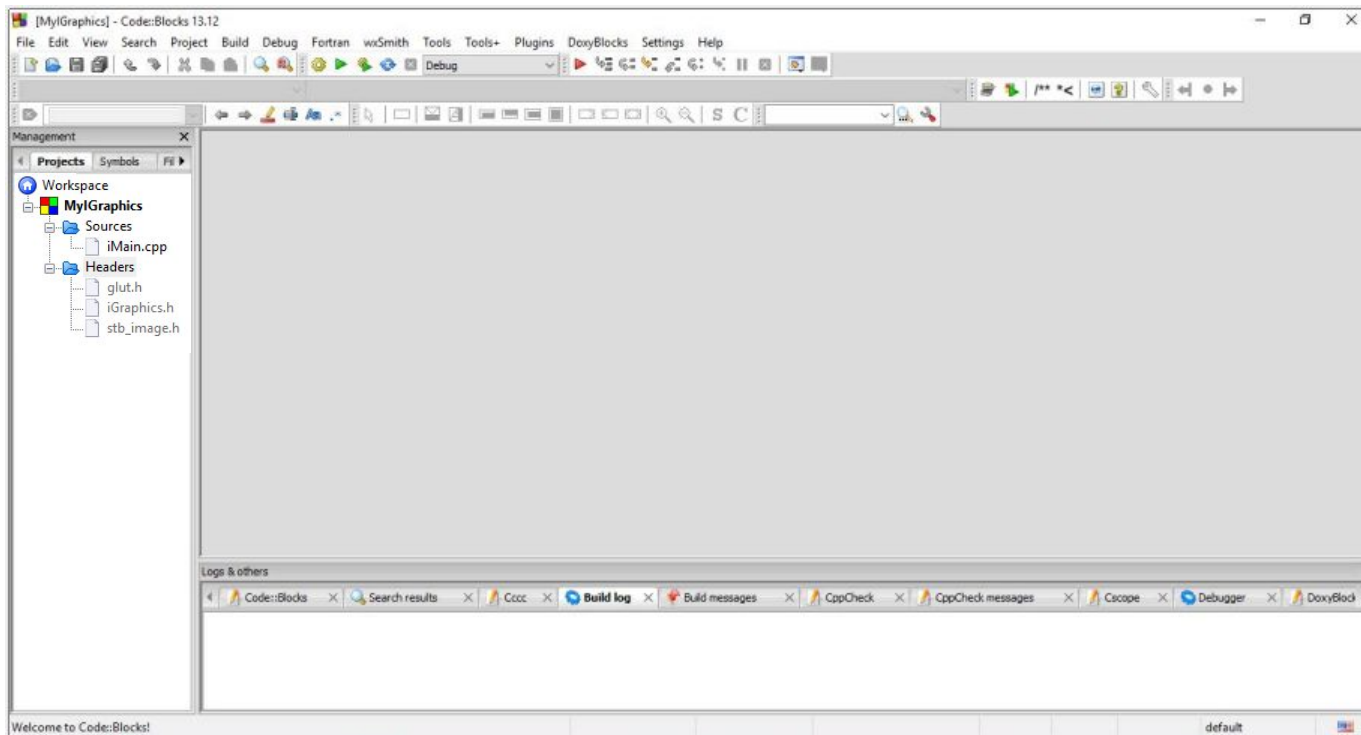
- Copy *iGraphics.h*, *stb_image.h*, *iMain.cpp* and *glut.h* to the project folder.
 - *iGraphics.h* is the graphics library.
 - *stb_image.h* contains functions for tasks related to images.
 - *iMain.cpp* contains the main function and calls other functions. (it is a barebone file)
- You may need to edit *iMain.cpp* file later, or you can create another cpp file containing a main function.
- Instead of *iMain.cpp*, you can add any one of the following:
 - *MouseDemo.cpp*
 - *TextInputDemo.cpp*
 - *SolarSystem.cpp*
 - *watch.cpp*
 - *BallDemo.cpp*

- Only copying files to the project folder doesn't add the files to the Codeblocks project.
- You have to add those files to the Codeblocks project too.

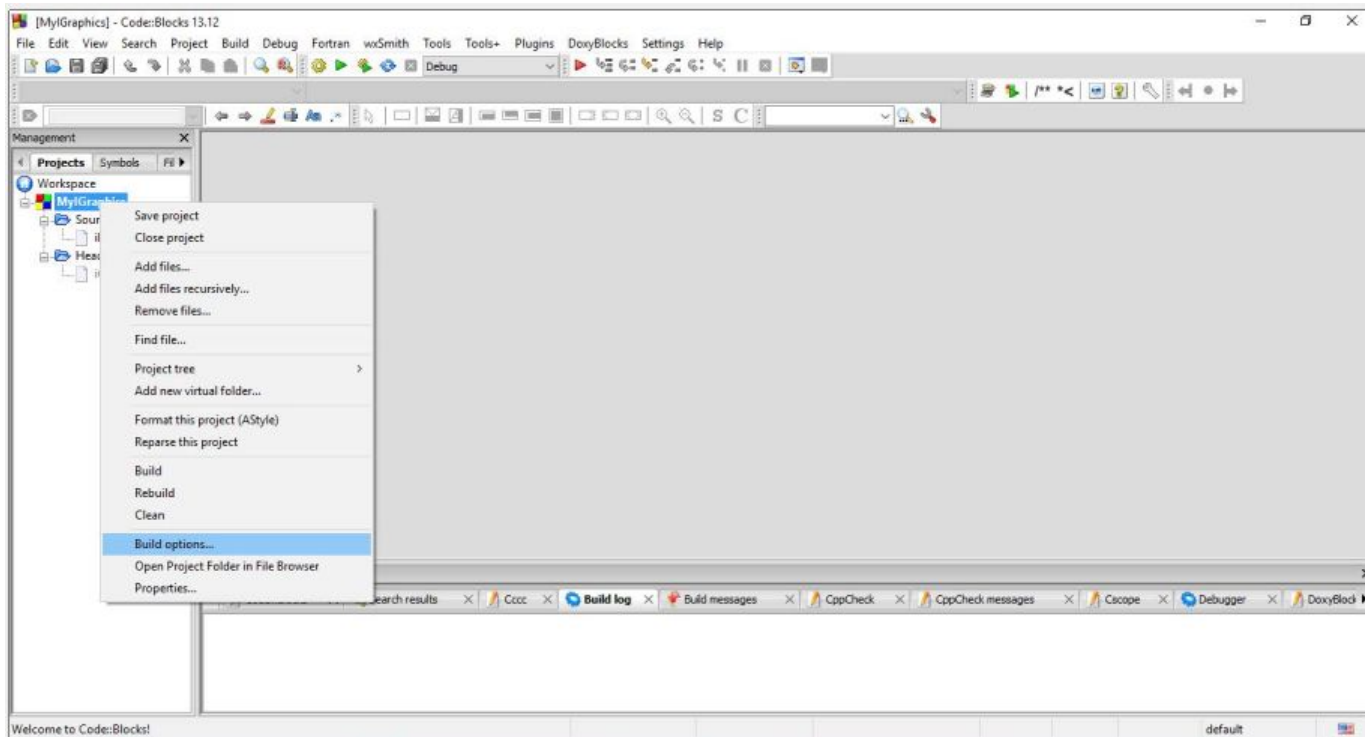


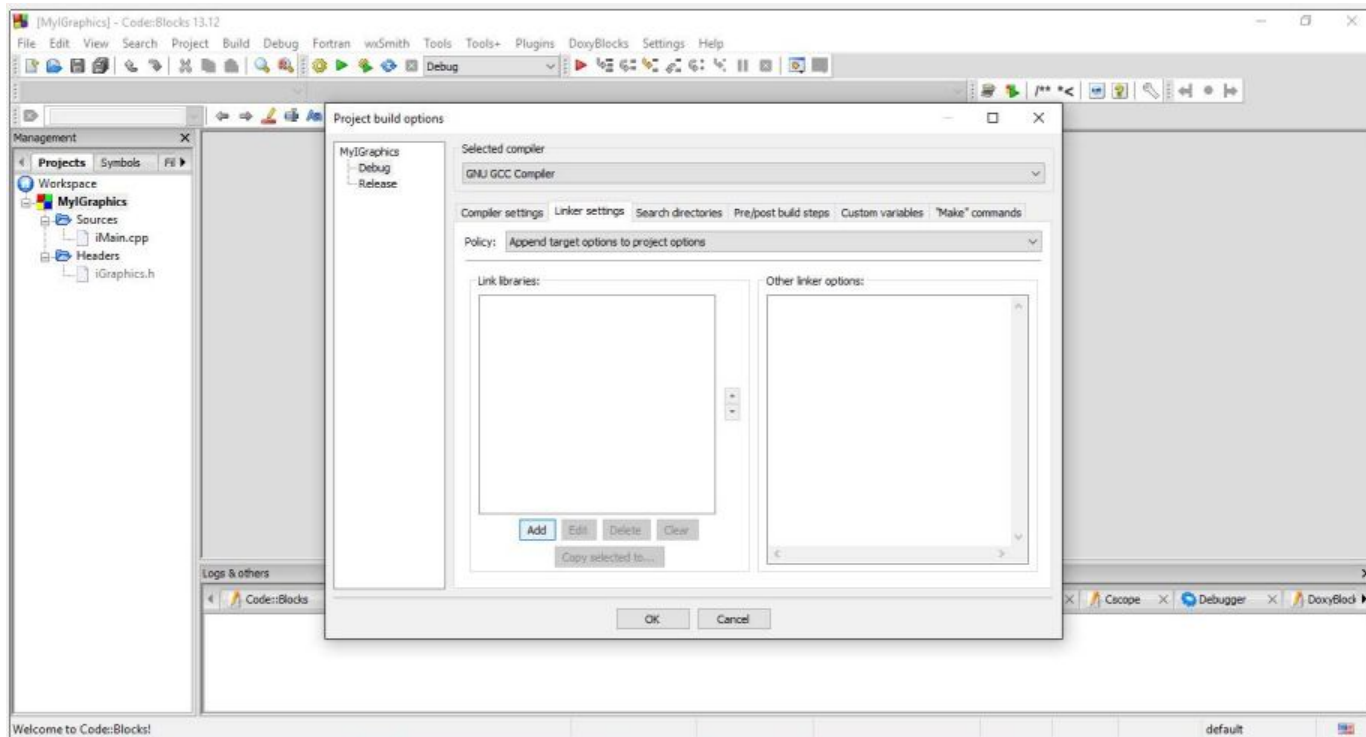


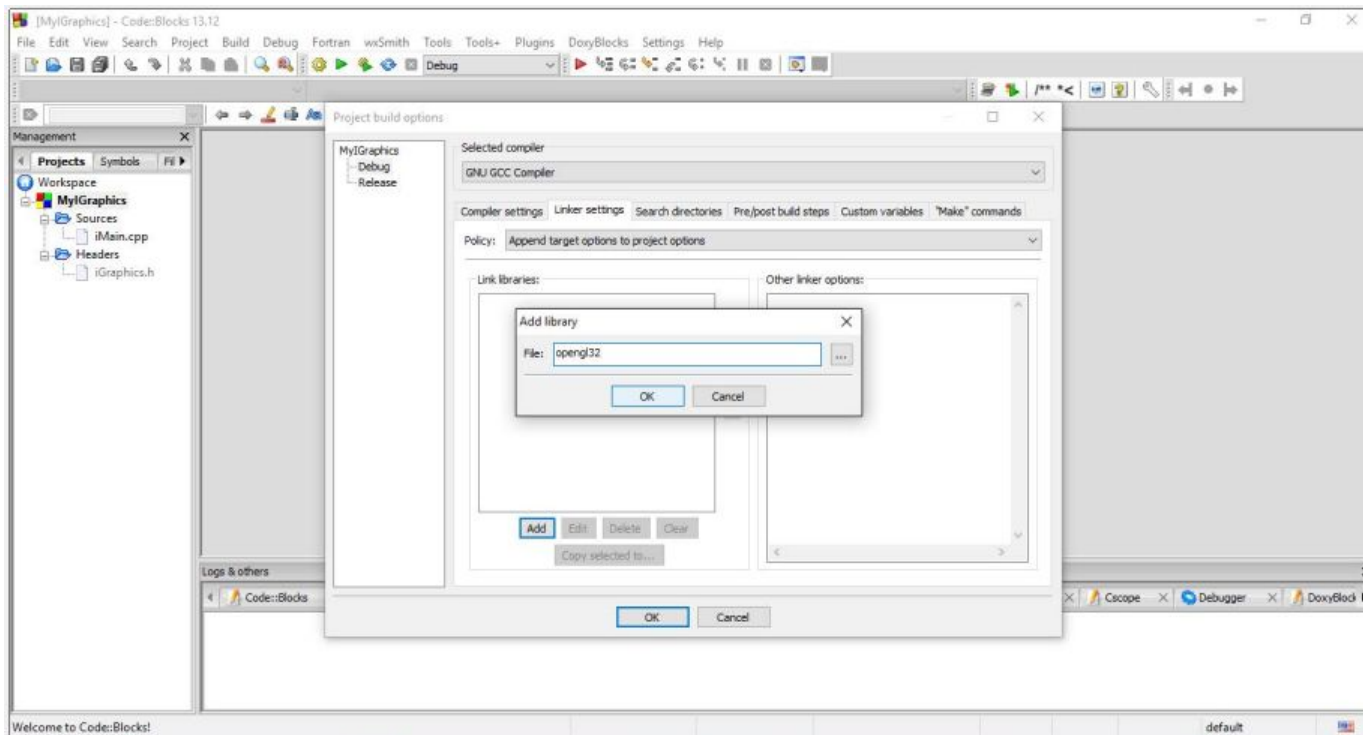




- If you see any problem, you can remove the glut.h file from the project.

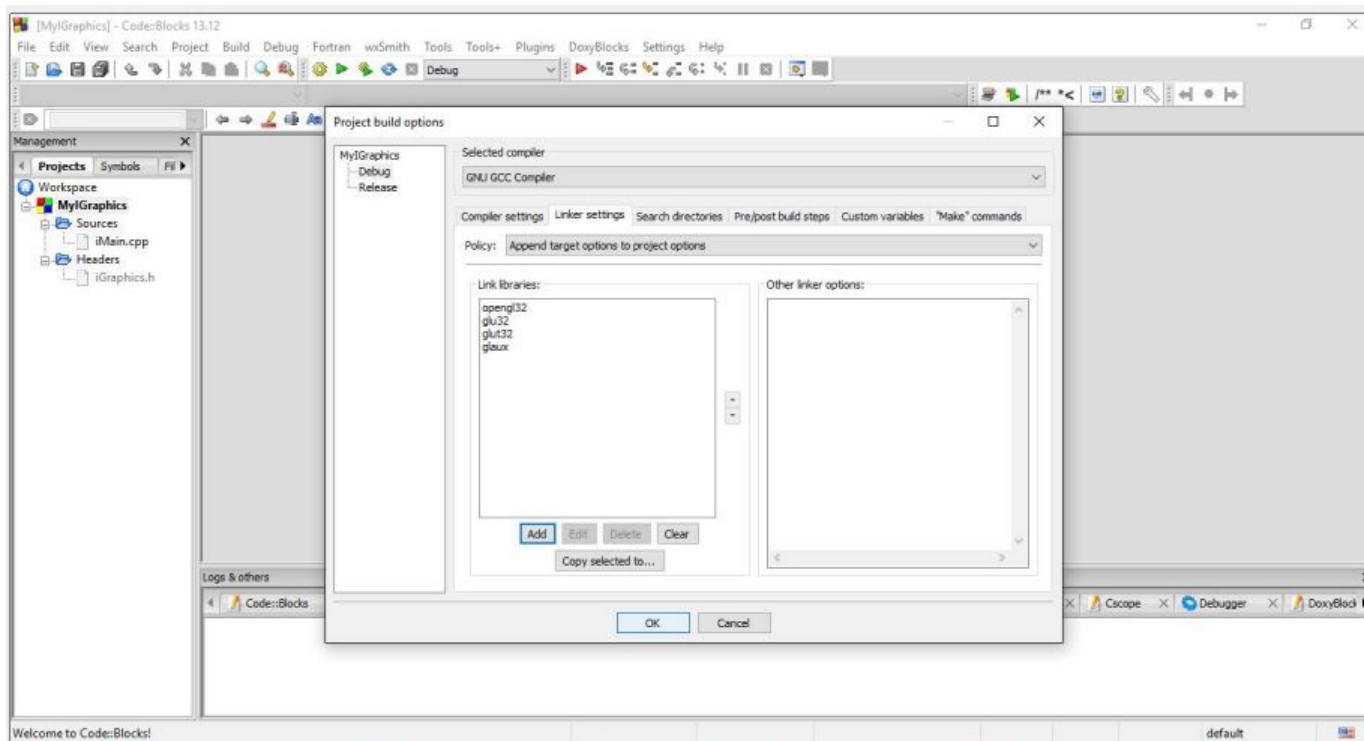


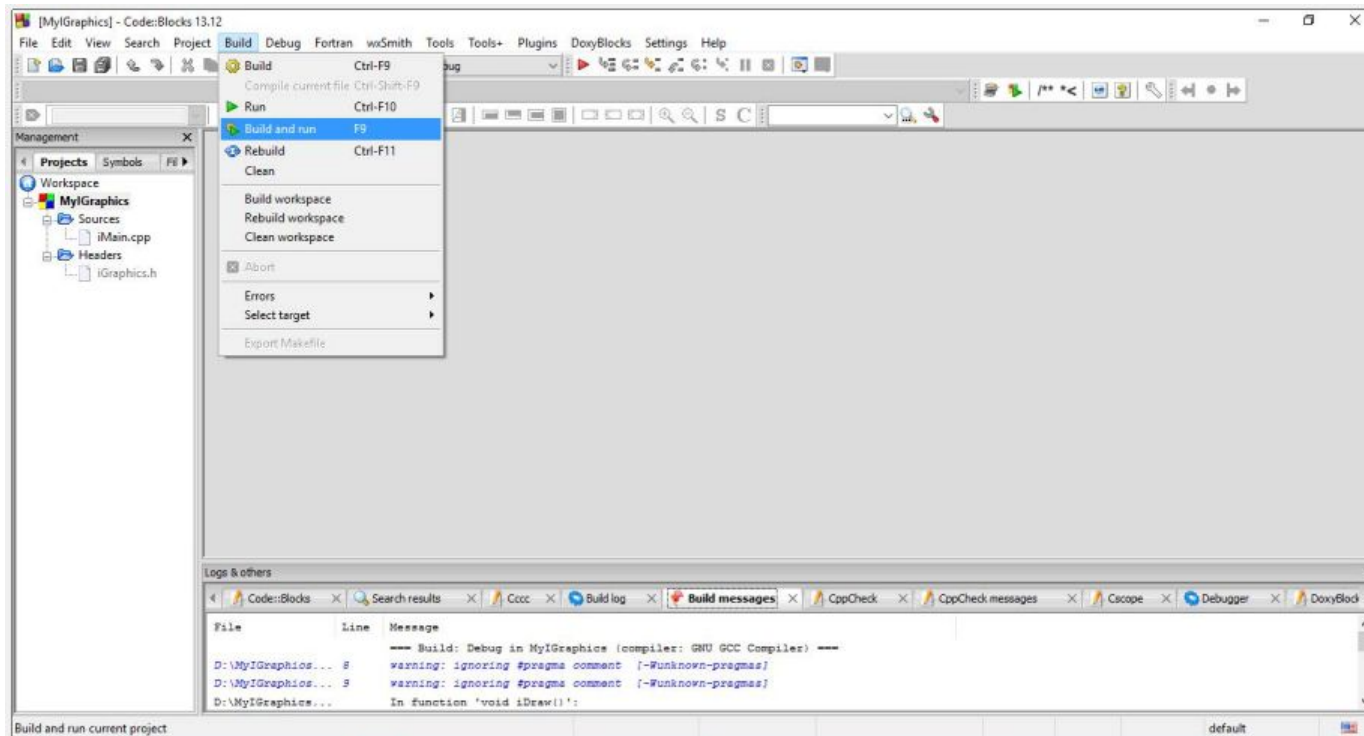


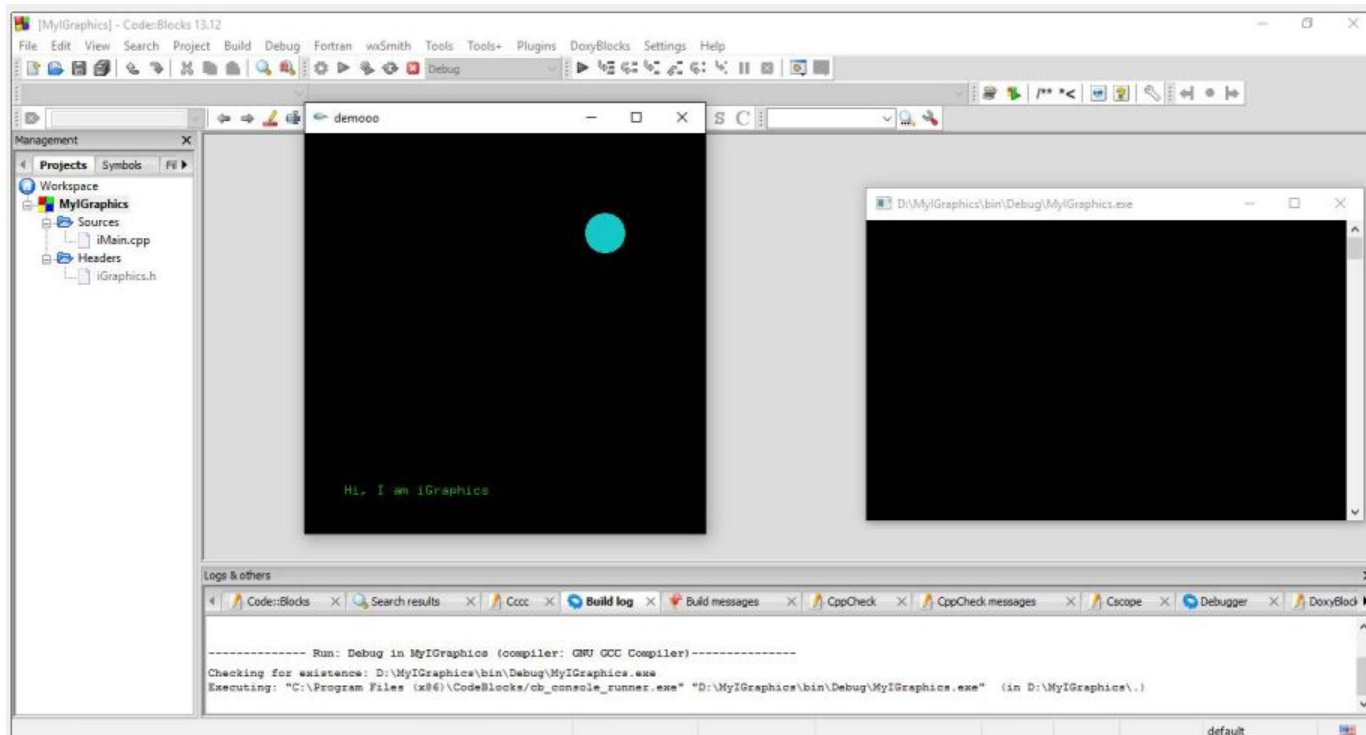


Add the following 4 in Link Libraries similar way:

- opengl32
- glu32
- glut32
- glaux







- If you see any error at this stage related to a dll file missing, copy glu32.dll, opengl32.dll, glaux.dll and glut32.dll to the “bin/Debug” folder of your project.
- If you see errors like “-lbgi not found”, download libbgi.a from the link <http://www.cs.colorado.edu/~main/bgi/dev-c++/libbgi.a> and then add it to C:\MinGW\lib (or C:\MinGW\MinGW\lib)