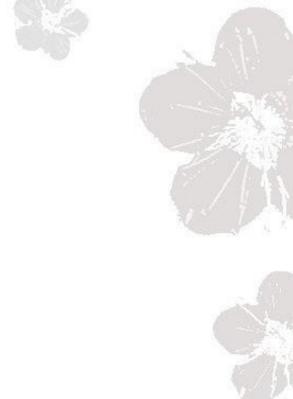
OpenGL Environment Setting for Mac

CS 550000 Computer Graphics CGVLAB, NTHUCS



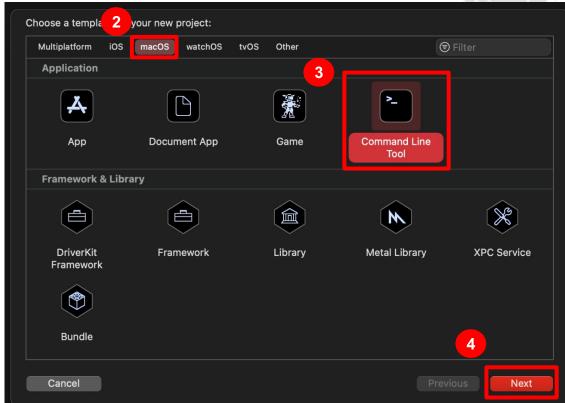


CREATE A PROJECT FROM SCRATCH

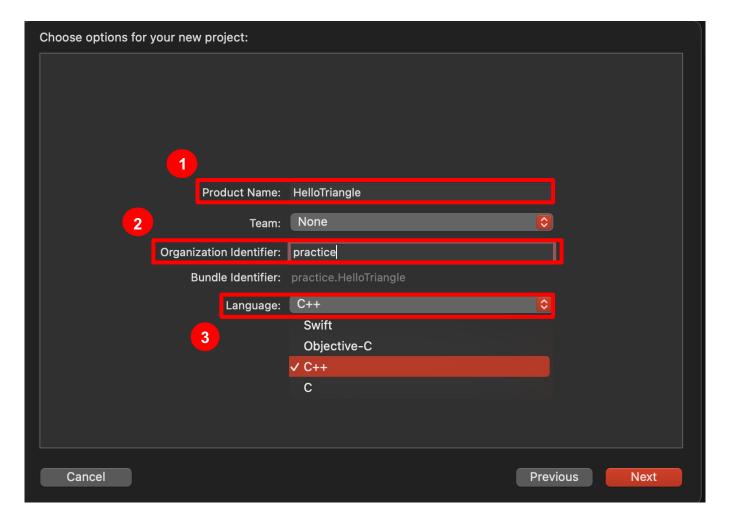


Create a new Xcode command line project



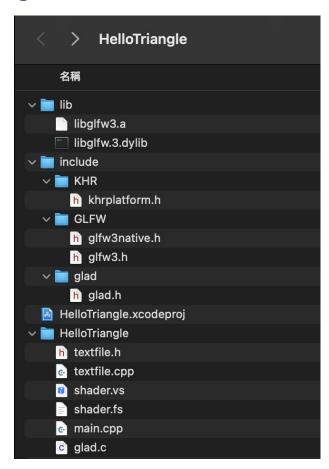


Choose options



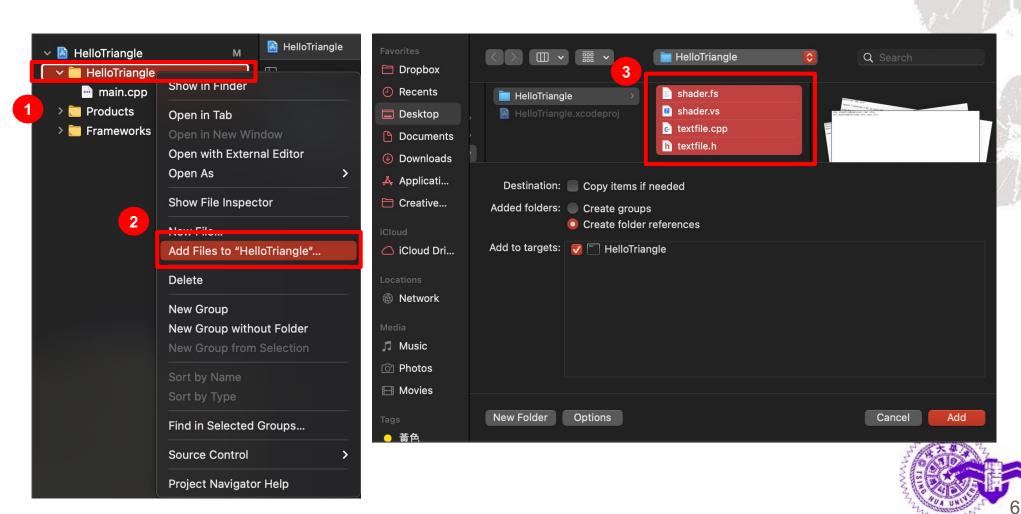


- Copy the sample code (e.g., GLFW, GLAD, source code) to project folder
- Folder hierarchy





Add the source code to project



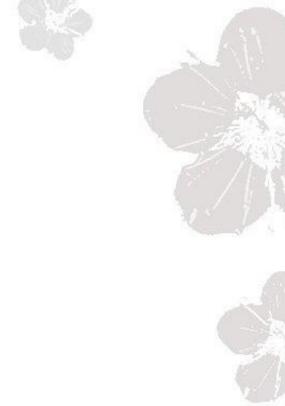
Note:

Xcode >=11

Download the framework on EECLASS

Download GLFW & GLAD from official website glad.c should be added to project and it will be automatically compiled



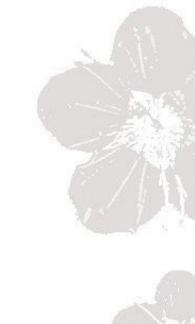


PROJECT SETTINGS



Project Settings

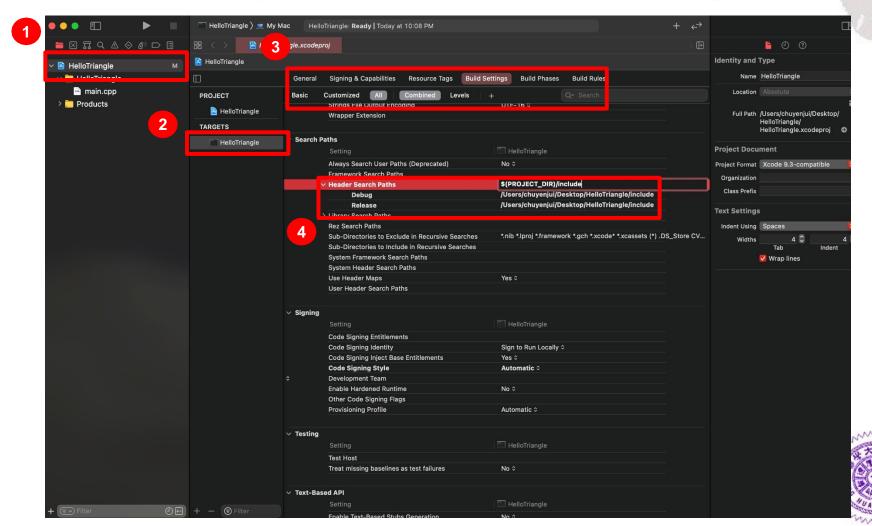
- Search paths
- Dynamic library
- Working directory
- \$(PROJECT_DIR) is the location of your_project_name.xcodeproj





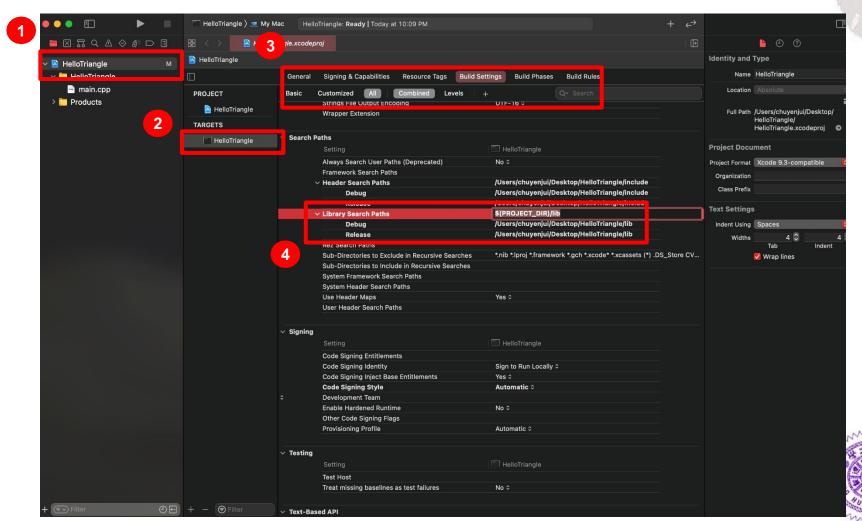
Include Path

Add include path to header search paths



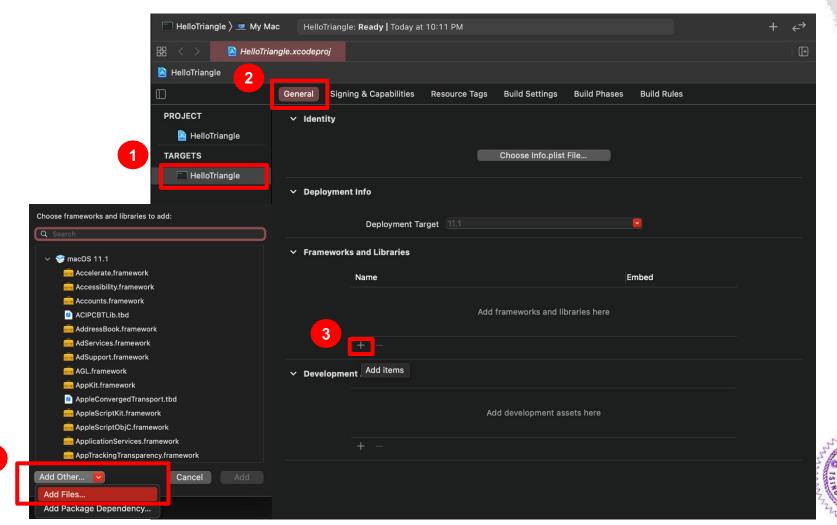
Lib Path

Add lib path to library search paths



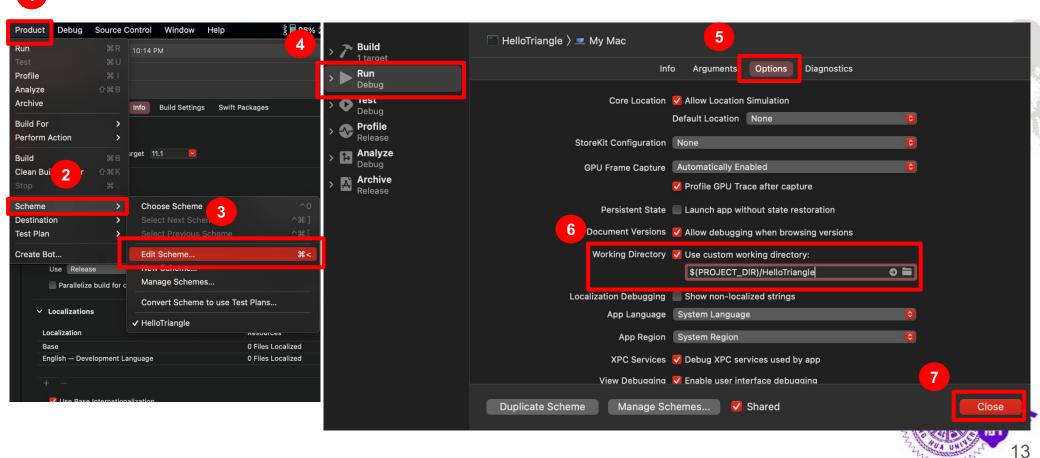
Dynamic Library

◆Find out the location of *libglfw.dylib*

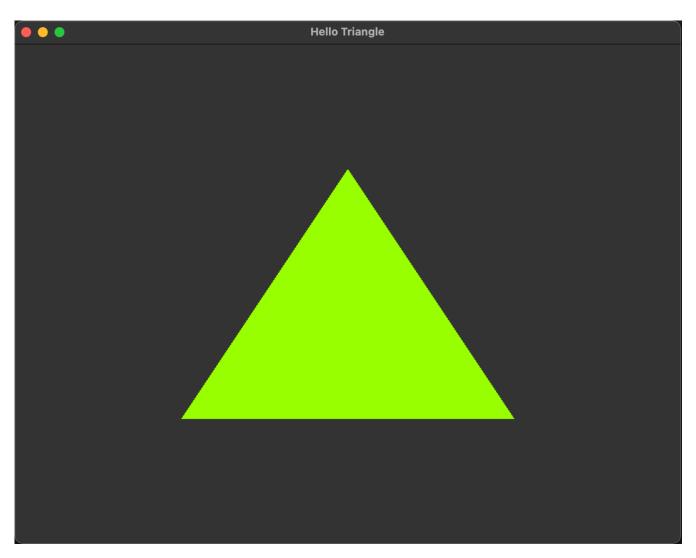


Working Directory

◆Recommend: set the path to \$(PROJECT_DIR)/your_project_name



Build & Run

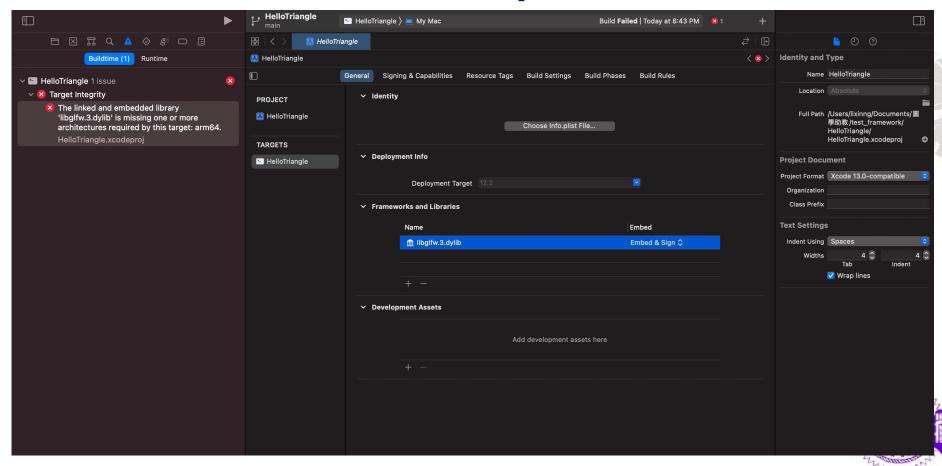






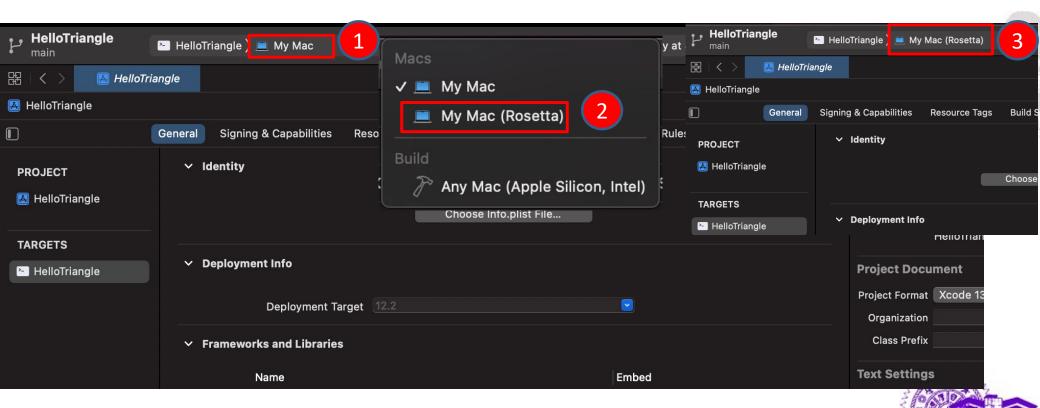
For M1 or M2 Users

◆After running the project, M1 or M2 Users will meet the architecture problem

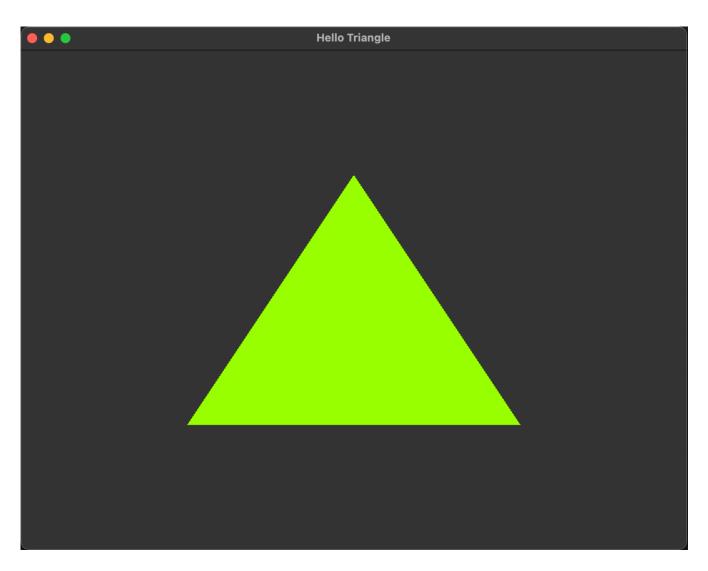


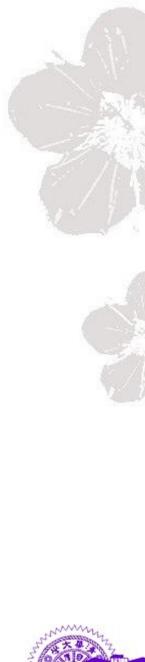
Using Rosetta

Click and change the build platform



Build & Run

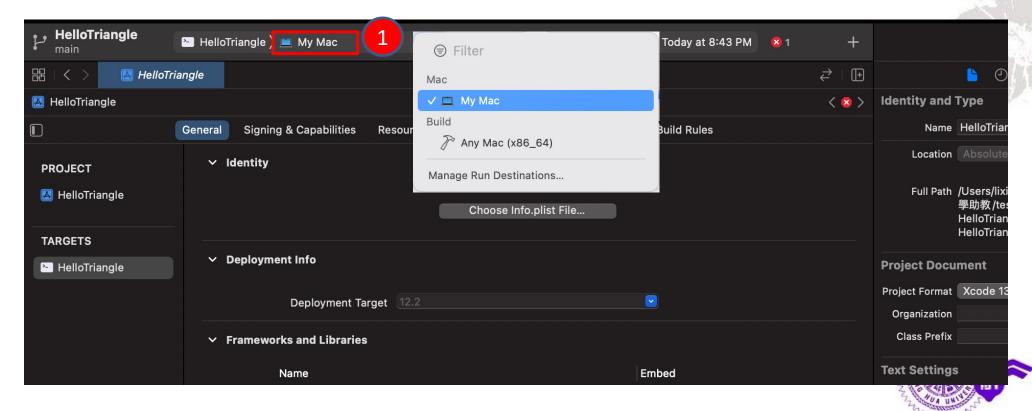






Using Rosetta

◆If there is no Rosetta option among your build options, next slide will teach you how to open



Using Rosetta

Go to Product to enable All Run Destinations

