

Lenguaje de Programación: C++ GLUT (como instalarlo)

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¿Qué es GLUT?

GLUT (del inglés OpenGL Utility Toolkit) es una biblioteca de utilidades para programas OpenGL que principalmente proporciona diversas funciones de entrada/salida con el sistema operativo. Entre las funciones que ofrece se incluyen declaración y manejo de ventanas y la interacción por medio de teclado y ratón. También posee rutinas para el dibujado de diversas primitivas geométricas (tanto sólidas como en modo wireframe) que incluyen cubos, esferas y tetras. También tiene soporte para creación de menús emergentes.

Instalando GLUT

- Bajar material de la sesión.
- Copiar glut32.dll a `c : \windows\system`.
- Copiar glut32.lib a `c : \programfiles\mingw\lib`.
- Copiar glut.h a `c : \programfiles\mingw\include\GL`.

Abre un proyecto GLUT

New from template

Category: <All categories>

Projects
Build targets
Files
Custom
User templates

Code::Blocks plugin Console application D application DirectX project Dynamic Link Library
Empty project FLTK project GLFW project **GLUT project** GTK+ project
Irrlicht project Ogre project OpenGL project QT4 project SDL project
SmartWin Static library Win32 GLUT wxWidgets

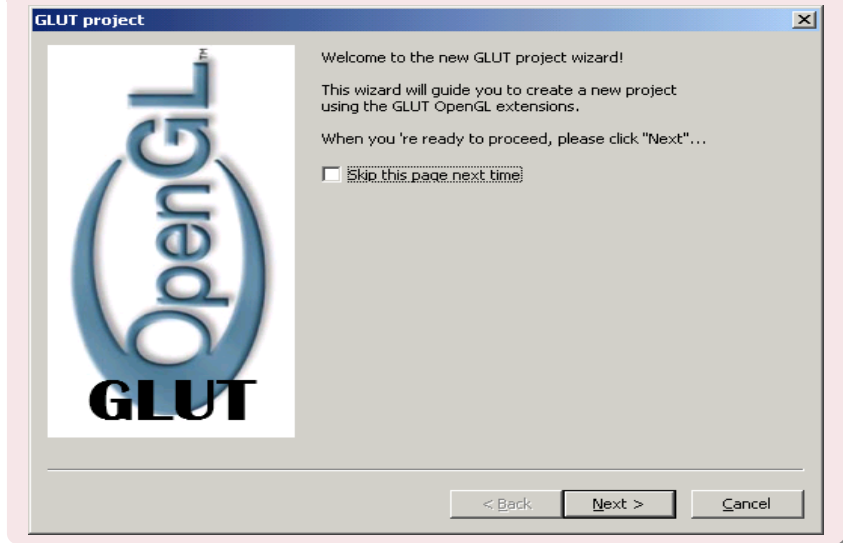
Go
Cancel

View as
 Large icons
 List

Why are some wizards marked in red?


1. Select a wizard type first on the left
2. Select a specific wizard from the main window (filter by categories if needed)
3. Press Go

Presiona siguiente



Asigna un nombre a tu proyecto

GLUT project



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

Project title:
| glut hw |

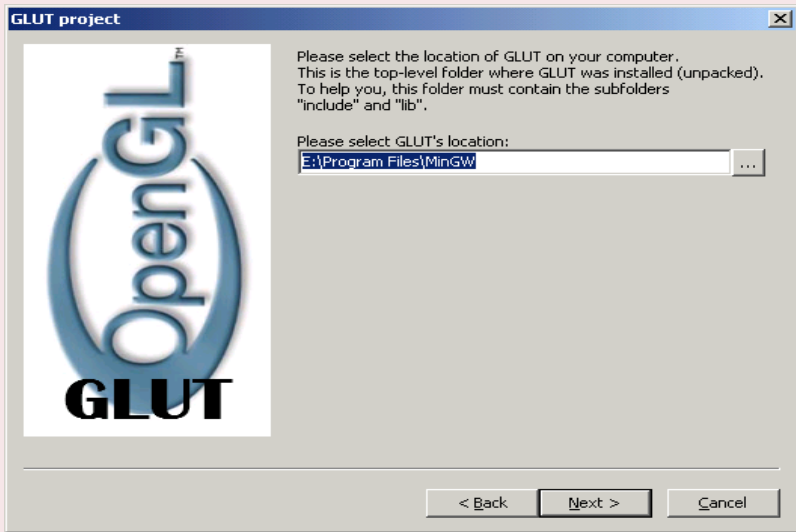
Folder to create project in:
| E:\Documents and Settings\goetz\My Documents\ | ...

Project filename:
| glut hw |

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


< Back Next > Cancel

Asigna la dirección que le corresponde a tu MINGW



Presiona siguiente

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

Agrega la librería `<windows.h>` y trata de compilar el proyecto

```
main.cpp [glut hw] - Code::Blocks svn build
File Edit View Search Project Build Debug wxSmith Tools Plugins Settings Help
Build target: Debug
Management
Projects
Workspace
glut hw
Sources
main.cpp
main.cpp x
1  /*
2  * GLUT Shapes Demo
3  *
4  * Written by Nigel Stewart November 2003
5  *
6  * This program is test harness for the sphere, cone
7  * and torus shapes in GLUT.
8  *
9  * Spinning wireframe and smooth shaded shapes are
10 * displayed until the ESC or q key is pressed. The
11 * number of geometry stacks and slices can be adjust
12 * using the + and - keys.
13 */
14
15 #include <GL/glut.h>
16
17 #include <stdlib.h>
18
Messages
Code::Blocks Code::Blocks Debug Search results Build log Build messages Debugger
File Line Message
E:\Documents and Settings\goetz\My Documents\glut hw\main.cpp WINDOWS-1252 Line 1, Column 1 Insert Read/Write
```

En caso de que no compile

The screenshot shows the Code::Blocks IDE interface. The main window displays the source code for `main.cpp` in a project named "glut hw". A context menu is open over the "Build options" item in the Project tree. The code in the editor is as follows:

```

3  */
4  * GLUT Shapes Demo
5  *
6  * Written by Nigel Stewart November 2003
7  *
8  * This program is test harness for the sphere, cone
9  * and torus shapes in GLUT.
10 *
11 * Spinning wireframe and smooth shaded shapes are
12 * displayed until the ESC or q key is pressed. The
13 * number of geometry stacks and slices can be adjust
14 * using the + and - keys.
15 */
16 #include <windows.h>
17 #include <GL/glut.h>
18 #include <stdlib.h>

```

The Messages window at the bottom shows the following build log:

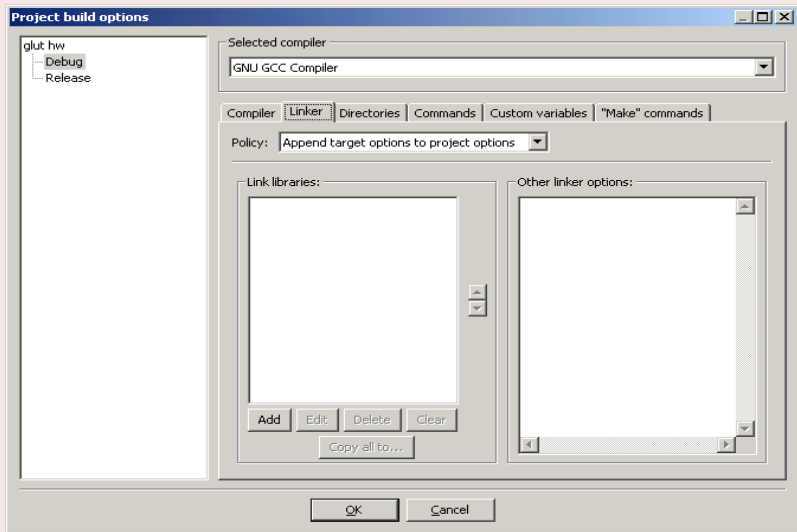
```

Code::Blocks Code::Blocks Debug Search results Build log Build messages Debugger
Checking for existence: E:\Documents and Settings\goetz\My Documents\sample glut\bin\Debug\sample glut.exe
Executing: C:\Program Files\CodeBlocks Nightly\cb_console_runner.exe "E:\Documents and Settings\goetz\My
Documents\sample glut\bin\Debug\sample glut.exe" (in E:\Program Files\MinGW\bin)
Process terminated with status 0 (0 minutes, 5 seconds)

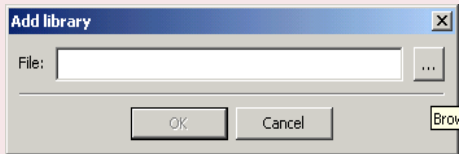
```

At the bottom of the IDE, the status bar indicates "Set the project's build options", "WINDOWS-1252", "Line 14, Column 21", and keyboard shortcuts for Insert, Modified, and Read/Write.

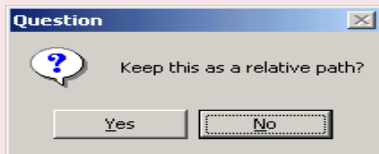
Agregar link a librería



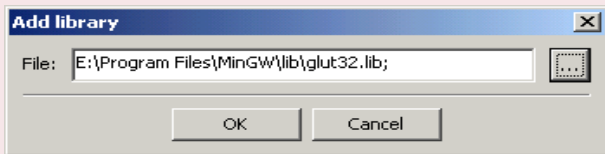
Agregar link a librería



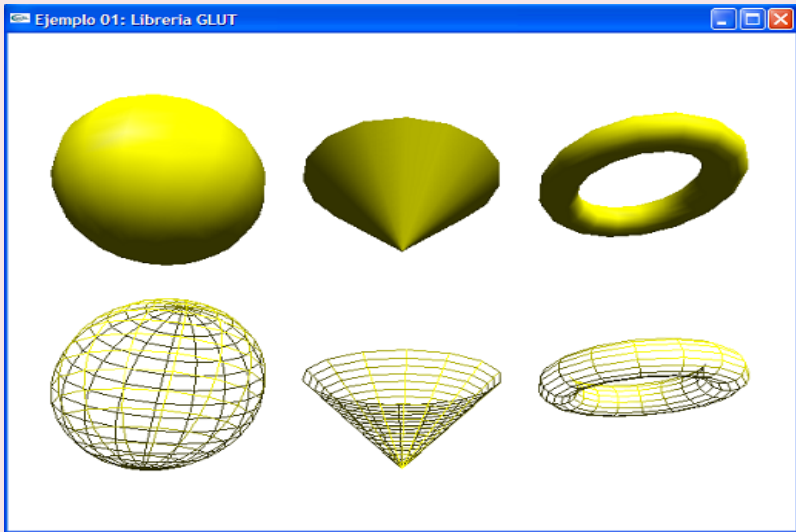
Dile que no



Agregar link a librería



Compile y obtenga



-  Programming Principles and Practice Using C++, Bjarne Stroustrup.
-  <http://www.codeblocks.org>
-  <http://www.wxwidgets.org>
-  (O'Reilly) Practical C Programming (3rd Edition)
-  <http://www.cplusplus.com>
-  <http://es.wikipedia.org/wiki/GLUT>