

## Instructions to get OpenGL and Glut working in Codewarrior on the lab PCs:

Download the latest version of glut from <http://www.xmission.com/~nate/glut.html>

Three of the files in the zip file need to be extracted:

(you may need to be logged in as administrator to extract to the C:\WINNT\system32\ directory)

Extract glut32.dll to C:\WINNT\system32\

Extract glut.h to C:\Program Files\Metrowerks\CodeWarrior\Win32-x86 Support\Headers\Win32 SDK\GL\

Extract glut32.lib to C:\Program Files\Metrowerks\CodeWarrior\Win32-x86 Support\Libraries\Win32 SDK\

Start Codewarrior and create a new *Win32 C Stationary* project

In the Select Project Stationary window select *Win32 Console App -> C Console App*

You have to add the libraries into the project:

In the Project window right click on Win32 SDK Libraries folder and choose *add files*

In the Add Files window browse to C:\Program Files\Metrowerks\CodeWarrior\Win32-x86 Support\Libraries\Win32 SDK\ and ctrl-click on these three files: glu32.lib, glut32.lib, opengl32.lib then click *Add*

When you begin to write your code make sure that you have these includes:

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

```
#include <wingdi.h>
```

```
#include <GL/gl.h>
```

```
#include <GL/glut.h>
```

Also, it is essential for these includes to occur in this order, otherwise your program will not compile.