

Simple Instructions for setting up OpenGL with Codewarrior

Run the *install.bat* batch file in the folder *GlutInstall*

(This will copy all the necessary glut files to the hard drive as well as an OpenGL project stationary)

Open Codewarrior and create a new project by going to the *File* menu and selecting *New*

Select *Win32 C Stationary* and enter a name for the project, then click *Ok*

Select *Win32 OpenGL* in the select project stationary window and click *Ok*

If you do not use the default main.c file, make sure that you put the following includes into your code (in this order):

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

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

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

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