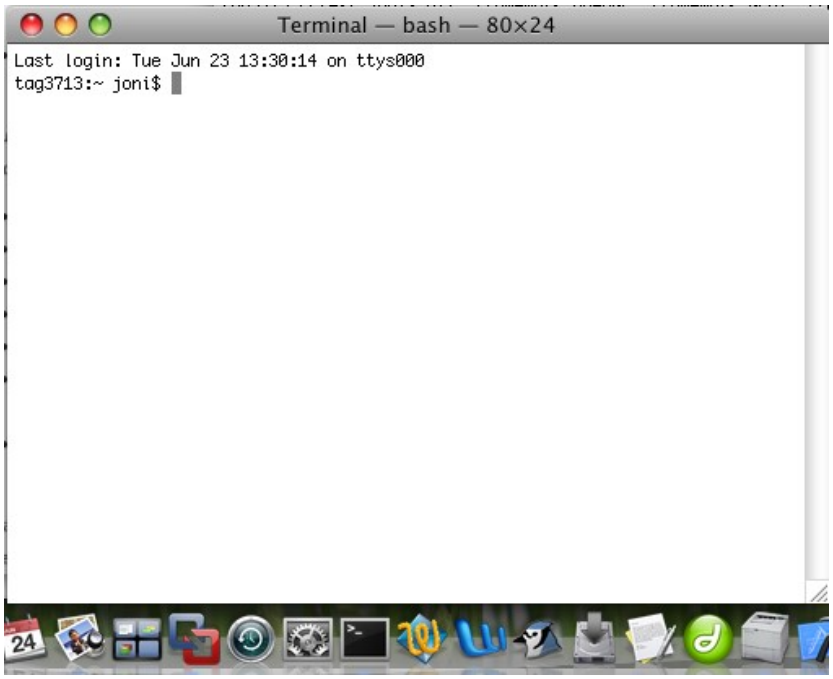
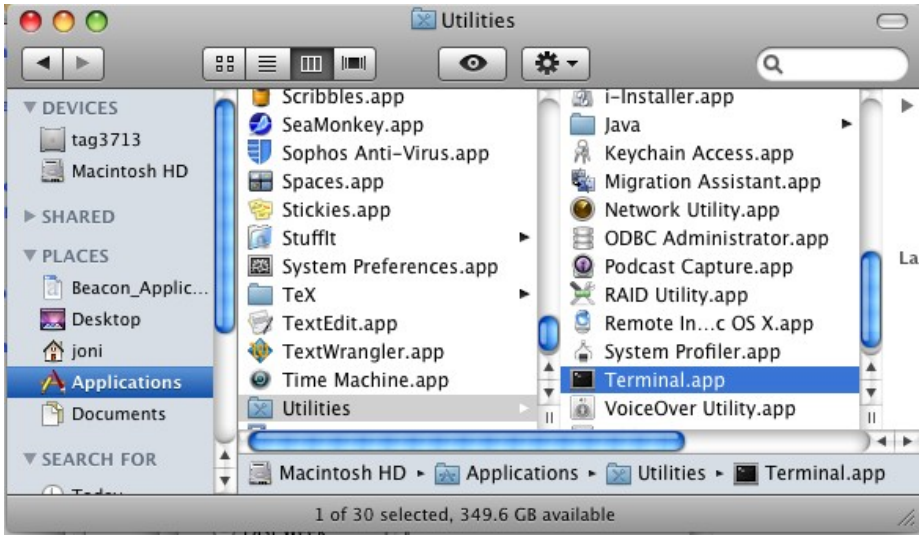
The following instructions are for compiling and running OpenGL/GLUT projects from the command line on Macintosh computers

1. Open a Terminal window

To open a terminal window either:
Click on the terminal symbol in the task bar

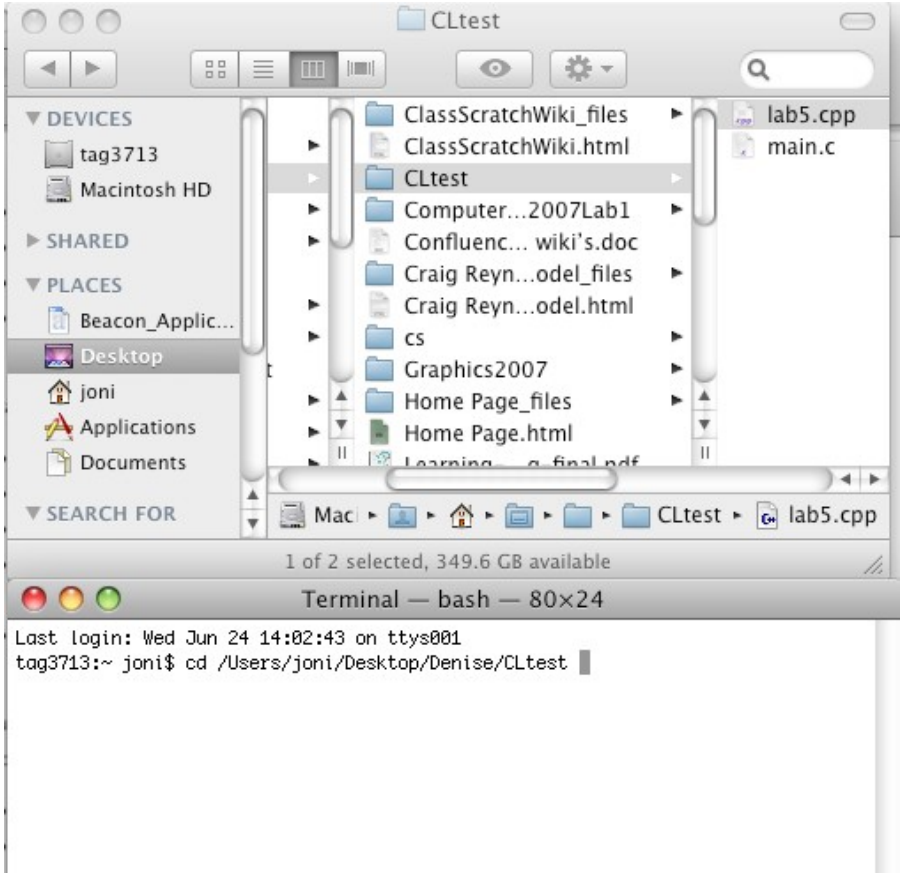


Or Finder: Applications: Utilities: Terminal.app



2. Navigate to the folder containing your C or C++ code

Type cd and a space in the Terminal window, navigate to the folder with Finder, drag the folder from Finder to the Terminal window then press Enter



3. Compile your project

The source file needs three includes:

```
#include <OpenGL/gl.h>
#include <OpenGL/glu.h>
#include <GLUT/glut.h>
```

```
#include <OpenGL/gl.h>
#include <OpenGL/glu.h>
#include <GLUT/glut.h>
```

The command to compile a C OpenGL program is:

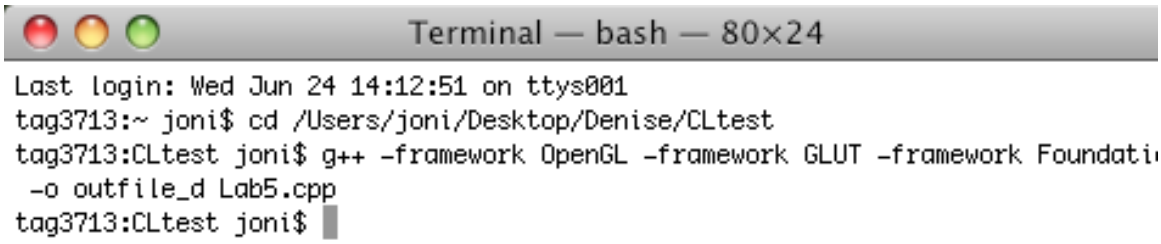
cc -framework OpenGL -framework GLUT -framework Foundation -o outfile_d sourcefile.c

outfile_d is the executable you will create and sourcefile.c is the C file containing your code

The command to compile a C++ OpenGL program is:

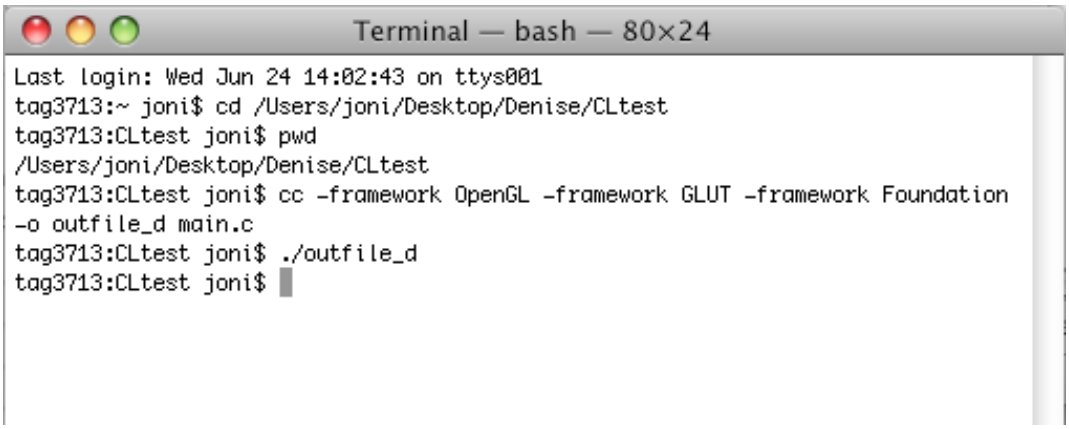
g++ -framework OpenGL -framework GLUT -framework Foundation -o outfile_d sourcefile.cpp

outfile_d is the executable you will create and sourcefile.cpp is the C++ file containing your code



The command to run a C or C++ OpenGL program that compiled is:

./outfile_d where outfile_d is the name of the executable produced during compilation



To stop execution of the program either:

Click on the executing window, click on the name of the program in the top bar: Quit or

Use short-cut keys Command+Q