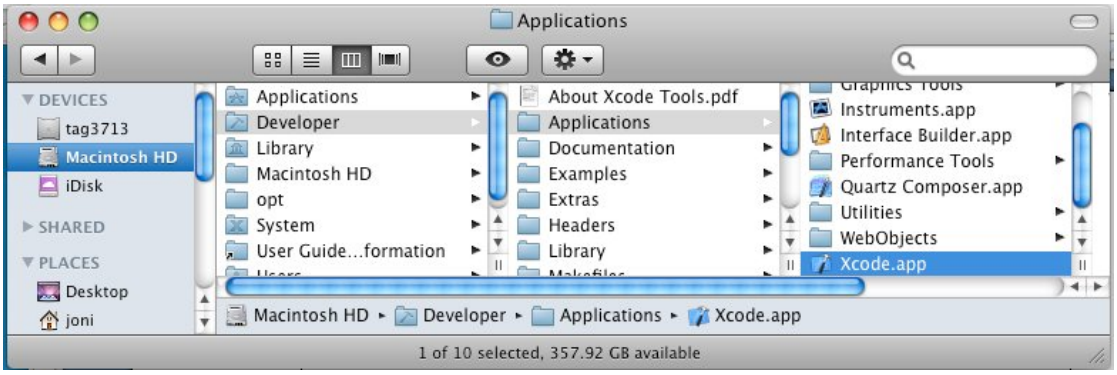
Creating C & C++ OpenGL/GLUT Projects

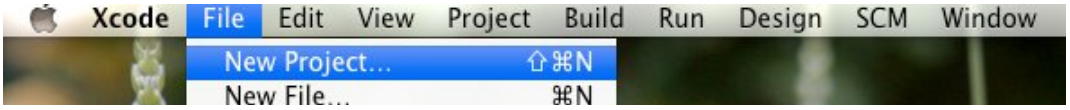
1. Open Xcode

Finder : MacIntosh HD : Developer : Applications : Xcode.app

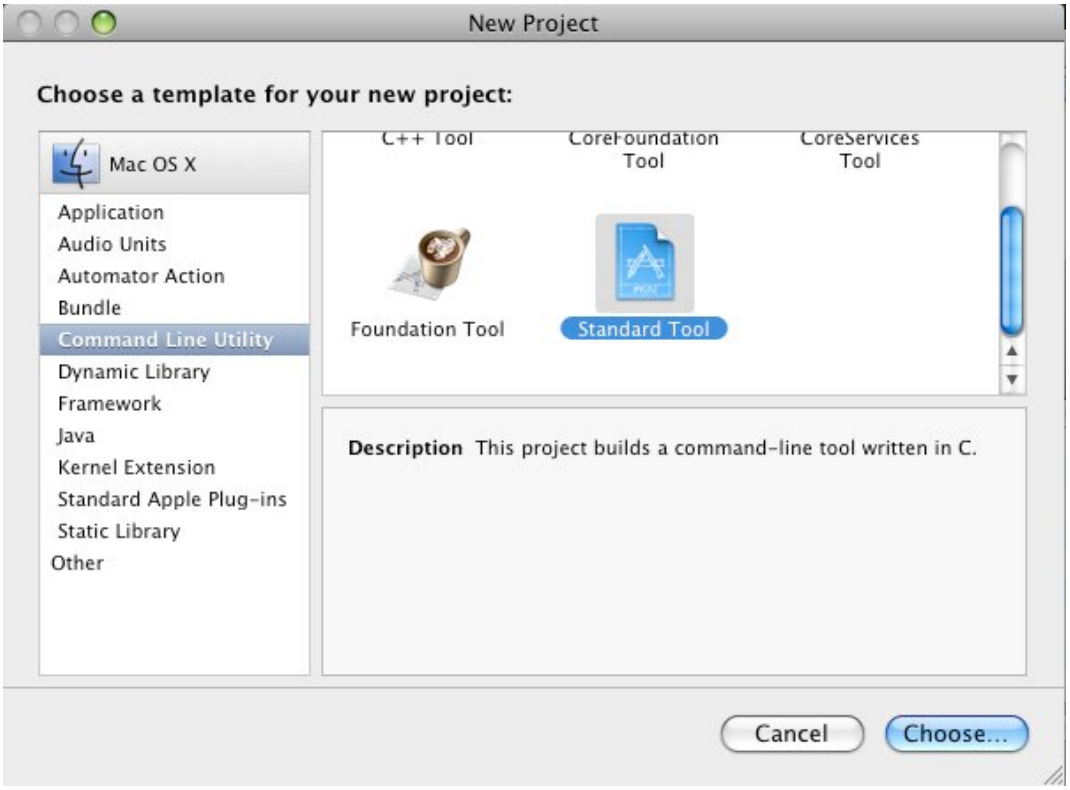


2. Create a new Xcode project

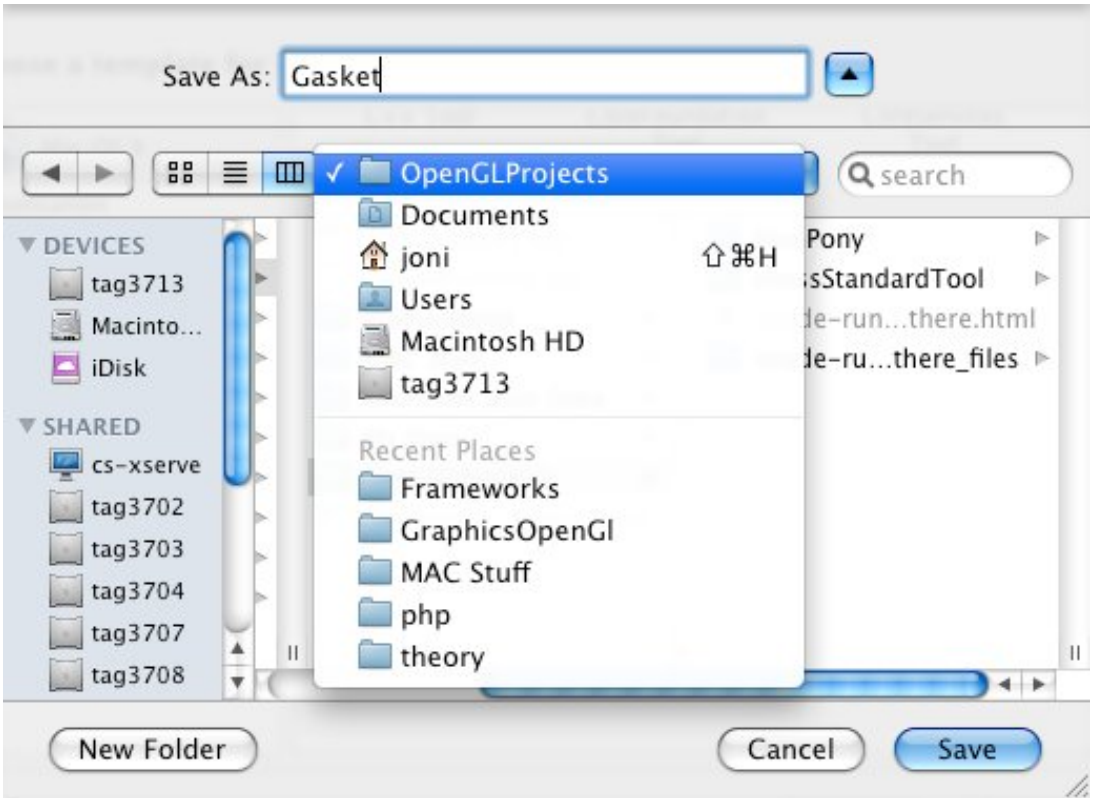
Xcode : File : New Project



Command Line Utility : Standard Tool : Choose

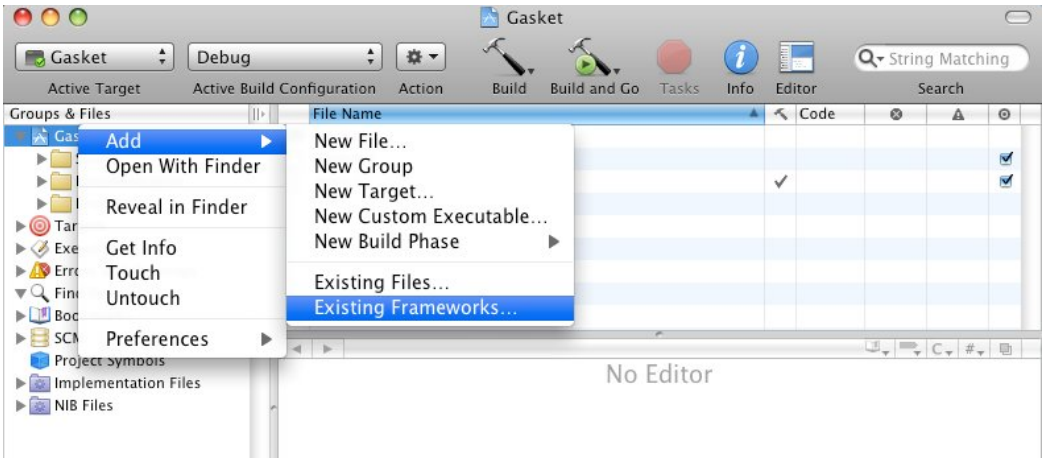


Select a name and location for your project : Save

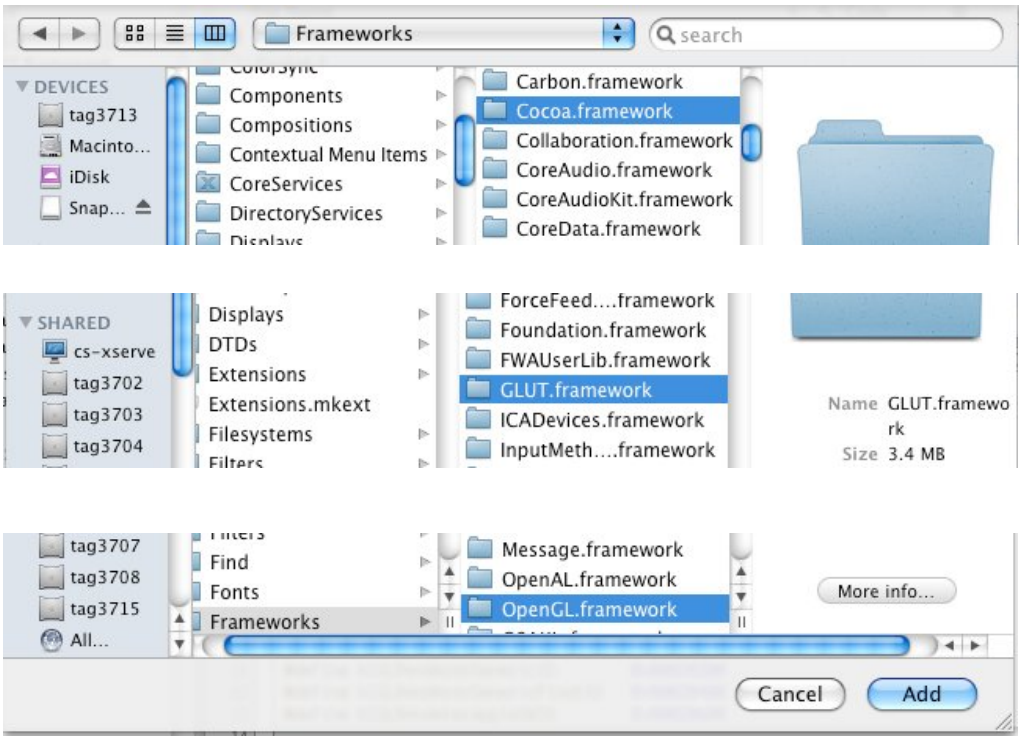


3. Add the GLUT and OpenGL frameworks to your project. To make a 3-D project, also add the Cocoa framework.

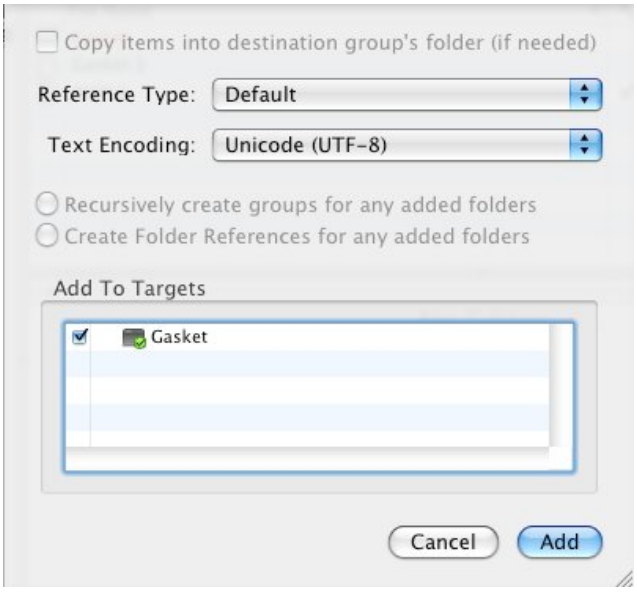
Control-click on the top-level project folder : Add : Existing Frameworks



Choose GLUT and OpenGL frameworks (and Cocoa also for 3D projects) : Add
Command-click to select multiple nonadjacent frameworks



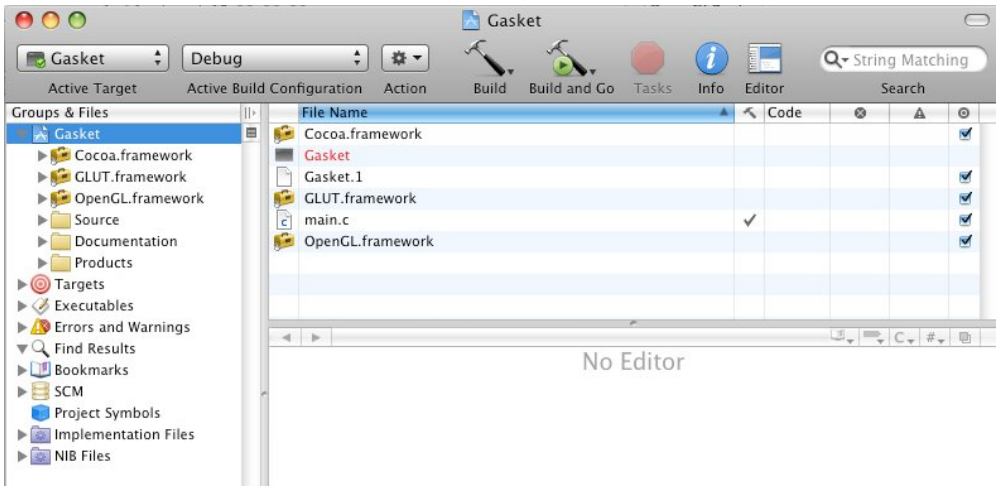
The defaults are fine on the Xcode configuration window: Add



The frameworks are now included in your project.

You will need to #include <GLUT/glut.h> to use the GLUT libraries in Xcode as it is a Unix system

You would need to #include <GL\glut.h> to use the GLUT libraries on a MS Windows system

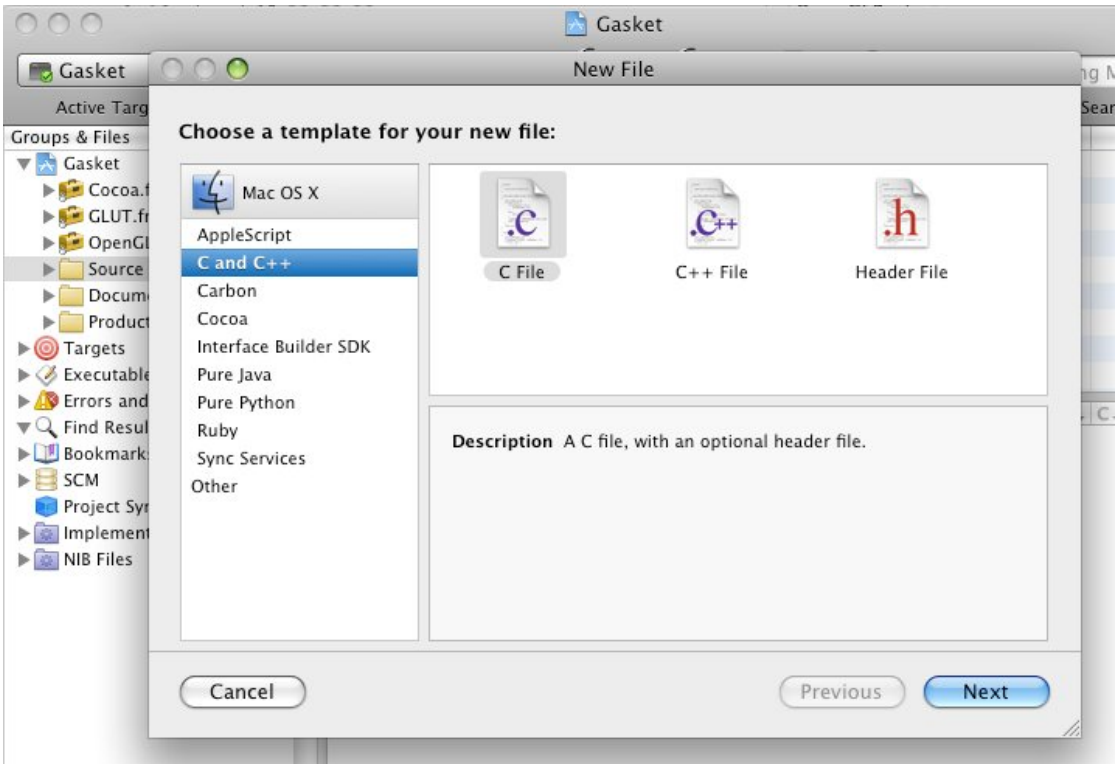


4. Begin your project.

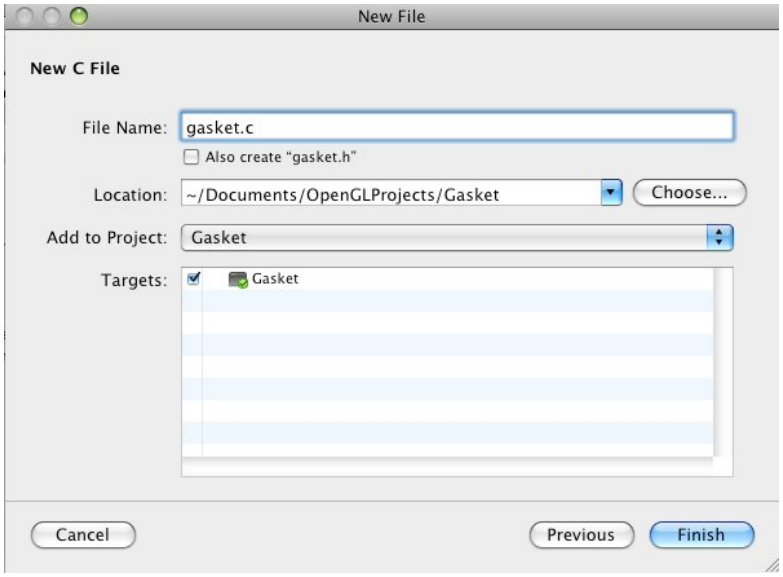
To add a file to the project, Control-click on the folder you wish to add the file to

Add : New File

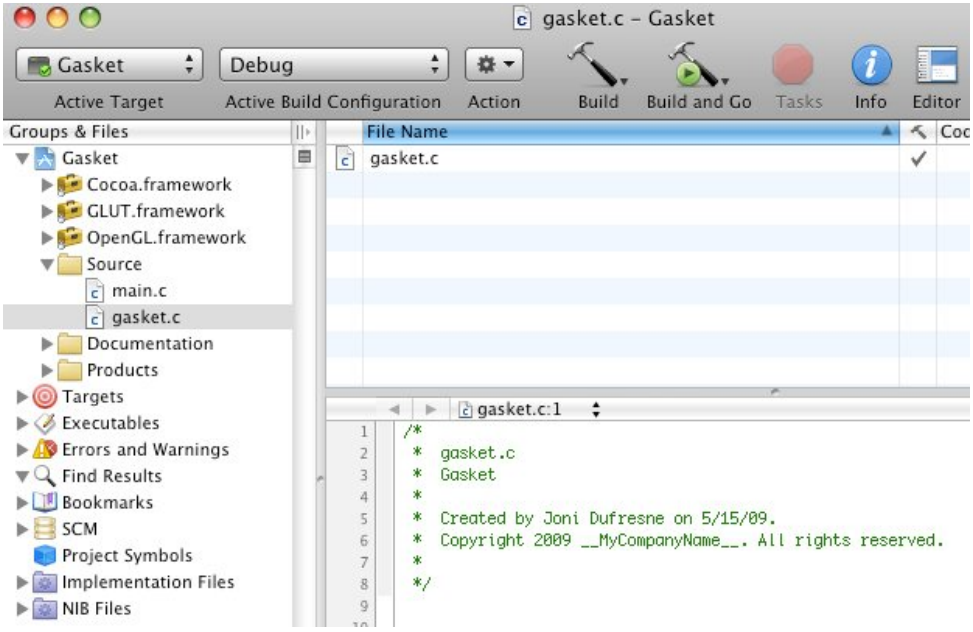
In the next window Choose your file type : Next



Name your file. If you do not want to create a .h file with the same name, uncheck the 'Also create "[filename].h" ' check box : Finish

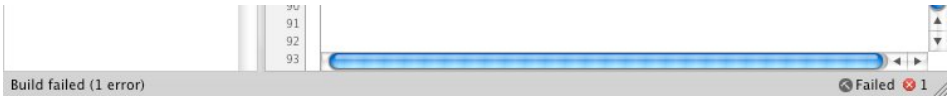


Click on the name of the file you wish to edit and begin programming

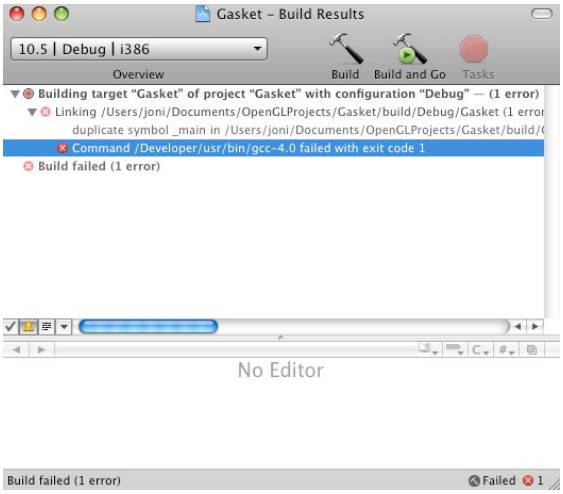


Notice that Xcode automatically creates a main.c for your project

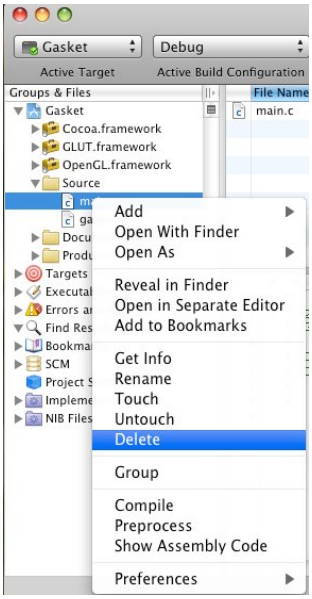
Since Xcode creates a main.c for your project, if you add a file that contains a main(), you will get a compile time duplicate symbol error

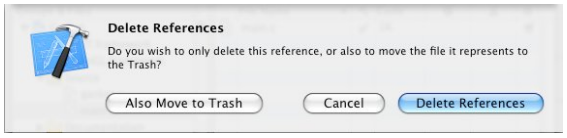


Clicking on the red circle with the white at the bottom right of the Xcode project window, brings up the Build Results window listing the error(s)



To remove the main.c file created by Xcode from your project
Control-click on the file : Delete : Also Move to Trash.





Creating C OpenGL/Glut 3D Projects:

Instructions are here: http://macateeny.blogspot.com/2007/08/xcode-running-3d-opengl-classics-there.html

References

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http://blog.onesadcookie.com/2007/12/xcodeglut-tutorial.html
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