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Opengl visual studio 2015

Starting an OpenGL project in VS 2015 is really easy, thanks to the NupenGL.Core nuget package. Here are really quick steps to start your first OpenGL project using the FreeGlut library to provide a window toolbox. Open Visual Studio 2015 Community Edition and create a new Visual Studio C++ Windows Console Application. Keep it simple. Select an empty project template. Install the NupenGL.Core nuget package. From Visual Studio, go to Tools \ NuGet Package Manager \ Manage Nuget packages for this solution. Search for NupenGL and install the package. Add a new C or C++ file. Here are some sample code #include <gl reeglut.h=> void init(); void display(void); void centerOnScreen(); void drawObject(); define the window position on screen int window_x; int window_y; variables representing int window_width window size = 480; int window_height = 480; variable representing the window title char *window_title = Sample OpenGL FreeGlut App; ---------- // Program Main method. ---------- void main(int argc, char **argv) { // Connect to t window system + create a window // with the specified dimensions and position // + set the display mode + set the window title. glutInit(&argc; argv); centerOnScreen(); glutInitWindowSize(window_width, window_height); glutInitWindow(window_x Position,); window_y glutInitDisplayMode(GLUT_RGBA GLUT_DOUBLE); glutCreateWindow(window_title); Enter the initial state of the OpenGL application. init(; Set the callback functions glutDisplayFunc(display); Start GLUT event processing loop glutMainLoop(); } //---------- // Enter the initial state of the OpenGL application. ---------- void init() { // Set the clear color frame buffer to black. glClearColor(0.0, 0.0, 0.0, 0.0); } //---------- // This function is sent to glutDisplayFunc to display // OpenGL content on the window. ---------- void display(void) { // Clear the window or more specifically the frame buffer... // This happens by replacing all the contents of the fra buffer with the clear color (black in our case) glClear(GL_COLOR_BUFFER_BIT); // Draw objects drawObject(); // Swap content of backward and forward frame buffers glutSwapBuffers(); } //---------- // Draws our object. ---------- void drawObject() { // Rita Icosahedron glutWireIcosahedron(); } // Denna funktionsuppsättningar </gl> </gl> windows x and y coordinates // such that the window becomes centered //---------- void centerOnScreen() { window_x = (GLUT_SCREEN_WIDTH) - window_width) / 2; window_y = (GLUT_SCREEN_HEIGHT) - window_height) / 2; } After this, you should be able to build and run without any problems. Your application should look something like this: You can find a Visual Studio 2015 project that uses many of the FreeGlut features in this Github repository. Visual Studio is an integrated development viroment (IDE), which allows you to write, test, and debug your code. Visual Studio Community Edition is available for free for Windows. Install Visual Studio 2017 After you download install the program for Visual Studio 2017 and run it, you will be presented with the following screen. Select the option to install Desktop Development with C++. Then click the Individual Components tab and search for the option to include NuGet Package Manager. Finally, click the Install buttom to install Visual Studio on your computer. Configure Visual Studio for OpenGL Development First, be sure to have Visual Studio downloaded and installed on your computer. When you run Visual Studio Setup, make sure that you are adding support for the C++ language by selecting a Custom Installation, then expanding the triangle next to the programming languages and checking the box next to Visual C++. If you have already installed Visual Studio and have not added support for this, just rerun setup, click Change and follow the above steps to add support for Visual C++. Creating a Blank C++ Project Visual Studio has a lot of options and project types. Follow these steps to create a blank C++ project: On the File menu, hover over New, and then select Project. In the New Project window, navigate to the C++ section. Select the Empty Project template in the center of the window. Type the name of the project at the bottom of the window. If you want to save your project to a different location, you can also change it here. When you are finsihed, press OK Configure Visual Studio for OpenGL When you have the ability to create a basic C++ project in Visual Studio, you want to configure it for OpenGL. With the project open in Visual Studio, go to the Tools menu, hover over NuGet Package Manager, and select Package Manager Console. At the bottom of the window, the NuGet Package Manager Console will appear. Click the prompt (where it says PM>), and type: Install-Package nupengl.core Then press enter. After a few minutes, if it says Successfully installed 'nupengl.core..., you should be ready to go. Keep in mind that you will need to repeat this step each time you create a new OpenGL project in Visual Studio. Test your OpenGL installer Create a temporary folder on your desktop, any other place that is easy to find. Using Use or Filezilla, connect to linux lab, and go to this directory: /home/cs165new/uiTest. Copy all files from that directory to the folder you created. In Visual Studio, right-click your project, and in File Explorer, choose Open Folder.... A folder will appear that contains the files for your project. Drag the openGL files from the folder you created in step 1, to this folder. In Visual Studio, right-click your project, hover over Add, and select Existing Item... If necessary, navigate to your project folder. By default, this will be in your Documents folder. Select all H and .cpp and click Add. Press F5 to build and start the project. If all went well, you should see a window appear that contains a spinning shape, which you can control with the arrow keys. If you see the shape rotate incredibly fast, you may need to increase the delay between frames. This can be done in the uiInteract file.cpp. Find the lines: #ifdef _WIN32 ::Sleep(msSleep); and add an additional amount, such as the following: #ifdef _WIN32 ::Sleep(msSleep + 35); Every time that I have to setup an OpenGL project is a pain in the ass. Compiling and linking all headings, libraries in the right order with the right dependencies... it just never works. For this reason, I decided to make the simple post on how to easily setup an OpenGL project with the essential dependencies of a Windows platform using Visual Studio. Note: In fact, it's easier to setup an OpenGL project in Linux using a cmake file. Dependencies First of all, let's wee that depend on our OpenGL project: Glew used to load the features of the OpenGL API in the runtime of the target platform. GLFW is used to manage windows system, mouse and keyboard events and so on. GLM (optional but recommended) is a mathematics library (vectors, matrix multiplications...) Assimp (optional but recommended) or Open Asset Import Library is used to load assets in very different formats in our program. SOIL (optional but recommended) stands for Simple OpenGL Image library for loading images or textures into our program. Of course, you are free to choose a subset of these libraries or any library you want depending on your requirements. Required files Now we know which libraries we need, but, what files? In order to compile and link the libraries with our OpenGL project, we usually need two things: Header files. Title files specify the declaration (signatures) of functions, classes., but they do not include implementations of functions except inline functions. This is for compilation. .lib files. If we have the declaration in the header files, here is the definition of the functions. Is there the actual implementations of features. This is for linking. Note: some libraries like GLM are header only libraries. This means that there are files. All the code is in the headers file (using inline functions). So far, so good, but, how do we get these files? In the download section of most libraries, there are usually two different options: Source Code. This is the library source (.h and .cpp) for the library. The headers files are usually under include/directory but in order to get .lib files we need to setup, compile and build the project to generate .lib files. Some libraries come with makefiles, cmake files or already created projects in Visual Studio, Codeblocks or Netbeans to speed up this process. However, it tends to be very wrong prone. Binary libs (32/64 bits). This is the source code already compiled for Windows platforms. This can save us time because we don't have to set up the project, compile and build the libraries because it has been done for us. The only thing that we need to do is look for the include/ directory and the .lib files. This is the best way to Windows users. Now that you know this, you can continue to download the libraries the way you want as long as you end up with the headers file and .lib files because we will need these to set up the project in Visual Studio. Note: the version 3.1 of Assimp has a bug for Windows so use version 3.0.1 instead (see github question) Visual Studio project First of all, let's create an empty project of type Win 32 Console Application. After clicking OK, the Win 32 Guide will open. Click >, choose Empty Project, and then click Finish. Visual Studio dependencies Now let's add dependencies to our project. To do this, click Project > Properties. Make sure that the configuration is set to __All configurations to set the dependencies for all types of configurations. Then, on the left menu select VC + + Directories. These are the paths where our project searches for code to compile and link: Open Include Directories to include all header files of our libraries. Mine looks like this: Open library directories to include all lib files of our libraries. Mine looks like this: Notice that there is no lib file for GLM libraries (because as I said is a headline only library). Now, navigate the left menu to select C/C++> General and change additional include directories to look exactly like the previous Include Directories. Finally, select from the left linker menu > Input and change Additional dependencies to look like this: Visual Studio contains An important thing is to add this to your code before everything else: // GLEW #define GLEW_STATIC #include <GL lew.h=>All others include work as usual: // GL FW #include <GLFW lfw3.h=>// Simple OpenGL Image Library #include <SOIL oil.h=>// OpenGL Mathematics #include <glm lm.hpp=>#include #include tc/matrix_transform.hpp=> <glm tc/type_ptr.hpp=>// Assimp #include <assimp mporter.hpp=>#include <assimp cene.h=></assimp> </assimp> </glm> </glm> </glm> </SOIL> </GLFW> </GL> </GL> <assimp ostprocess.h=> Note that before including each file there is the name of the library. This is because of how we included the headers and how the folders are structured. Take a look at the folder structure in all libraries and you will understand it. It. </assimp>

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