Subject: Re: Compile and Link OpenGL
Posted by bytefield on Mon, 02 Jun 2008 14:19:58 GMT

OpenGL programs compiles well if you have installed an opengl library, and there is no need to set those flags manually. However you can set them in Project(menu) -> Package organizer... . Read "ConfiguringPackagesAssemblies" and "GettingStarted" for detailed instructions.

Andrei.