
Subject: Compile and Link OpenGL

Posted by [_Seven_](#) on Mon, 02 Jun 2008 13:37:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi all. I'm using TheIDE on Ubuntu to create an OpenGL program and i use the command line to compile the source because it's needed to include the flags like this:

```
gcc -Wall openGLProgram -o executable -lGL -lGLU -lglut
```

There is a way to put the TheIDE compile with this flags?

thanks

Subject: Re: Compile and Link OpenGL

Posted by [bytefield](#) on Mon, 02 Jun 2008 14:19:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

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.
