Subject: Compile and Link OpenGL
Posted by _Seven_ on Mon, 02 Jun 2008 13:37:14 GMT
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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
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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.