

如何安裝 GLUT

Windows 使用者

首先到 [freelut website](#) 下載 **freelut 3.0.0-1 for MinGW**

freelut 3.0.0 MinGW Package

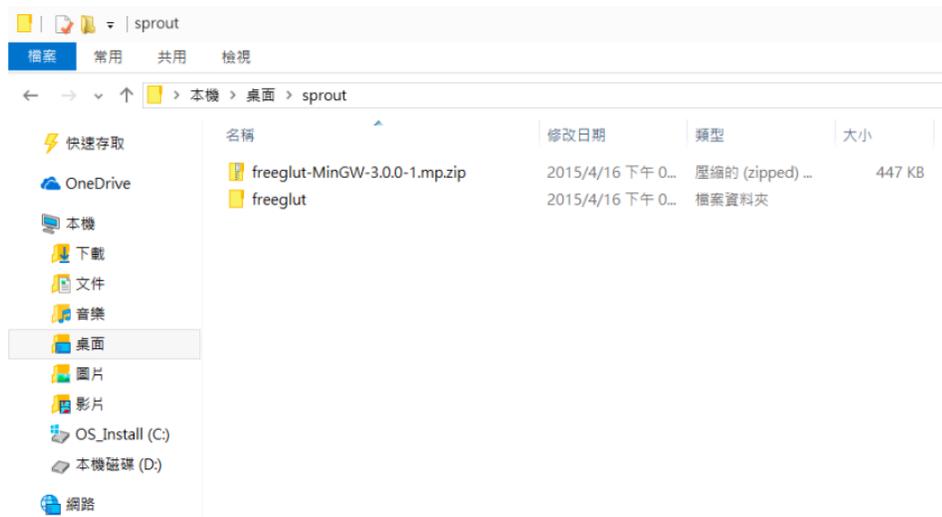
This package contains 32 and 64 bit Windows DLLs, import libraries, static libraries, and header files, allowing freelut applications to be compiled using the MinGW compiler. The package was built from source code using MinGW. The DLL is binary compatible with both my MSVC DLL, and the GLUT for Win32 DLL provided by Nate Robins. The DLL has been tested on Windows 98 SE, Windows ME, Windows 2000, Windows XP, Windows Vista, Windows 7 (64 bit), and Windows 8 (64 bit).

The package should also work with the various IDEs which offer frontends to MinGW / gcc, for example [Eclipse](#), [Dev-C++](#), and [Code::Blocks](#). However, you'll need to consult the manual for your IDE for instructions on how to do this.

[Download freelut 3.0.0-1 for MinGW](#)

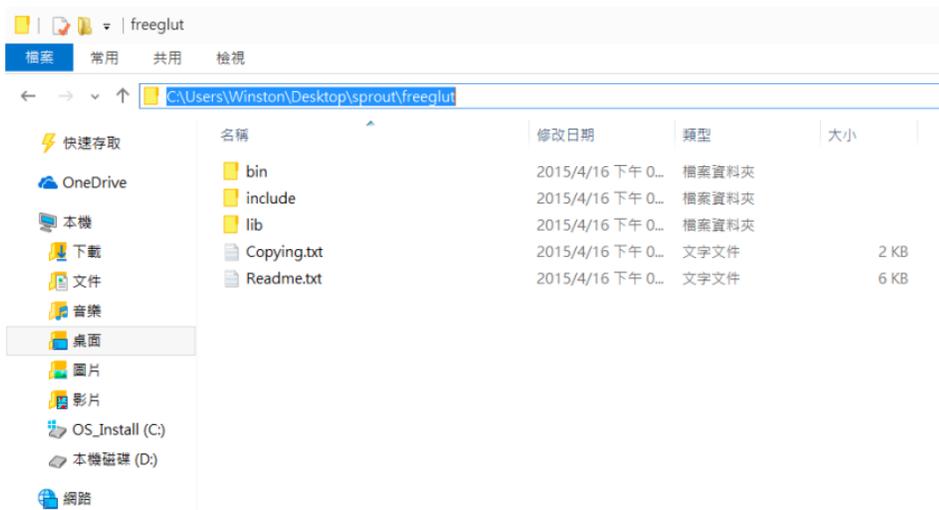
得到一個 zip 壓縮檔

解壓縮完後得到 freeglut 資料夾

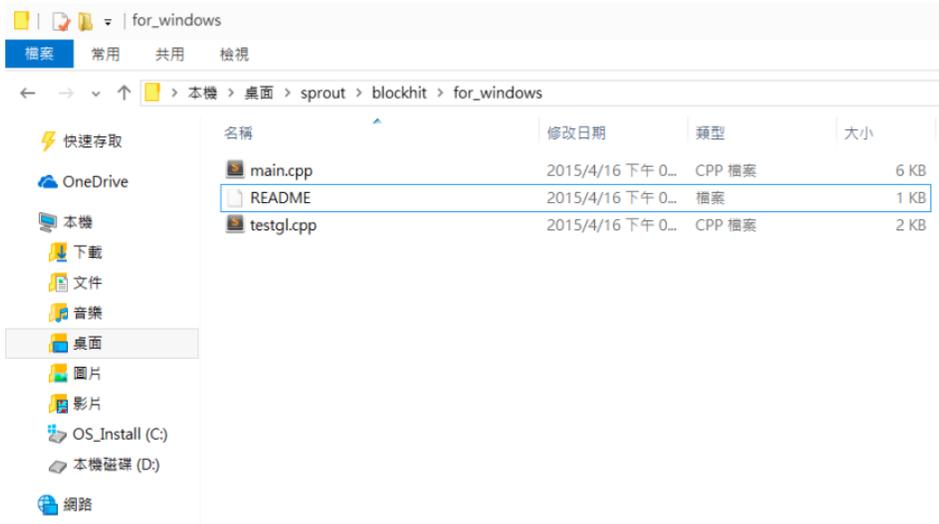


裡面有這些東西，記下這個資料夾的路徑

(範例中是 C:\Users\Winston\Desktop\sprout\freelut)



將小遊戲的程式碼下載後解壓縮，進到 for_windows 資料夾 下載



在資料夾路徑上輸入"cmd"後按 ENTER，會跑出一個黑色視窗



```
C:\Windows\System32\cmd.exe
Microsoft Windows [版本 10.0.10049]
(c) 2015 Microsoft Corporation. All rights reserved.

C:\Users\Winston\Desktop\sprout\blockhit\for_windows>
```

輸入以下「一行」指令編譯出執行檔 (參考 README.txt)

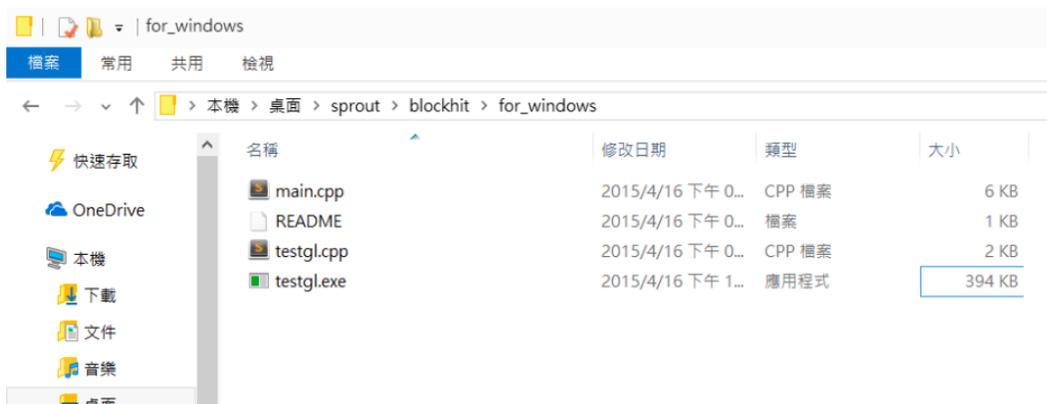
(注意 FREEGLUT_PATH 要改成 freeglut 的路徑，回憶第四頁)

```
g++ -o testgl.exe testgl.cpp -D FREEGLUT_STATIC  
-I"(FREEGLUT_PATH)\include" -L"(FREEGLUT_PATH)\lib"  
-lfreetgl_static -lopengl32 -lwinmm -lgdi32  
-Wl,--subsystem,windows
```

注意要把換行砍掉！(可以直接複製 README.txt 中的指令)

如果出現錯誤：找不到 g++，請參考[安裝 MinGW](#)這份投影片

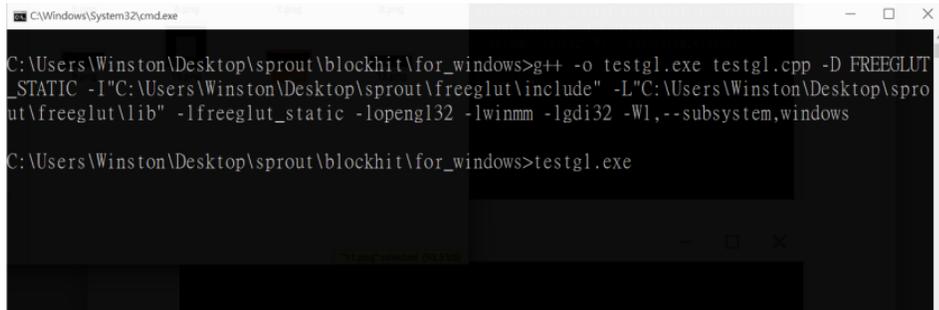
會出現一個 .exe 執行檔！



在 cmd 輸入指令執行程式

```
testgl.exe
```

輸入 testgl.exe !



```
C:\Windows\System32\cmd.exe
C:\Users\Winston\Desktop\sprout\blockhit\for_windows>g++ -o testgl.exe testgl.cpp -D FREEGLUT_STATIC -I"C:\Users\Winston\Desktop\sprout\freeglut\include" -L"C:\Users\Winston\Desktop\sprout\freeglut\lib" -lfreeglut_static -lopengl32 -lwinmm -lgdi32 -Wl,-subsystem,windows
C:\Users\Winston\Desktop\sprout\blockhit\for_windows>testgl.exe
```

看到畫面就代表成功囉！



如果要編譯小遊戲，把 testgl.exe 和 testgl.cpp 改成 main.exe 和 main.cpp

```
g++ -o main.exe main.cpp -D FREEGLUT_STATIC  
-I"(FREEGLUT_PATH)\include" -L"(FREEGLUT_PATH)\lib"  
-lfreetgl_static -lopengl32 -lwinmm -lgdi32 -Wl,  
--subsystem,windows
```