

OpenGL + GLUT

Programs on *floyd*

- *floyd* is the Keck lab's resident Sun Fire workstation; it runs Solaris 9 and has a widescreen LCD monitor with a 1920x1200 resolution
- This brief cheat sheet tells you how to compile and run GLUT-based (e.g. portable) OpenGL programs on this beast
- Include directories (-I)
 - /usr/openwin/share/include
 - /opt/glut/sparc_solaris/glut-3.7/include
- Library directories (-L)
 - /opt/lib
 - /usr/sfw/lib
- Libraries (-l)
 - GL GLU glut X11 Xmu
- Runtime library path (LD_LIBRARY_PATH)
 - /opt/sfw/lib

- Thus, a typical compilation command would look like this — modify “*.cpp” to taste, and add other options (e.g. “-o”) as needed:

```
g++ -I/usr/openwin/share/include -I/opt/glut/  
sparc_solaris/glut-3.7/include -L/opt/lib -L/usr/  
sfw/lib *.cpp -lGL -lGLU -lglut -lX11 -lXmu
```

- Happy compiling!