Setting Grafika Komputer (Xcode)
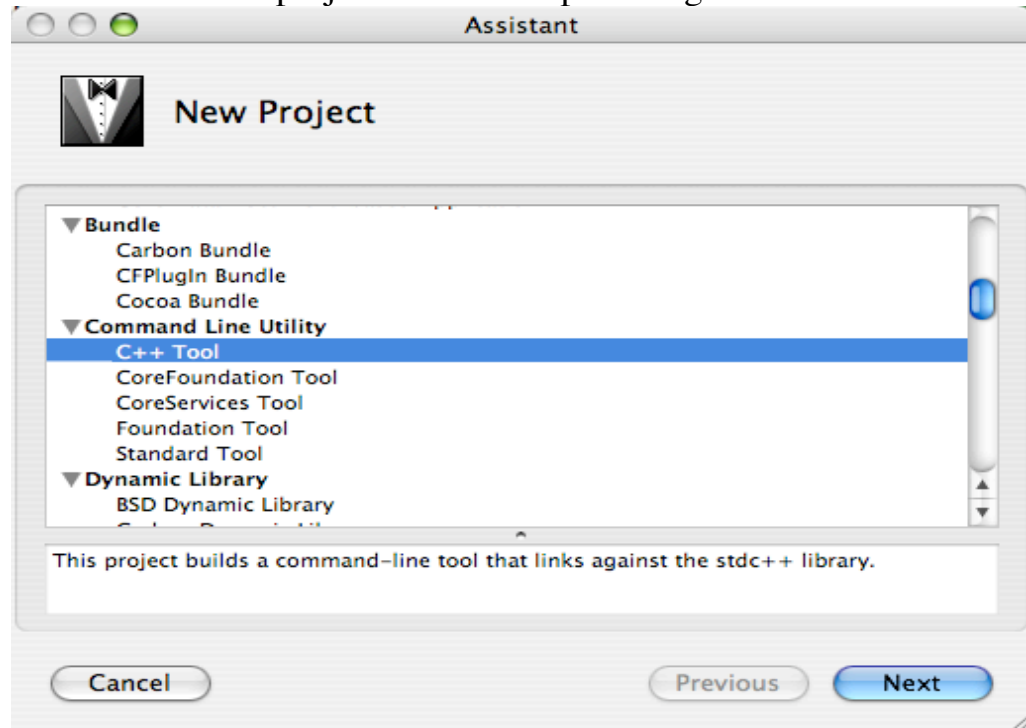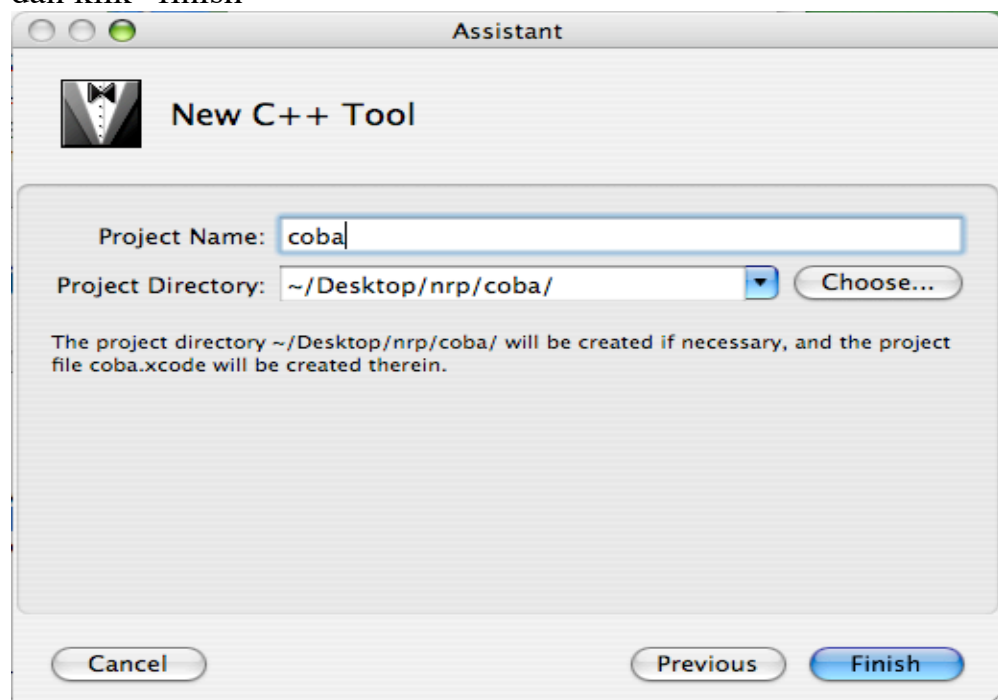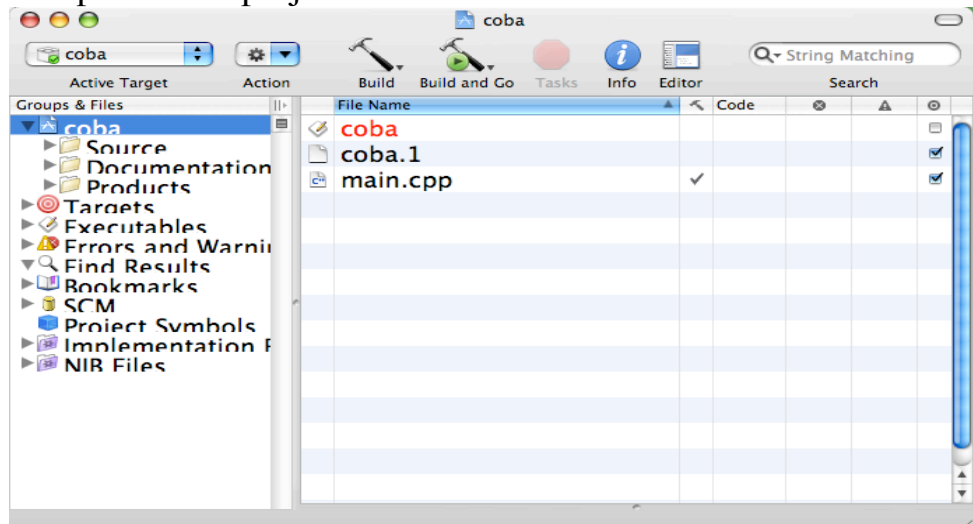

1. Jalankan dengan klik gambar
2. Akan tampil menu bar Xcode

3. Pilih file → New project →akan tampil dialog "Assistant"
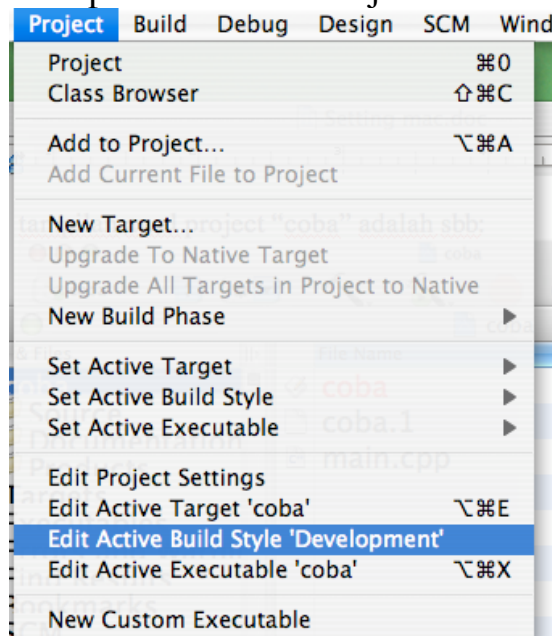

4. Pilih "C++ tool" dan klik button "next"

5. Buat direktori dengan nama nrp dan isikan nama project misal:coba, dan klik "finish"
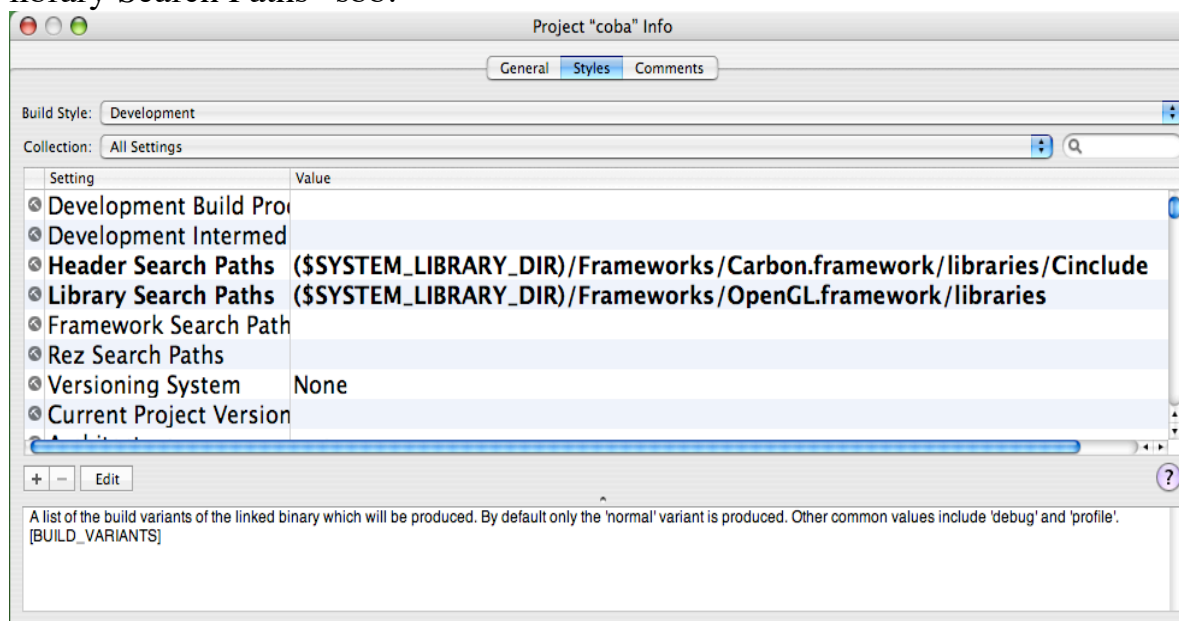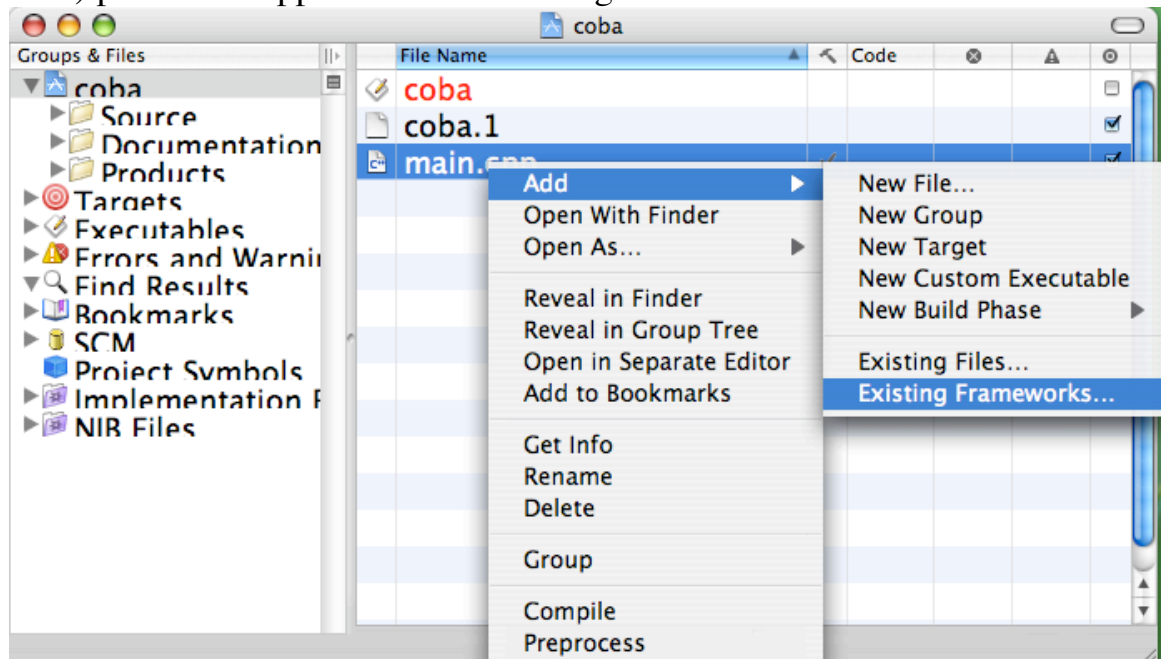
6. Tampilan awal project "coba" adalah sbb:

7. Pilih pada menu bar Project → Edit Active Build Style 'Development'
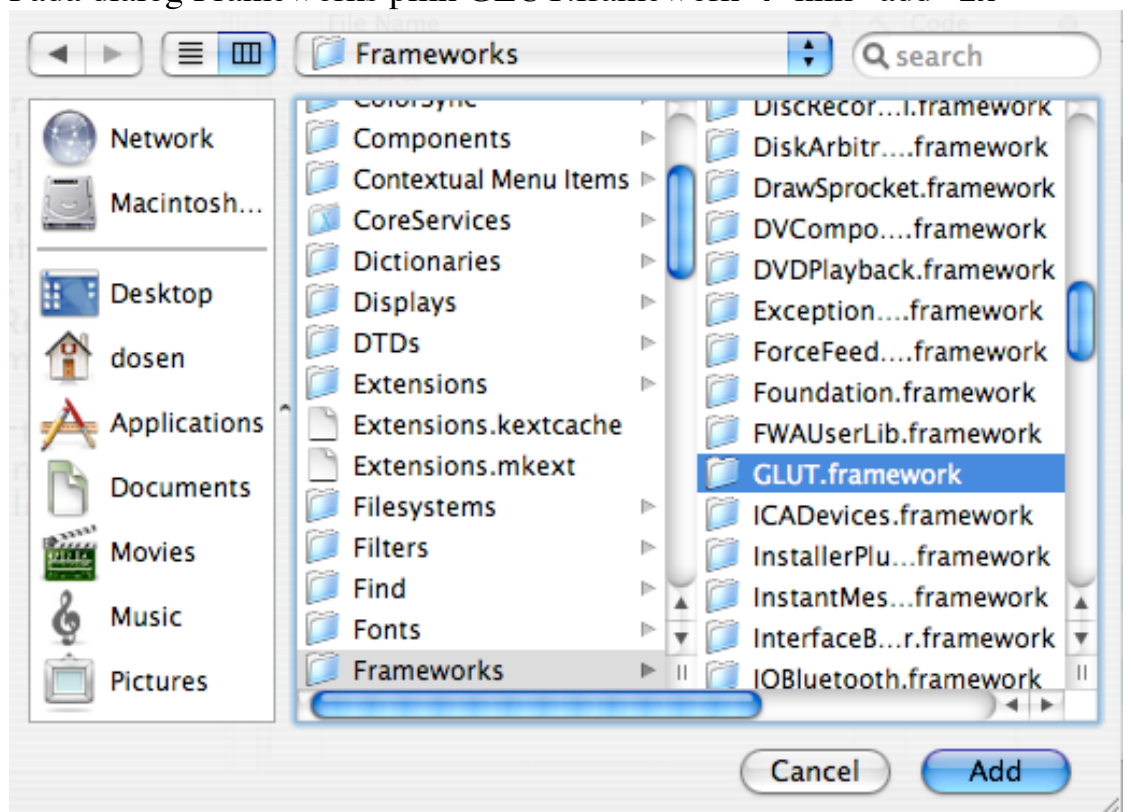

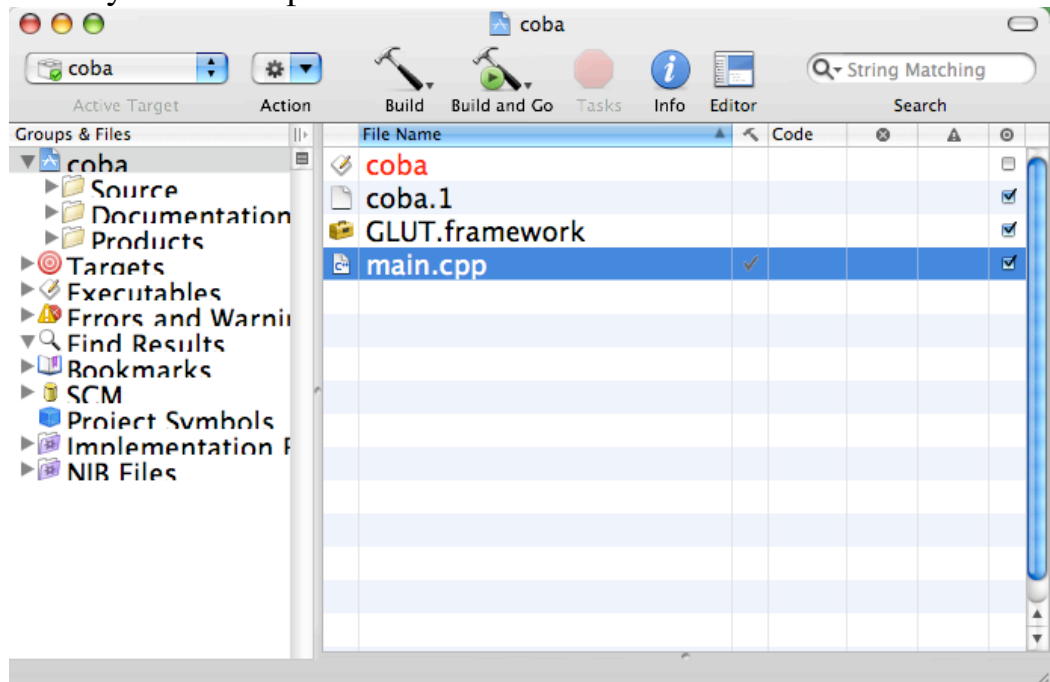8. Akan tampil dialog dan isikan pada "Header Search Paths" dan " library Search Paths" sbb:

9. Tambahkan GLUT.Framework dengan cara klik kanan (Control + Klik) pada main.cpp → Add → Existing Framework…
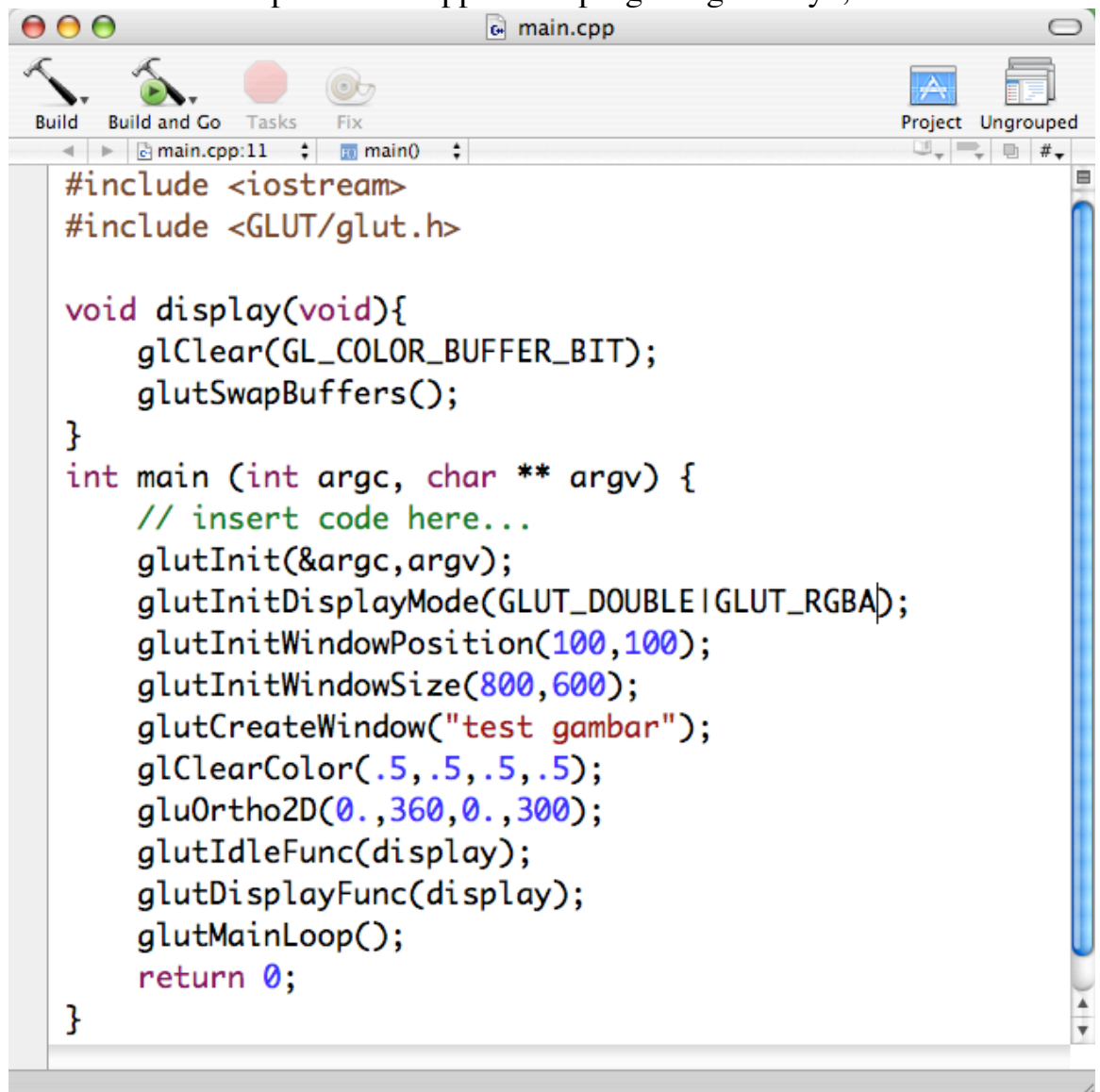

10. Pada dialog Frameworks pilih GLUT.framework → klik "add" 2x

11. Hasilnya akan tampil tambahan icon GLUT.framework

12. Kemudian klik 2x pada main.cpp isikan program grafiknya, contoh:

```cpp
#include <iostream>
#include <GLUT/glut.h>

void display(void){
    glClear(GL_COLOR_BUFFER_BIT);
    glutSwapBuffers();
}
int main (int argc, char ** argv) {
    // insert code here...
    glutInit(&argc,argv);
    glutInitDisplayMode(GLUT_DOUBLE|GLUT_RGBA);
    glutInitWindowPosition(100,100);
    glutInitWindowSize(800,600);
    glutCreateWindow("test gambar");
    glClearColor(.5,.5,.5,.5);
    gluOrtho2D(0.,360,0.,300);
    glutIdleFunc(display);
    glutDisplayFunc(display);
    glutMainLoop();
    return 0;
}
```

13. Untuk menjalankan klik button "Build and Go"

14. Hasil setelah programs di jalankan sbb: