Setting Grafika Komputer (Xcode)



- 1. Jalankan dengan klik gambar
- 2. Akan tampil menu bar Xcode
- **Xcode** File Edit View Format Find Project Build Debug Design SCM Window \oint Help 3. Pilih file \rightarrow New project \rightarrow akan tampil dialog "Assistant"

▼ Bundle	A
Carbon Bundle	
CFPlugIn Bundle	
Cocoa Bundle	
▼Command Line Utility	
C++ Tool	
CoreFoundation Tool	
CoreServices Tool	
Foundation Tool	
Standard Tool	
RSD Dynamic Library	A
BSD Dynamic Library	v

- 4. Pilih "C++ tool" dan klik button "next"
- 5. Buat direktori dengan nama nrp dan isikan nama project misal:coba, dan klik "finish"

000	Assistant			
New C++ Tool				
Project Name:	coba			
Project Directory:	~/Desktop/nrp/coba/ Choose			
The project directory file coba.xcode will b	~/Desktop/nrp/coba/ will be created if necessary, and the project e created therein.			
Cancel	Previous Finish			

6. Tampilan awal project "coba" adalah sbb:



7. Pilih pada menu bar Project → Edit Active Build Style 'Development' Project Build Debug Design SCM Wind

Project Class I	Browser	第0 企 第C
Add to Add C	Project urrent File to Project	λ₩J
New T Upgrad Upgrad New B	arget roject "coba" ad de To Native Target de All Targets in Project t uild Phase	o Native
Set Act Set Act Set Act	tive Target tive Build Style tive Executable	
Edit Pr Edit Ad	oject Settings tive Target 'coba'	∵же
Edit Ad	tive Build Style 'Developr	ment'
Edit Ad	tive Executable 'coba'	₹₩X
New C	ustom Executable	

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

	Project "coba" Info
	General Styles Comments
Build Style: Development	
Collection: All Settings	: Q
Setting Value	
Development Build Proc	
Development Intermed	
Header Search Paths (\$SYSTI	M_LIBRARY_DIR)/Frameworks/Carbon.framework/libraries/Cinclude
Library Search Paths (\$SYSTE	M_LIBRARY_DIR)/Frameworks/OpenGL.framework/libraries
Framework Search Path	
Rez Search Paths	
Versioning System None	
Current Project Version	
2	
+ - Edit	(?
A list of the build variants of the linked binary which w [BUILD_VARIANTS]	ill be produced. By default only the 'normal' variant is produced. Other common values include 'debug' and 'profile'.

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



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

	Frameworks	🗘 🔍 search
	Colorbyne ,	DISCRECOTI.TRAMEWORK
Network	Components	DiskArbitrframework
Macintoch	Contextual Menu Items	🗋 📁 DrawSprocket.framework
Macintosii	CoreServices	DVCompoframework
in the second se	Dictionaries	DVDPlayback.framework
Desktop	Displays 🛛	Exceptionframework
dosen	DTDs 🛛	📁 🧊 ForceFeedframework U
	Extensions	Foundation.framework
Application	Extensions.kextcache	FWAUserLib.framework
Documents	Extensions.mkext	GLUT.framework
	📁 📁 Filesystems	ICADevices.framework
Movies	📁 📁 Filters	InstallerPluframework
2	📁 📁 Find 🛛 🔹	🚺 🗊 InstantMesframework
Music	📁 Fonts	🔻 🧊 InterfaceBr.framework 🔻
Pictures	Frameworks	IOBluetooth.framework
	C	
		Cancel Add
		Cancer

11. Hasilnya akan tampil tambahan icon GLUT.framework



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



