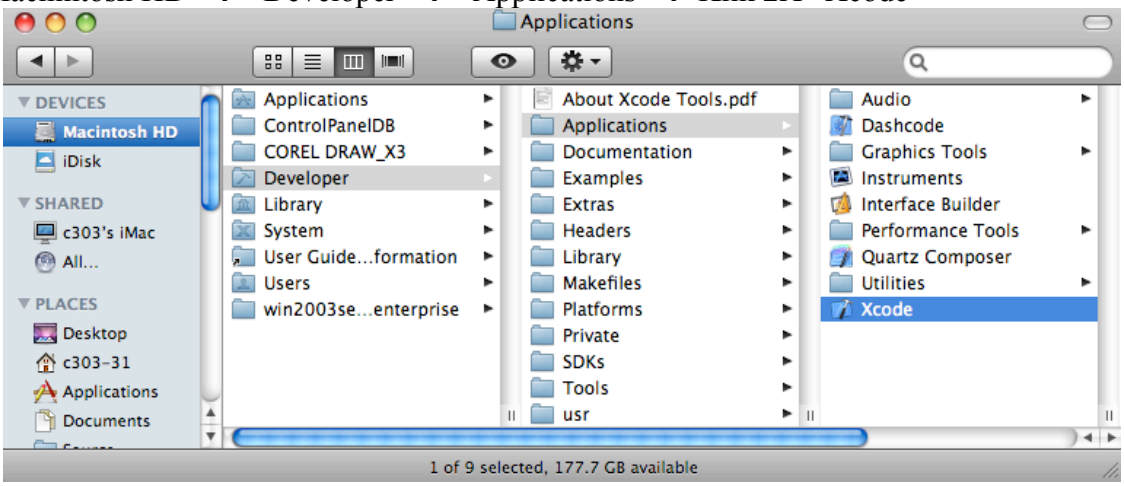
Setting OpenGL di Xcode Mac OS X 10.5 Leopard

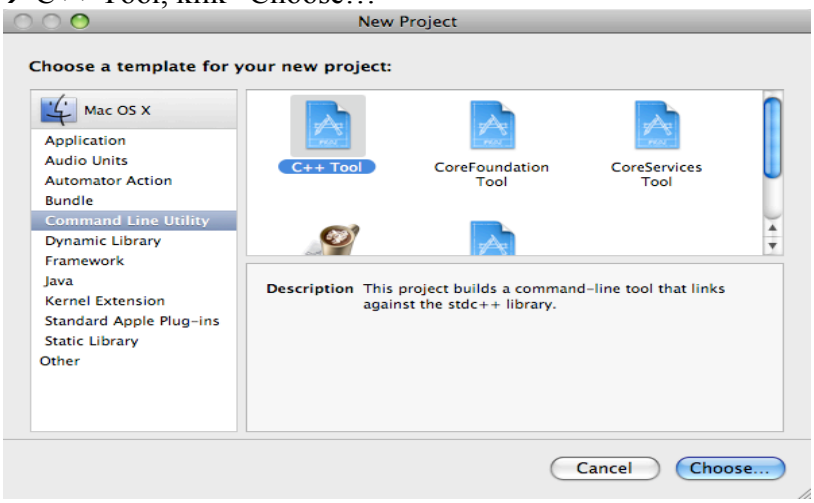
1. Jalankan dengan klik gambar 

di " Dock", kalau tidak ada, klik 2X pada "Machintosh HD" → "Developer" → "Applications" → Klik 2X "Xcode"

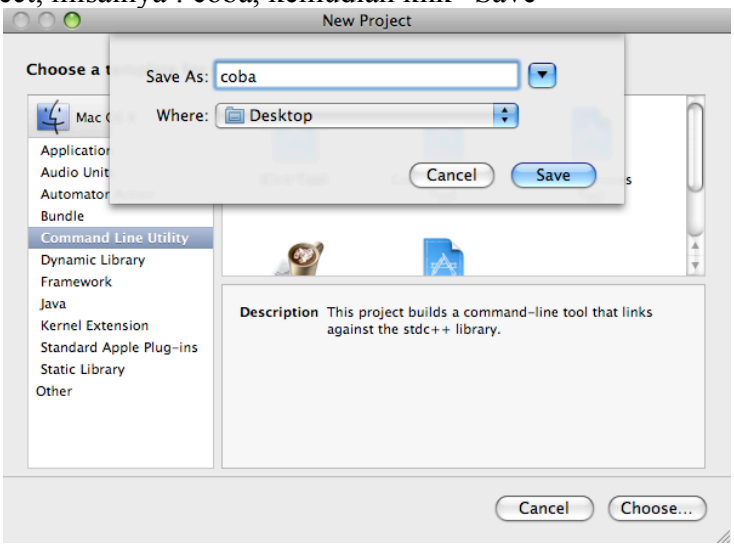


2. Akan tampil menu bar Xcode

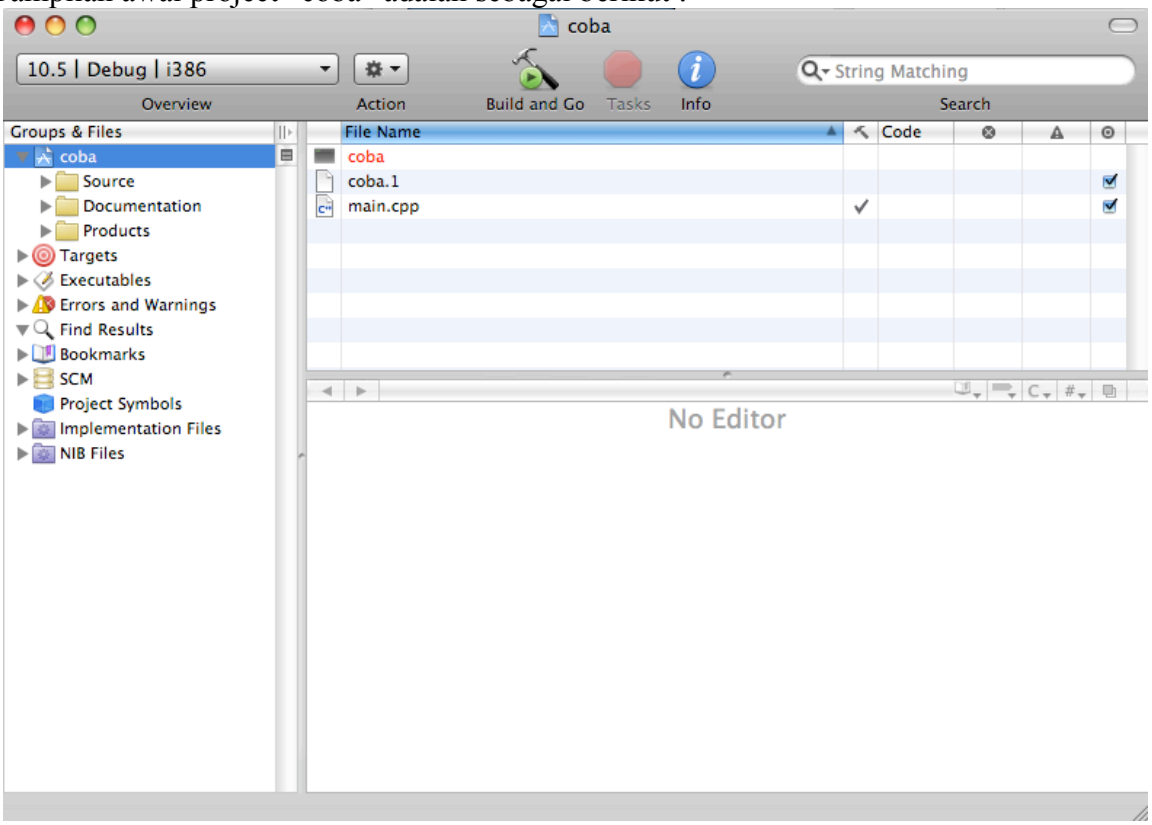
3. Pilih "File" → "New project…" → akan tampil dialog "New Poject", pilih "Command Line Utility" → C++ Tool, klik "Choose…"



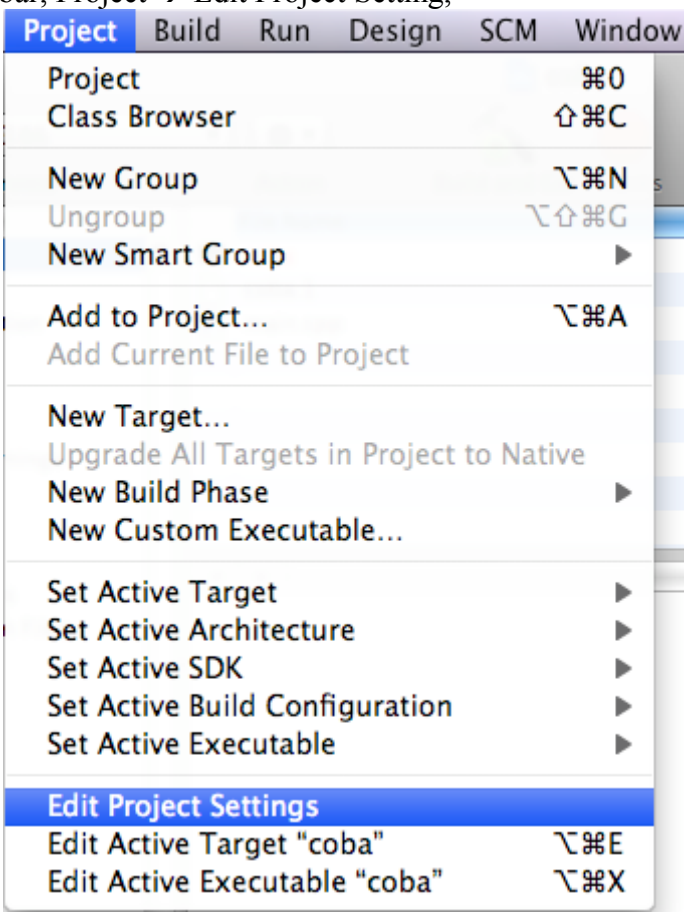
4. Isikan nama project, misalnya : coba, kemudian klik "Save"



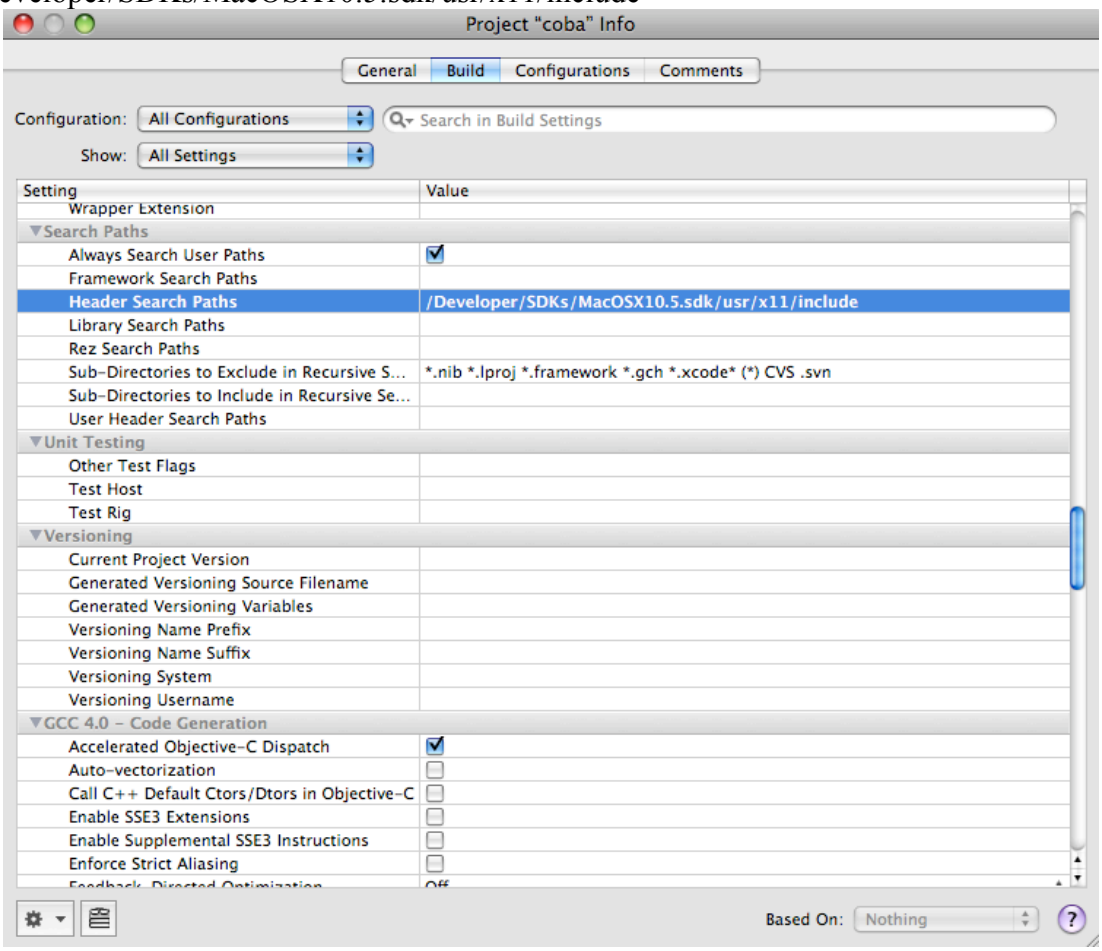
5. Tampilan awal project “coba” adalah sebagai berikut :



6. Pilih pada menu bar, Project → Edit Project Setting,

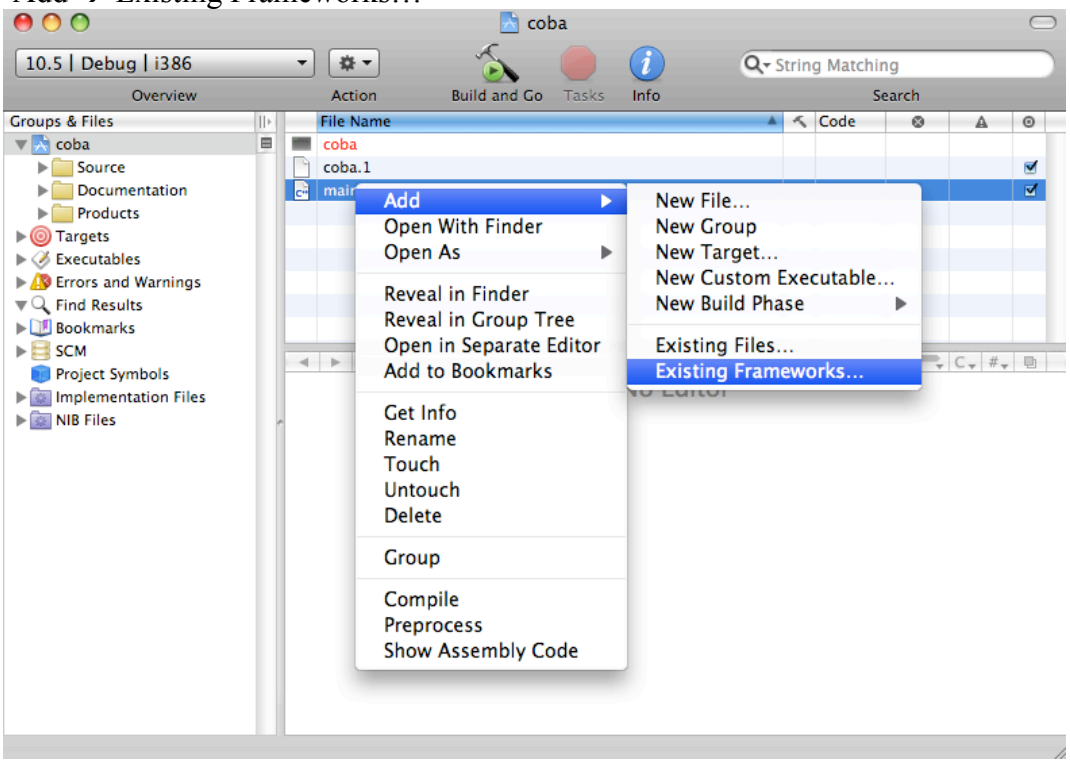


7. Akan tampil dialog sbb, isikan “Header Search Patch” dengan ini : /Developer/SDKs/MacOSX10.5.sdk/usr/x11/include

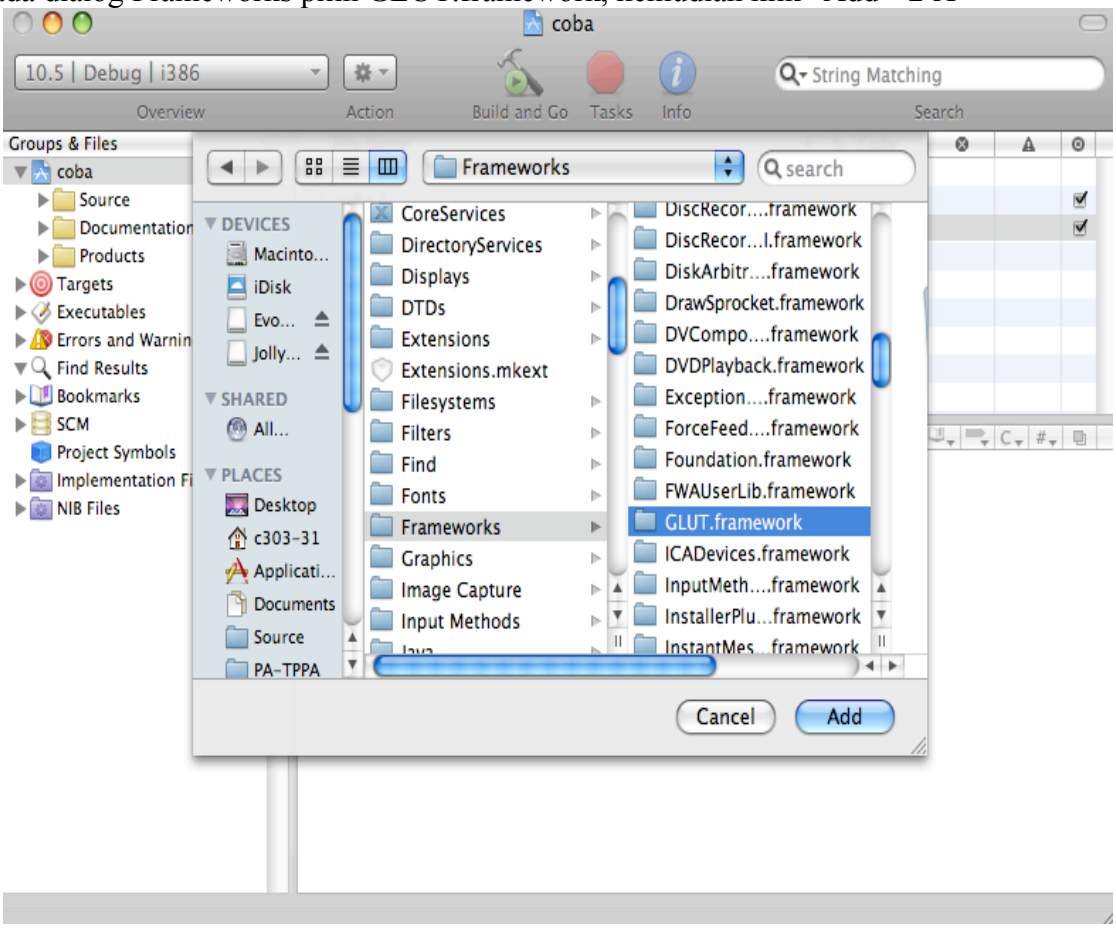


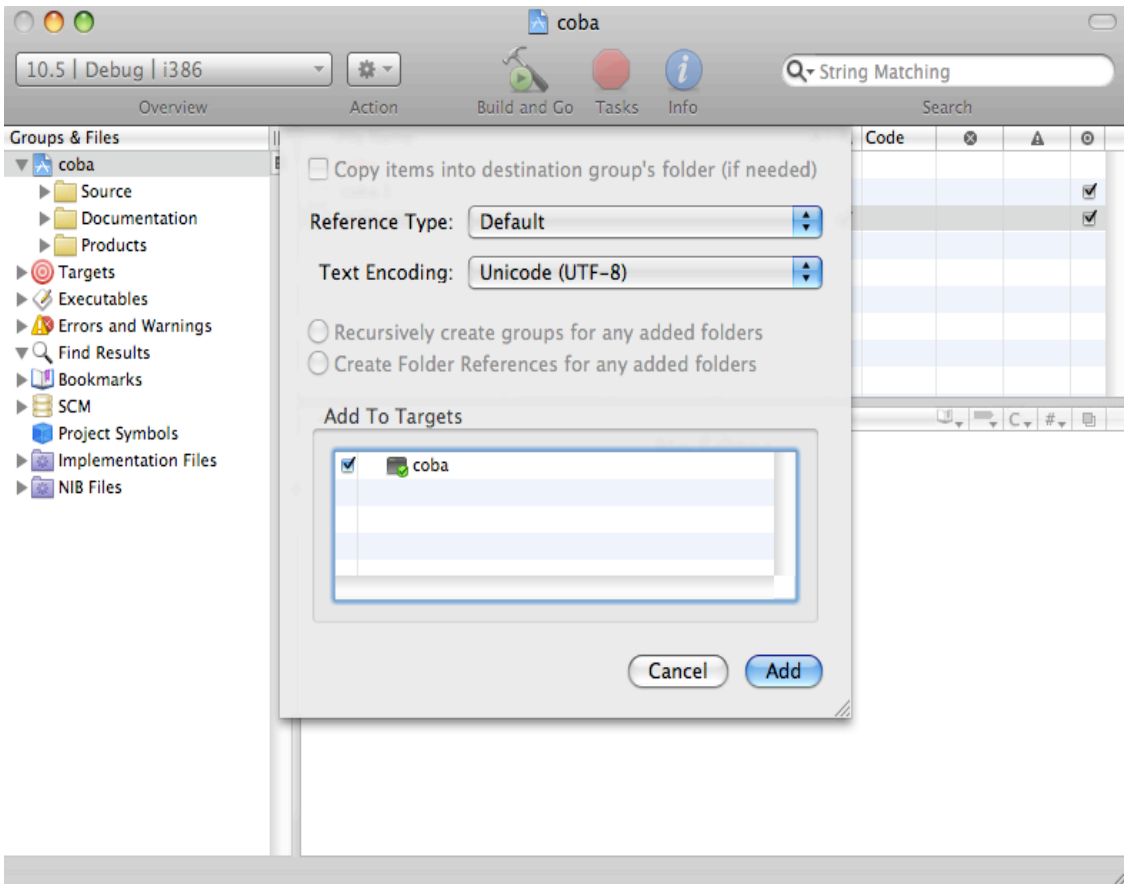
8. Setelah di isikan, tutup dialog “Project coba Info”

9. Tambahkan “GLUT.Framework” dengan cara klik kanan (control+klik) pada file main.cpp → Add → Existing Frameworks…

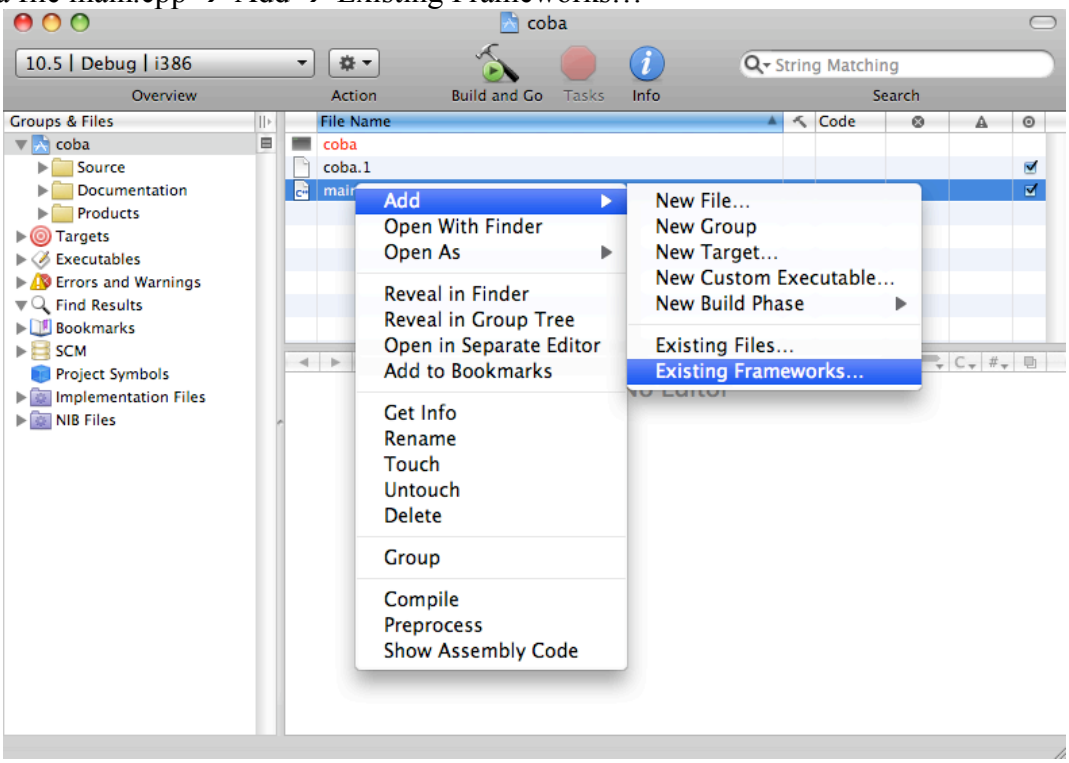


10. Pada dialog Frameworks pilih GLUT.framework, kemudian klik “Add” 2 X

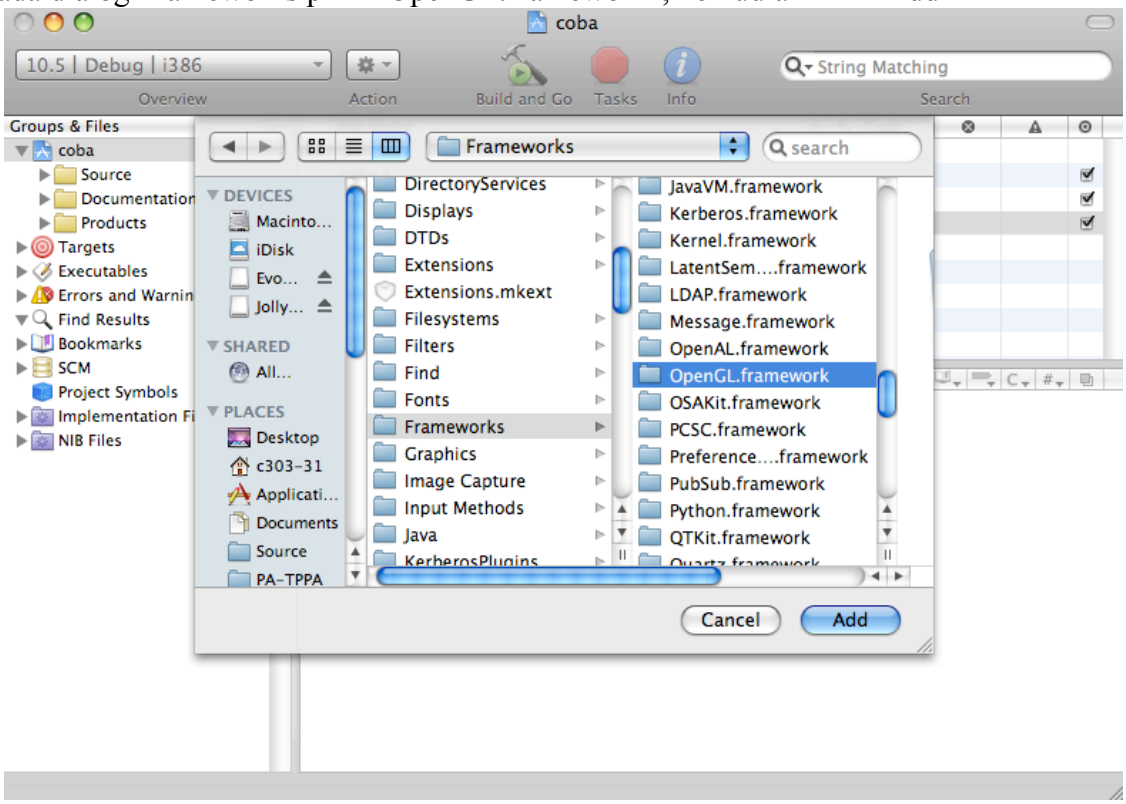


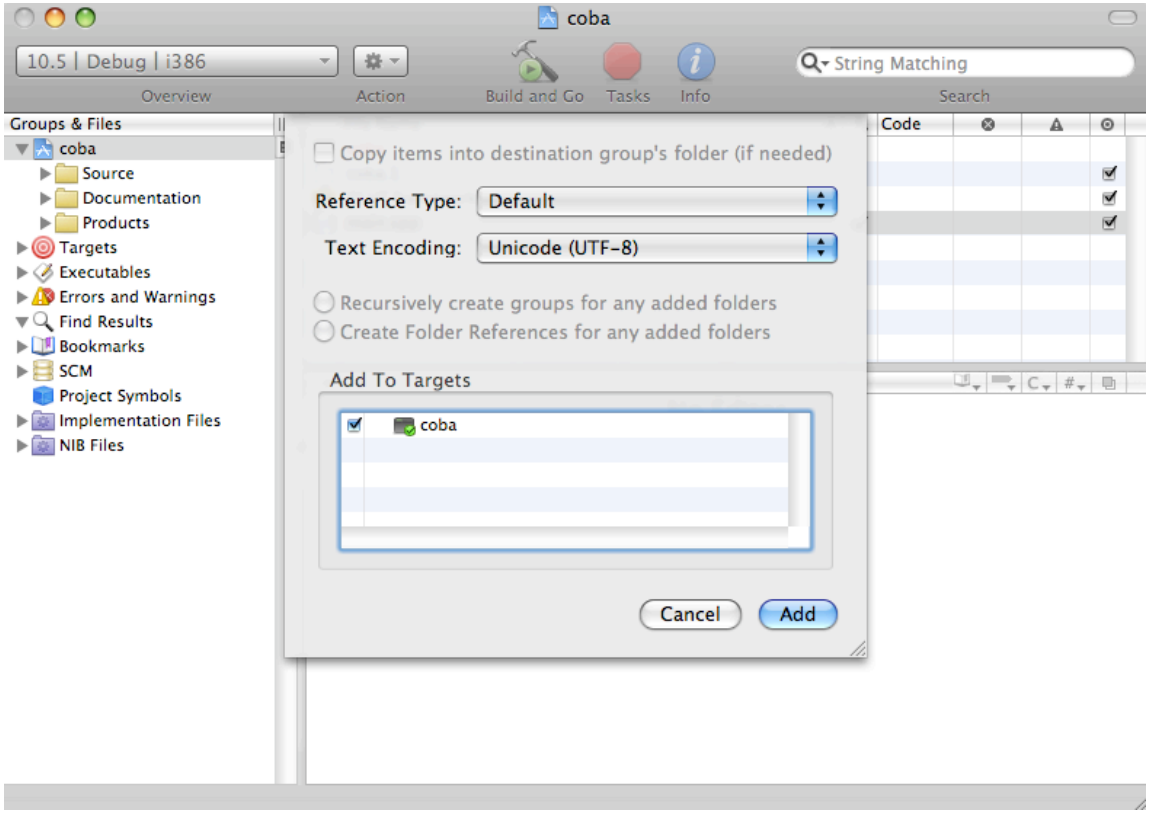


11. Kemudian tambahkan lagi “OpenGL.Framework”, dengan cara klik kanan (control+klik) pada file main.cpp → Add → Existing Frameworks…



12. Pada dialog Frameworks pilih “OpenGL.framework”, kemudian klik “Add” 2 X





13. Kemudian pada "main.cpp" klik 2X, isikan program grafiknya, seperti gambar berikut :

```
#include <stdio.h>
#include <GLUT/GLUT.h>
#include <gL/gl.h>
#include <gl/glu.h>

void userdraw()
{
    static int tick=0;
    }
void display(void)
{
    glClear(GL_COLOR_BUFFER_BIT);
    userdraw();
    glutSwapBuffers();
}

int main(int argc, char **argv)
{
    glutInit(&argc,argv);//Inisialisasi Toolkit
    glutInitDisplayMode(GLUT_DOUBLE|GLUT_RGB);
    glutInitWindowPosition(100,100);
    glutInitWindowSize(640,480);
    glutCreateWindow("MyFirst OpenGL");
    glClearColor(1.0,1.0,1.0,0.0);
    gluOrtho2D(0.,640.,-240.,240.);
    glutIdleFunc(display);
    glutDisplayFunc(display);
    glutMainLoop();
    return 0;
}
```

main.cpp

10.5 | Debug | i386 — Overview — Build and Go — Tasks — Ungrouped — Project

main.cpp:22 — main(int argc, char **argv)

```
#include <stdio.h>
#include <GLUT/GLUT.h>
#include <gL/gl.h>
#include <gl/glu.h>

void userdraw()
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int main(int argc, char **argv)
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    glutInit(&argc,argv);//Inisialisasi Toolkit
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    glutInitWindowPosition(100,100);
    glutInitWindowSize(640,480);
    glutCreateWindow("MyFirst OpenGL");
    glClearColor(1.0,1.0,1.0,0.0);
    gluOrtho2D(0.,640.,-240.,240.);
    glutIdleFunc(display);
    glutDisplayFunc(display);
    glutMainLoop();
    return 0;
}
```
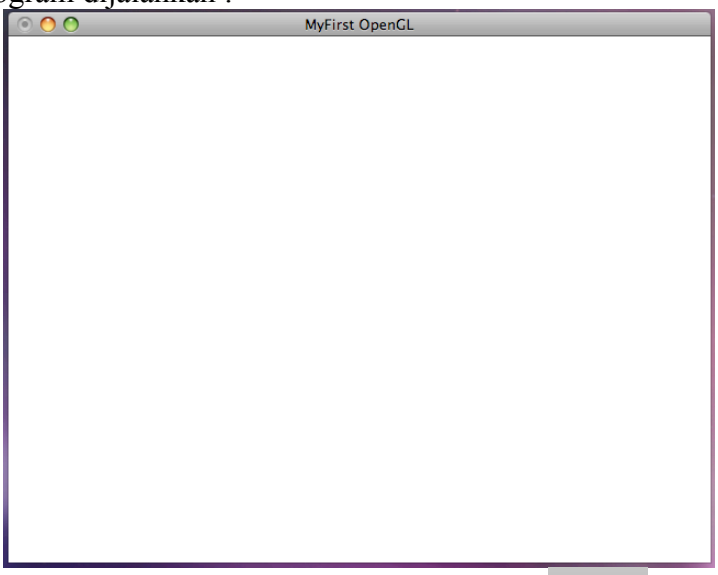
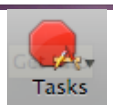

14. Untuk menjalankan, klik button “Build and Go” 

15. Hasil setelah program dijalankan :



16. Untuk menutup tampilan hasil dari program klik “Tasks”, 

17. Selesai…

by: iB@ch