

1. Open CodeWarrior.
2. Create the project.
 - (a) Select **New** from the **File** menu. A window titled “New” appears.
 - (b) Select **Win32 C++ Stationery**.
 - (c) Enter the name OpenGL Project in the box labeled **Project Name**.
 - (d) Click the **Set...** button and designate your Coms 331 Folder in your student folder as the destination. Click **Save**.
 - (e) Click **OK**. A new window titled “New Project” appears.
 - (f) Click on the plus sign next to “Win32 Console App.” Three choices appear.
 - (g) Click on “App using default libraries.”
 - (h) **OK**. The project is created and opened.
 - (i) The project contains the “Source” group folder with `main.cpp` inside. You may want to test your project so far by compiling and running it. That is up to you. In any case, you will want to delete this folder and its contents before proceeding to the next step.
3. Copy the GLUT library.
 - (a) On the `Hams-acad-fs` server, open the Coms 331 folder and the Koether subfolder.
 - (b) Drag the folder `OpenGL Files` to your Coms 331 folder.
 - (c) Copy the file `glut32.dll`.
 - i. Open the `OpenGL Files` folder and the `DLLs` subfolder. You see a file there named `glut32.dll`.
 - ii. Open the `C:` drive in a separate window.
 - iii. Open the `WINDOWS` folder and the `system32` subfolder.
 - iv. Copy the file `glut32.dll` from the `DLLs` folder to the `system32` subfolder.
 - (d) Copy the file `glut.h`.
 - i. Move up one level from the `DLLs` folder and open the `Headers` folder and the `gl` subfolder. You see a file there named `glut.h`.
 - ii. In the other window, move up from the `system32` and `WINDOWS` folders and open the folder `Program Files > Metrowerks > CodeWarrior > Win32-x86 Support > Headers > Win32 SDK > gl`.
 - iii. Copy the file `glut.h` to the `gl` folder.
 - (e) Copy the file `glut32.lib`.

- i. In the first window, Move up one level from the `gl` and `Headers` folders and open the `Libraries` folder. You see a file there named `glut32.lib`.
 - ii. In the second window, go back up to the `Win32-x86 Support` folder and open the folder `Libraries` and the subfolder `Win32 SDK`.
 - iii. Copy the file `glut32.lib` to the `Win32 SDK` folder.
 - (f) Close both windows.
4. Add the OpenGL libraries to the project.
- (a) In CodeWarrior, select **Create Group...** under the **Project** menu. A window titled “Create Group” opens.
 - (b) Type the name OpenGL Libraries in the box.
 - (c) Click **OK**. A new group folder named “OpenGL Libraries” appears in the project window.
 - (d) Click on the group folder icon to select it.
 - (e) Select **Add Files...** from the **Project** menu. A window titled “Select files to add...” appears.
 - (f) Navigate to the folder
 - `C:/Program Files/Metrowerks/CodeWarrior/Win32-x86 Support/Libraries/Win32 SDK`.
 - (g) Double-click on the file named `opengl32.lib`. A window titled “Add Files” appears.
 - (h) Click **OK**. The file will be added to the “OpenGL Libraries” group.
 - (i) Repeat the preceding four steps to add the files `glu32.lib` and `glut32.lib`. (You will not need to renavigate the directories.)
5. Project Settings
- (a) Select **Debug Win32 x86 Settings...** under the **Edit** menu. A window titled “OpenGL Project Settings” appears.
 - (b) In the left panel, click on Access Paths. The right panel will show the user access paths.
 - (c) Click on the **Add...** button in the right panel. A window titled “Browse for Folder” appears.
 - (d) Navigate to the folder
 - `C:/Program Files/Metrowerks/CodeWarrior/Win32-x86 Support/Headers/Win32 SDK`.
 - (e) Make sure that **Win32 SDK** is selected and then click **OK**.

- (f) In the “OpenGL Project Settings” window, click on C/C++ Warnings. The right panel shows a list of options.
 - (g) Uncheck (deactivate) the option labeled “Unused arguments.”
 - (h) Click **OK**.
6. Your project is now ready to use. You may test it by adding one of the Demo programs from class and running it.