

Configuration of OpenGL core profile examples under Linux

Required software

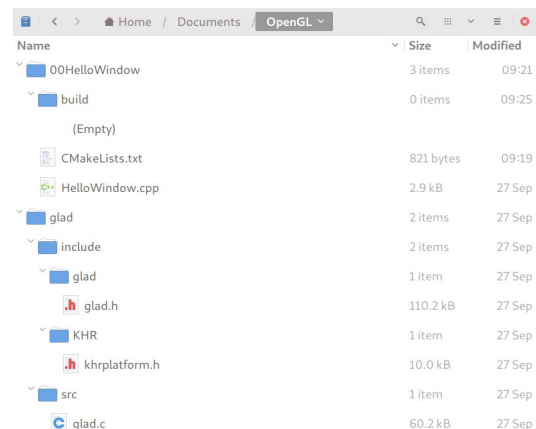
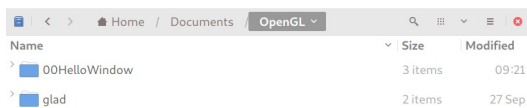
- **GLFW3** – install devel package from OS repository. For instance:
 - `sudo apt-get install libglfw3-dev` (under Debian and derived distros)
 - `sudo pacman -S glfw-x11` (under Archlinux running X11 – install glfw-wayland if you run Wayland)
- **GLAD** – for 3.3 OpenGL version (<https://glad.dav1d.de/>)
- **CMake** – install devel package from OS repository

Suggested software

- **Visual Studio Code** (<https://code.visualstudio.com/>) (you can install it from AUR under Archlinux)

Instructions

1. Chose a path within which to put OpenGL core profile examples and uncompress GLAD inside it.
2. Download and uncompress the Linux version of the [00HelloWindow](#) application and uncompress it into the above path. Files should be like in the image below.



3. Go into the build directory, then configure and build the project with CMake

```
[donato@vega build]$ pwd
/home/donato/Documents/OpenGL/00HelloWindow/build
[donato@vega build]$ cmake ..
-- The C compiler identification is GNU 8.2.1
-- The CXX compiler identification is GNU 8.2.1
-- Check for working C compiler: /usr/bin/cc -- works
-- Check for working C compiler: /usr/bin/cc -- works
-- Detecting C compiler ABI info
-- Detecting C compiler ABI info - done
-- Detecting C compile features
-- Detecting C compile features - done
-- Check for working CXX compiler: /usr/bin/c++
-- Check for working CXX compiler: /usr/bin/c++ -- works
-- Detecting CXX compiler ABI info
-- Detecting CXX compiler ABI info - done
-- Detecting CXX compile features
-- Detecting CXX compile features - done
-- Found PkgConfig: /usr/bin/pkg-config (found version "1.5.3")
-- Checking for one of the modules 'glfw3'
-- Found OpenGL: /usr/lib/libOpenGL.so
-- Configuring done
-- Generating done
-- Build files have been written to: /home/donato/Documents/OpenGL/00HelloWindow/build
[donato@vega build]$
```

```
[donato@vega build]$ make
Scanning dependencies of target HelloWindows
[ 33%] Building C object CMakeFiles/HelloWindows.dir/home/donato/Documents/OpenGL/glad/src/glad.c.o
[ 66%] Building CXX object CMakeFiles/HelloWindows.dir/HelloWindow.cpp.o
[100%] Linking CXX executable HelloWindows
[100%] Built target HelloWindows
[donato@vega build]$
```