

Linux操作系统设置OpenGL编程环境的方法 PDF转换可能丢失图片或格式，建议阅读原文

https://www.100test.com/kao_ti2020/269/2021_2022_Linux_E6_93_8D_E4_BD_c67_269269.htm 先装个freeglut或者mesa。

以freeglut举例，装好后会在/usr/include/GL中出现glut.h，在/usr/lib下出现libglut.so，如果没有就自己拷一下。然后写个测试程序，如test.c，用以下命令编译：gcc -lglut test.c -o test生成可执行文件test，然后：./test看到方框说明安装成功:)如手上没有现成的测试例子，附件是openGL红宝书的第一个例子hello.c

```
#include <GL/glut.h>
void display(void){/* clear all pixels
*/glClear (GL_COLOR_BUFFER_BIT)./* draw white polygon
(rectangle) with corners at* (0.25, 0.25, 0.0) and (0.75, 0.75, 0.0)
*/glColor3f (1.0, 1.0, 1.0).glBegin(GL_POLYGON).glVertex3f
(0.25, 0.25, 0.0).glVertex3f (0.75, 0.25, 0.0).glVertex3f (0.75, 0.75,
0.0).glVertex3f (0.25, 0.75, 0.0).glEnd()./* dont wait! * start
processing buffered OpenGL routines */glFlush ().}void init (void)
{/* 0select clearing color */glClearColor (0.0, 0.0, 0.0, 0.0)./*
initialize viewing values
*/glMatrixMode(GL_PROJECTION).glLoadIdentity().glOrtho(0.0
, 1.0, 0.0, 1.0, -1.0, 1.0).}/* * Declare initial window size, position,
and display mode* (single buffer and RGBA). Open window with
"hello"* in its title bar. Call initialization routines.* Register callback
function to display graphics.* Enter main loop and process
events.*/int main(int argc, char** argv){glutInit(&argc,
argv).glutInitDisplayMode (GLUT_SINGLE |
GLUT_RGB).glutInitWindowSize (250, 250).
```

```
glutInitWindowPosition (100, 100).glutCreateWindow ("hello").init  
().glutDisplayFunc(display). glutMainLoop().return 0. /* ANSI C  
requires main to return int. */} 100Test 下载频道开通，各类考试  
题目直接下载。详细请访问 www.100test.com
```