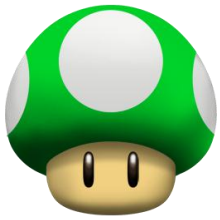


Introdução a Computação

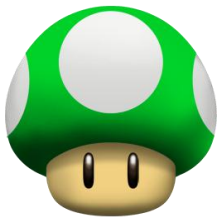
Aula 10 – Configuração da Biblioteca Gráfica

Edirlei Soares de Lima
<elima@inf.puc-rio.br>



Biblioteca Gráfica

- ❗ **Conjunto de funções** para criação e manipulação de formas geométricas, imagens, janelas...
- ❗ Baseada na API **OpenGL**.
- ❗ Pode ser usada para criação de **jogos 2D**, **simulações**, **animações** e outros aplicativos.
- ❗ **Desenvolvida especialmente para esse curso!**



Instalação

📁 Download:

<http://www.inf.puc-rio.br/~elima/intro-prog/>

📁 Descompacte o arquivo **GraphicsLib.zip**

📁 include

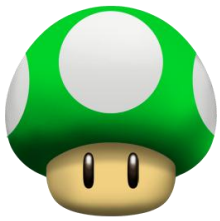
29/05/2012 10:41

File folder

📁 lib

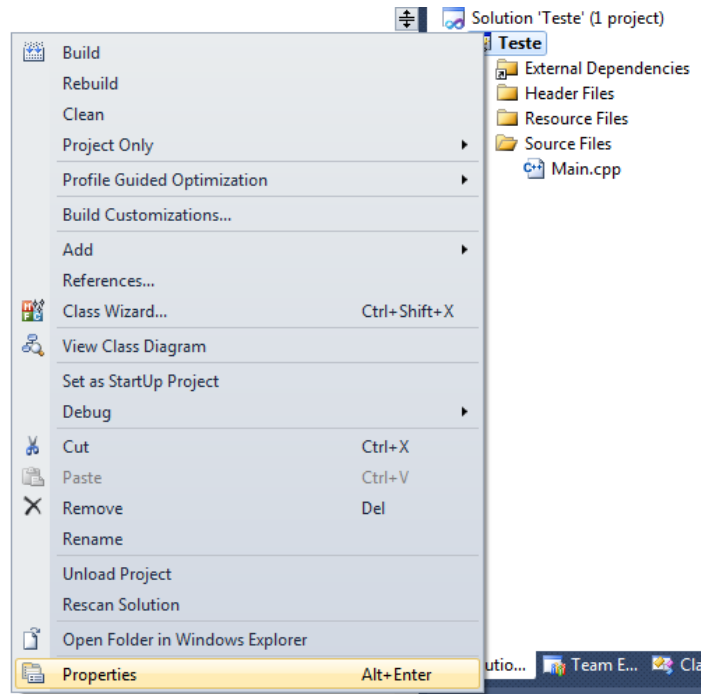
29/05/2012 10:41

File folder



Configuração

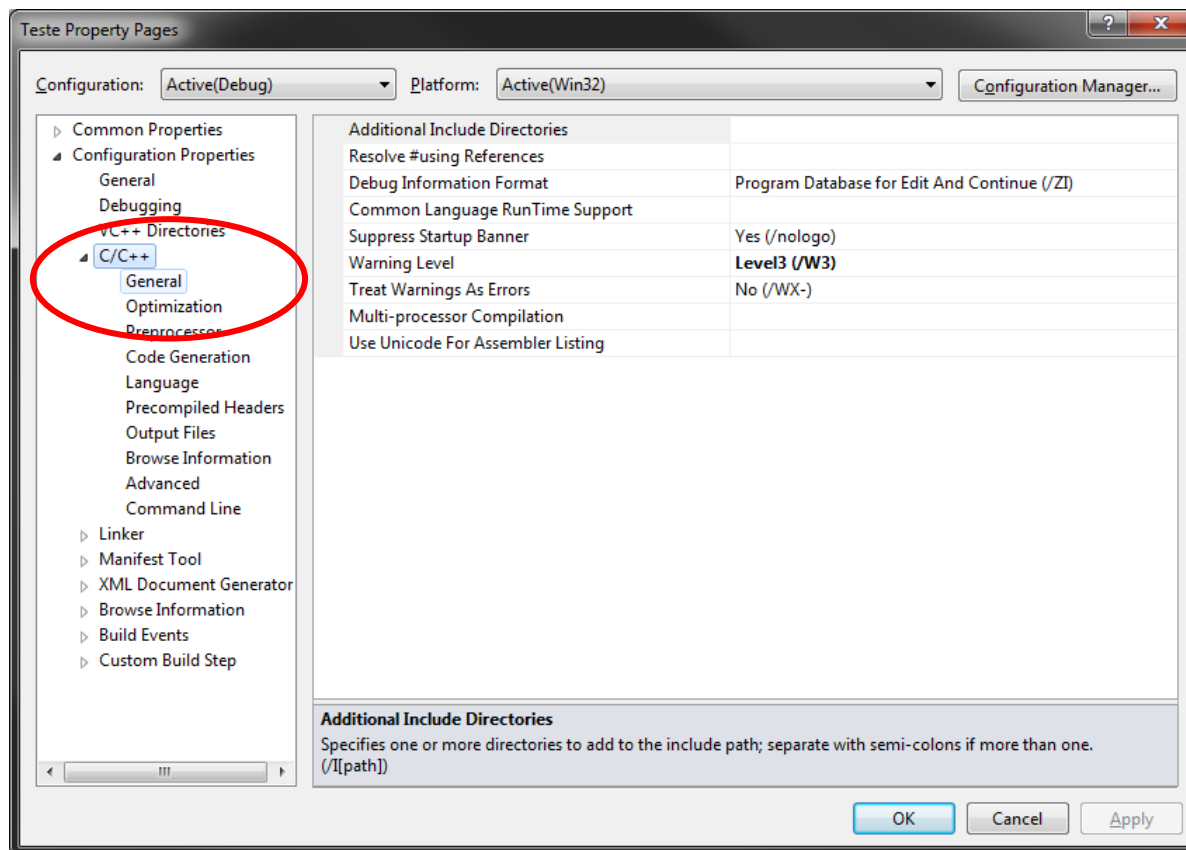
- ❗ (1) Crie um **novo projeto**.
- ❗ (2) Acesse as **propriedades de projeto** clicando com o botão da direita no nome do seu projeto.

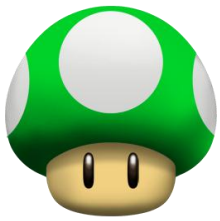




Configuração

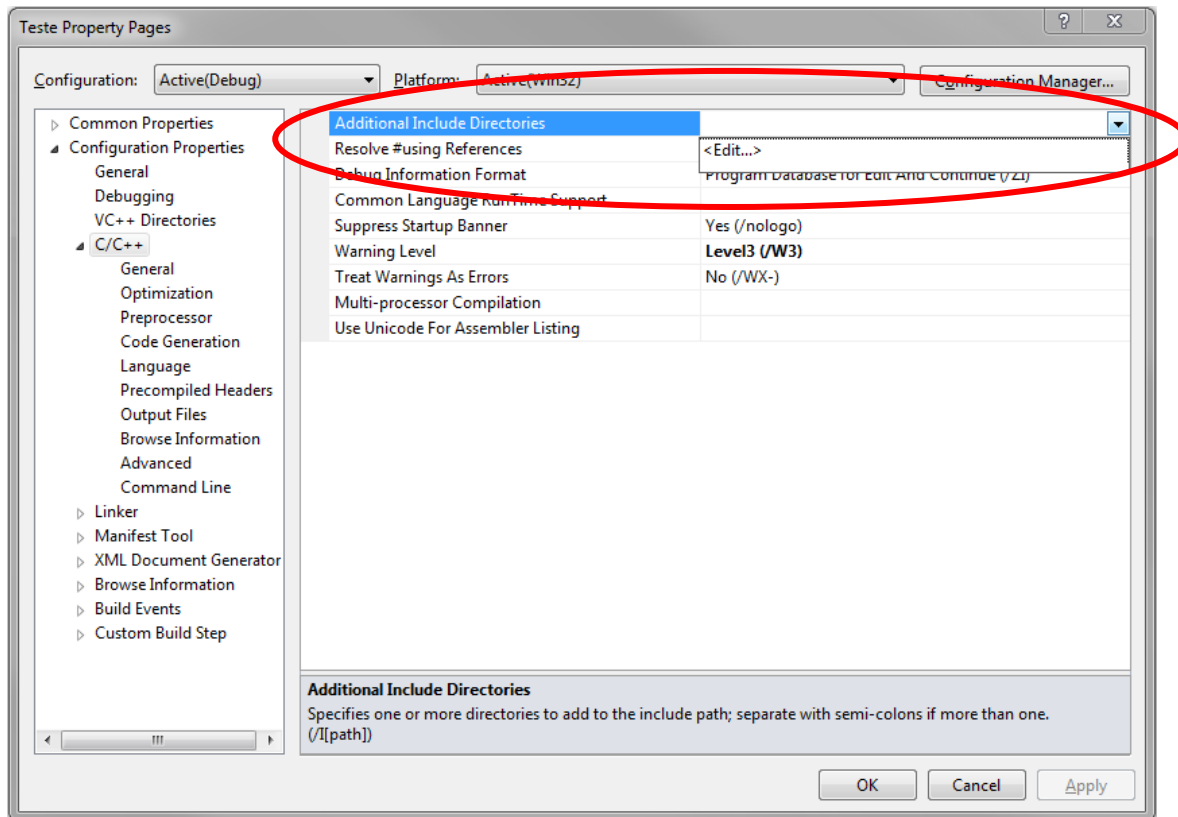
- ❗ (3) Selecione a opção **C/C++** e a sub-opção **General**.

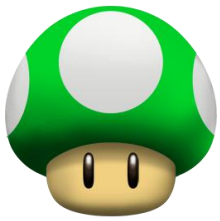




Configuração

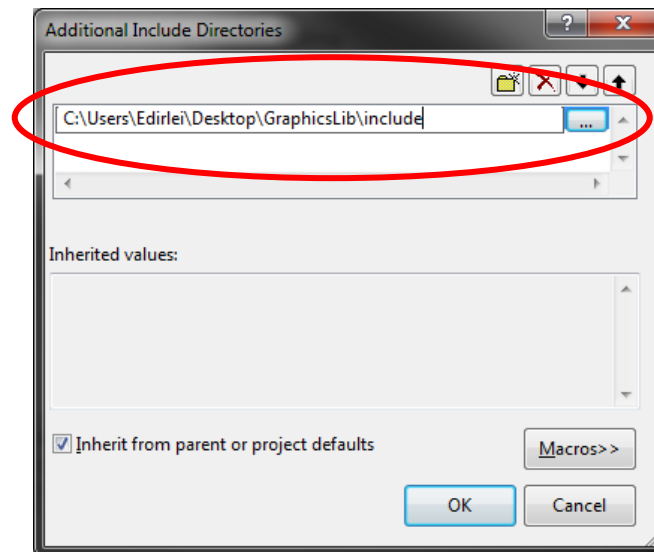
- ❗ (4) Selecione a opção **Additional Include Directories** e clique em **<Edit...>**



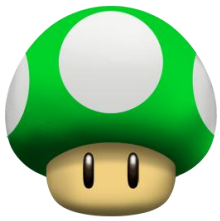


Configuração

- ❗ (5) Selecione ou digite o caminho completo para a pasta **include** que está dentro da pasta **GraphicsLib**.

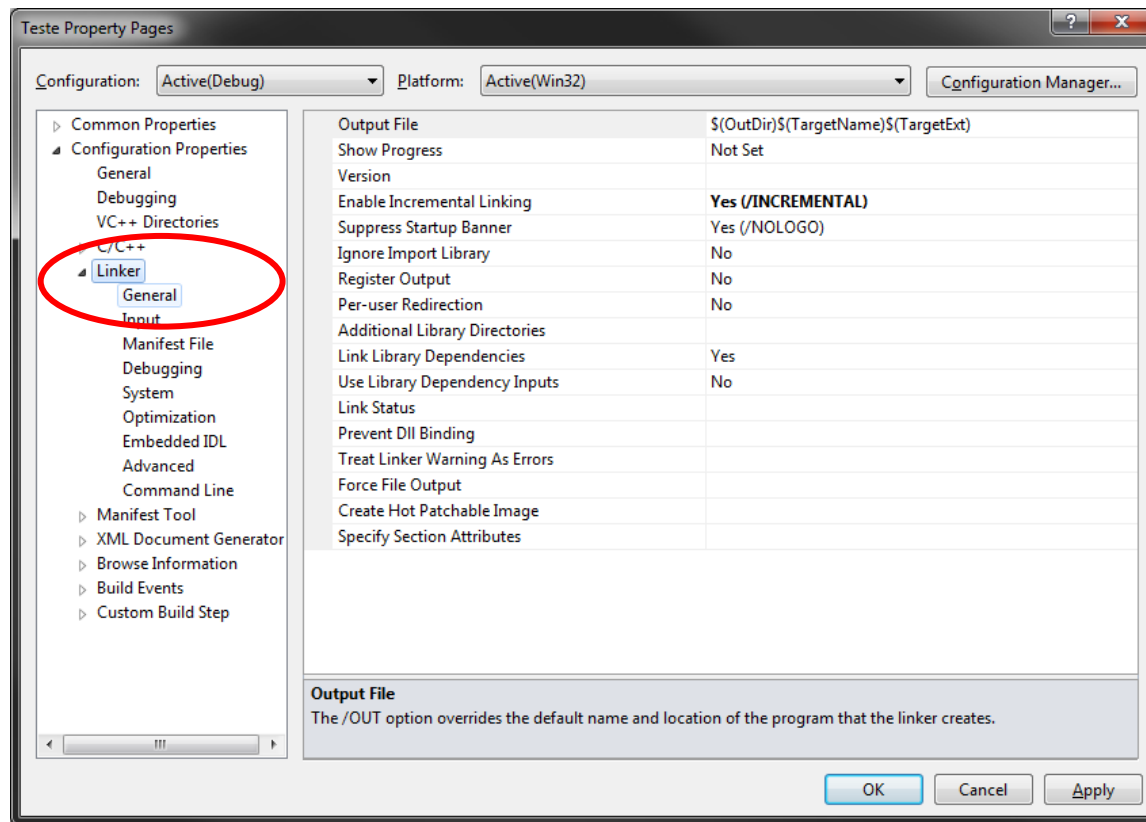


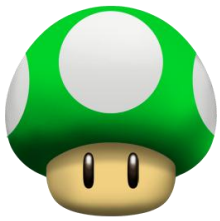
- ❗ (6) Clique em **OK**.



Configuração

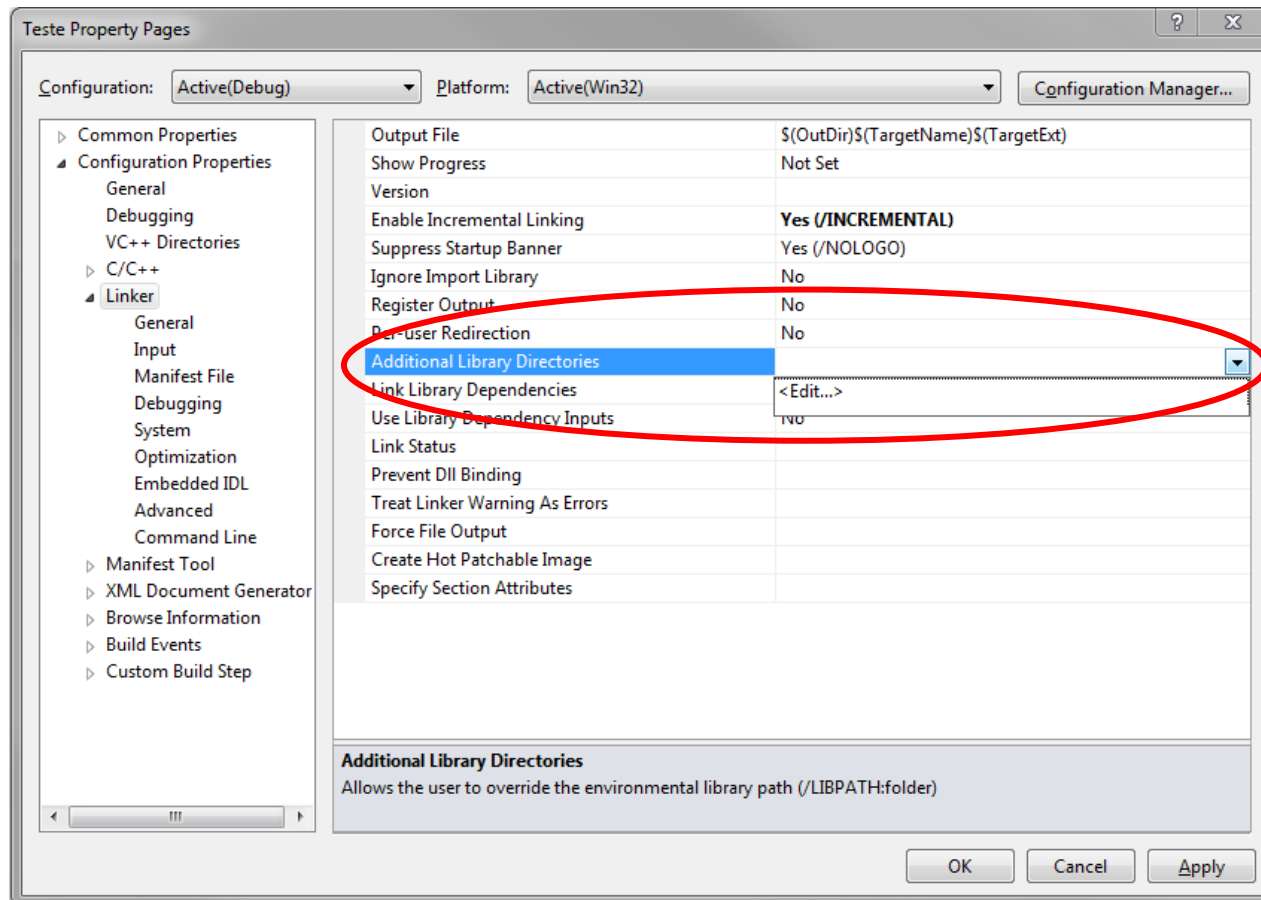
- ❗ (7) Selecione a opção **Linker** e a sub-opção **General**.





Configuração

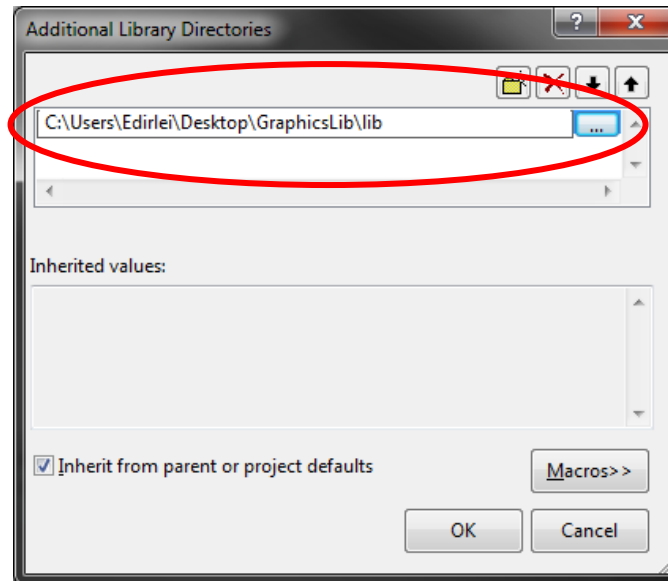
- ❓ (8) Selecione a opção **Additional Library Directories** e clique em **<Edit...>**



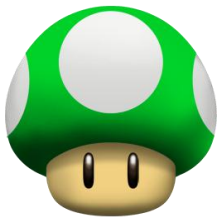


Configuração

- ❏ (9) Selecione ou digite o caminho completo para a pasta **lib** que está dentro da pasta **GraphicsLib**.

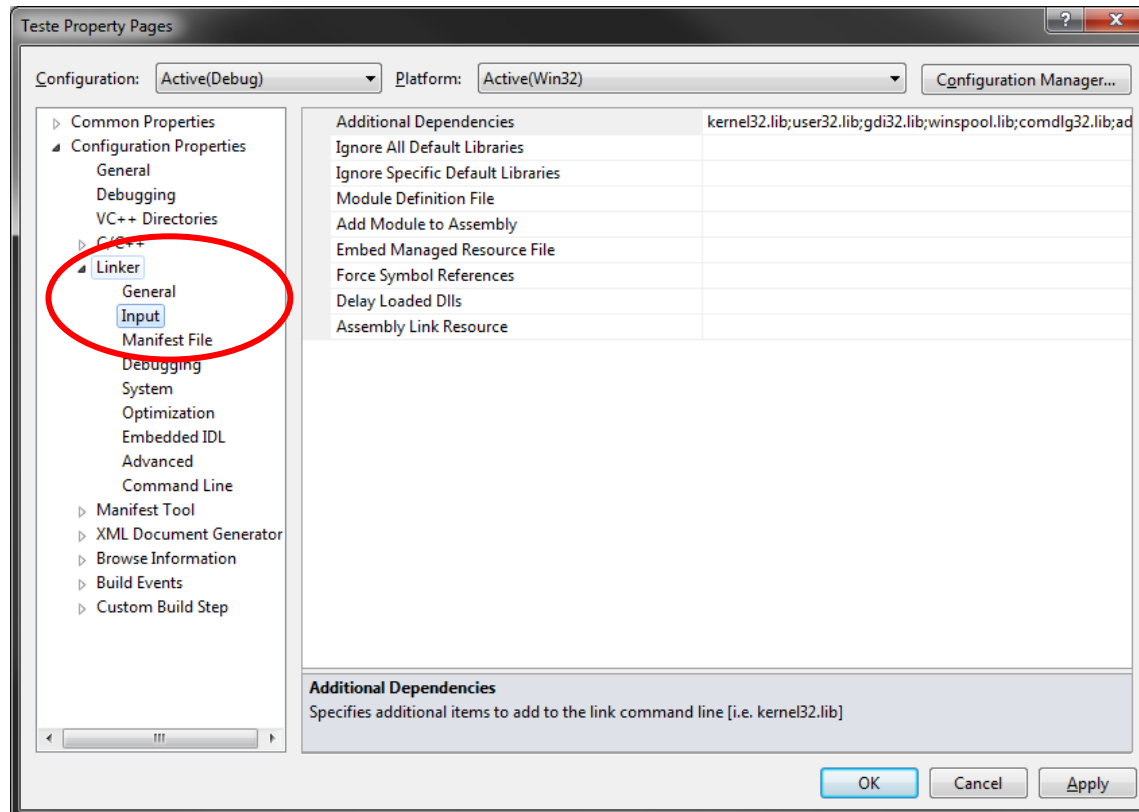


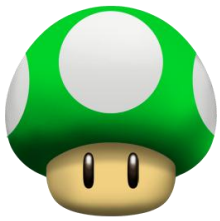
- ❏ (10) Clique em **OK**.



Configuração

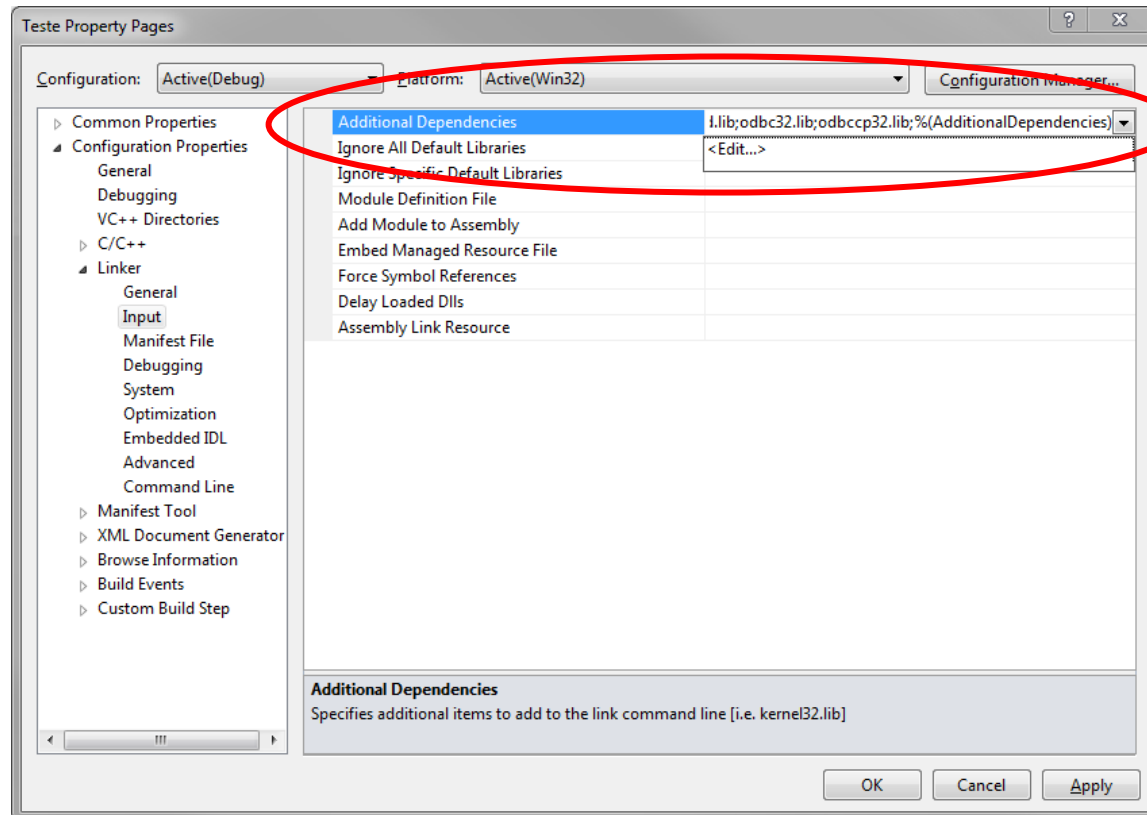
- ❗ (11) Selecione a opção **Linker** e a sub-opção **Input**.





Configuração

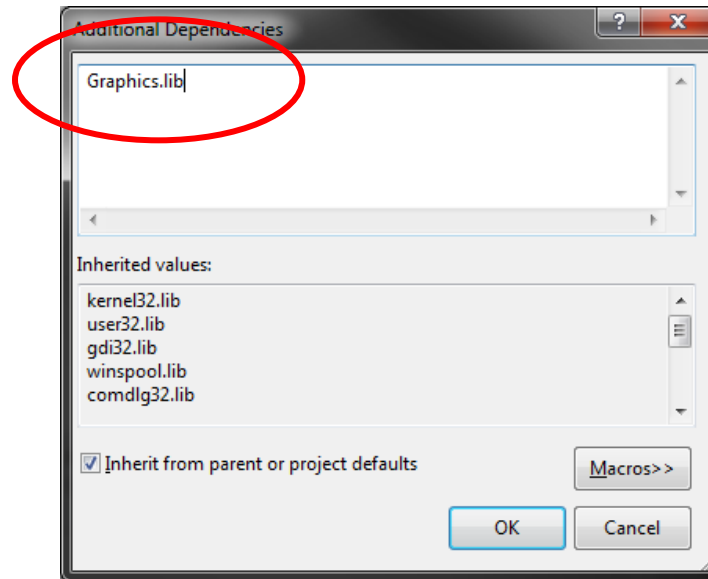
- ❗ (12) Selecione a opção **Additional Dependencies** e clique em **<Edit...>**



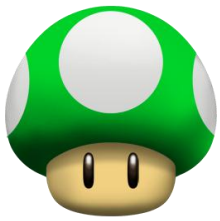


Configuração

❗ (13) Digite **Graphics.lib**



❗ (14) Clique em **OK**.



Configuração

- ❓ (15) Clique em **OK** para concluir a configuração do projeto.

