OpenGL + GLUT
Programs on floyd

• floyd is the Keck lab’s resident Sun Fire workstation; it runs Solaris 9 and has a widescreen LCD monitor with a 1920x1200 resolution

• This brief cheat sheet tells you how to compile and run GLUT-based (e.g. portable) OpenGL programs on this beast

• Include directories (–I)
  /usr/openwin/share/include
  /opt/glut/sparc_solaris/glut-3.7/include

• Library directories (–L)
  /opt/lib
  /usr/sfw/lib

• Libraries (–l)
  GL  GLU  glut  X11  Xmu

• Runtime library path (LD_LIBRARY_PATH)
  /opt/sfw/lib
• Thus, a typical compilation command would look like this — modify "*.cpp" to taste, and add other options (e.g. "-o") as needed:

```
g++ -I/usr/openwin/share/include -I/opt/glut/sparc_solaris/glut-3.7/include -L/opt/lib -L/usr/sfw/lib *.cpp -lGL -lGLU -lglut -lX11 -lXmu
```

• Happy compiling!