

## To adapt GLUT programs for Mac OSX these steps can be followed:

1. Add this preprocessor section at the top of your .c file to include GLUT in your program. This will direct the compiler to make use of the built-in Mac version of **glut**, rather than **freeglut** for the PC:

```
#define GL_SILENCE_DEPRECATION

#if defined(__APPLE__) && defined(__MACH__)

# include <GLUT/glut.h>

#else

# include <freeglut.h>

#endif
```

2. In the terminal, the program can be compiled using the following command:

```
gcc -o [EXECUTABLE_NAME] [FILE_NAME].c -framework GLUT -framework OpenGL
```

Where [EXECUTABLE\_NAME] is replaced with what you want to name your program, and [FILE\_NAME] is the name of your .c file.

3. The program can then be run with this command in terminal:

```
./[EXECUTABLE_NAME]
```