OpenGL setup for Mac using OSX Version 10.8.4 and XCode 4.6.3

Install XCode. This is free, but you may have to register yourself as a Mac developer.

Open XCode
File -> new project -> Command Line Tool
Name your project and make sure “Type” is C++

With your project selected in “TARGETS,” select “Build Phases” and expand “Link Binary With Libraries”

Select the “+” to add a new Library.

Add “GLUT.framework” and “OPENGL.framework”

Select File->add files to “your_project_name”. * If the file you add is “main.cpp” delete the “main.cpp” that was originally added to your project.

Run your program.