1: You have to install Xcode, The OpenGL library is included in the Xcode.

2: Open the sample code project.

3 :Follow this instruction to add the OpenGL and glut framework.(if you can see the GULT framework please ignore this step)

<http://blog.onesadcookie.com/2007/12/xcodeglut-tutorial.html>

4: Download and install the glui framework for Mac OS.

<http://lukecyca.com/2008/glui-235-framework-for-mac-os-x.html>

5: Add the glui framework to your project in the same way, make sure click the checkbox to select the Copy times into destination group’s folder option.