

```

# some defaults
export GLUT_SUPPORTED=1

OSTYPE := $(shell uname -s)

BIN_DIR = ../Bin

INC_DIRS = ../../Include =/usr/include/ni

SRC_FILES = /*.cpp

EXE_NAME = Sample_NiUserTrackerOCW

USED_LIBS += glut
#ifeq "$(GLUT_SUPPORTED)" "1"
#     ifeq ("$(OSTYPE)","Darwin")
#         LDFLAGS += -framework OpenGL -framework GLUT
#     else
#         USED_LIBS += glut
#     endif
#else
#     ifeq "$(GLES_SUPPORTED)" "1"
#         DEFINES += USE_GLES
#         USED_LIBS += GLES_CM IMGegl srv_um
#     else
#         DUMMY:=$(error No GLUT or GLES!)
#     endif
#endif

USED_LIBS += OpenNI

LIB_DIRS += ../../Lib
include ../Build/Common/CommonCppMakefile

```