Project options:

**Top left: Configuration 🡪 Has to be**: All Configurations

**Configuration Properties 🡪 VC++ Directories**

**Include Directories:** C:\libs\include;$(IncludePath) **Reference Directories:** C:\libs\bin;$(ReferencePath)

**Configuration Properties** 🡪 **C/C++** 🡪 **General**.

**Additional Include Directories:** C:\libs\include;%(AdditionalIncludeDirectories)

**Configuration Properties** 🡪 **Linker** 🡪 **General**.

**Additional Library Directories:** C:\libs\lib;%(AdditionalLibraryDirectories)

**Configuration Properties** 🡪 **Linker** 🡪 **Input**.

**Additional Dependencies 🡪 Top field:**

opengl32.lib

glew32.lib

glew32s.lib

glfw3.lib

glfw3dll.lib

**Build has to be:** x86