**Documentation Help for the application**

**Preface**

* OpenGL Utility Toolkit (GLUT) is used for developing this simple GUI application.
* You need to install Visual studio for running the application.
* Please check the screenshot video(circleAnimation.mov)for visualizing the application and application usage.

**Instructions for building and running application**

* First download this GLUT package from  <https://www.opengl.org/resources/libraries/glut/glutdlls37beta.zip>
* make sure you find the following.

**glut32.dll, glut.h, glut32.lib**.

* If you have a 32 bits operating system, place **glut32.dll** to *C:\Windows\System32\,* if your operating system is 64 bits, place it to *'C:\Windows\SysWOW64\'*
* Go to C:\Program Files\Microsoft Visual Studio\*.

if you find ‘VC’ folder

Go to *C:\Program Files\Microsoft Visual Studio\*\VC\include* and place **glut.h**.

if you do not find ‘VC’ folder create *VC\include* folders

Go to *C:\Program Files\Microsoft Visual Studio\*\VC\include* and place **glut.h**.

NOTE: \* here refers to your VS version it may be 8 or 10 or 12

* Similarly place **glut32.lib** to *C:\Program Files\Microsoft Visual Studio \*\VC\lib\*
* From the deliverables open the folder *Deliverables\circleAnimation* ,then double click and open circleAnimation.sln.
* Build the application with platform selected is ‘x86’.
* Now please run the application and execute the test step as per the screenshot video(circleAnimation.mov)