

Instructions for installing the freetype library for text management in Opengl

- a) Unzip the freetype_header.zip zip file and copy the **freetype folder** contained in the archive **into the Include folder of the Visual Studio compiler** (e.g. on my computer the path where to copy the folder is C: \ Program Files (x86) \ Windows Kits \ 10 \ Includes \ 10.0.18362.0 \ um)
- b) In this same path copy the **ft2build.h file**
- c) Copy the **freetype.lib file into the Lib folder of your compiler** (on my computer the path is C: \ Program Files (x86) \ Windows Kits \ 10 \ Lib \ 10.0.18362.0 \ um \ x64)
- d) Copy the **freetype.dll file in the system dll folder, or in the folder where the files of your project are contained.**
- e) Unpack the **fonts.zip zip file** and copy **the fonts folder** to the folder containing the project files.

In compilation phase

- a) From Visual Studio, from the **Project menu, select the Properties item of the project** you are working on,
- b) **Select x64 Platform** (because it is a 64-bit library)
- c) Select the **Linker tab**, and from its internal Input: **add freetype.lib to the bottom of the list of additional dependencies;**

Proceed with the compilation as usual.