

Installing OpenGL and Running OpenGL Programs on Microsoft Windows 10

Go to <https://sourceforge.net/projects/orwelldevcpp> and follow the links there to download and install Dev-C++ TDM-GCC 4.9.2 32/64bit edition. After Dev-C++ has been successfully installed, do the following:

Install Free GLUT:

Download and unzip the file *freeglut-MSVC-3.0.0-2.mp.zip*

from <http://files.transmissionzero.co.uk/software/development/GLUT/freeglut-MSVC.zip>

On 32-bit Windows:

1. Copy all the files from `freeglut\include\GL` to
C:\Program Files (x86)\Dev-Cpp\MinGW64\include\GL
(Note that you may have to create the **GL** folder)
2. Copy the file *freeglut.lib* from `freeglut\lib` to
C:\Program Files (x86)\Dev-Cpp\MinGW64\lib
3. Copy the file *freeglut.dll* from `freeglut\bin` to C:\Program Files (x86)\Dev-Cpp\MinGW64\bin

On 64-bit Windows:

1. Copy all the files from `freeglut\include\GL` to
C:\Program Files (x86)\Dev-Cpp\MinGW64\include\GL
(Note that you may have to create the **GL** folder)
2. Copy the file *freeglut.lib* from `freeglut\lib\x64` to
C:\Program Files (x86)\Dev-Cpp\MinGW64\lib
3. Copy the file *freeglut.dll* from `freeglut\bin\x64` to C:\Program Files (x86)\Dev-Cpp\MinGW64\bin

Install GLEXT:

1. Download and unzip the file *glext.zip* from <https://sourceforge.net/projects/glextwin32>
2. Copy all files from `glext\include\gl` and paste it into
C:\Program Files (x86)\Dev-Cpp\MinGW64\include\GL
3. Copy all files from `glext\lib` and paste it into C:\Program Files (x86)\Dev-Cpp\MinGW64\lib

Install GLEW:

Download and unzip the file *glew-2.2.0-win32.zip* from <https://sourceforge.net/projects/glew>

On 32-bit Windows:

1. Copy all the files from `glew-2.2.0\include\GL` to
C:\Program Files (x86)\Dev-Cpp\MinGW64\include\GL
2. Copy all the files from `glew-2.2.0\lib\Release\Win32` and `glew-2.2.0\bin\Release\Win32` to
C:\Program Files (x86)\Dev-Cpp\MinGW64\lib

On 64-bit Windows:

1. Copy all the files from `glew-2.2.0\include\GL` to

C:\Program Files (x86)\Dev-Cpp\MinGW64\include\GL

2. Copy all the files from `glew-2.2.0\lib\Release\x64` and `glew-2.2.0\bin\Release\x64` to
C:\Program Files (x86)\Dev-Cpp\MinGW64\lib

Run a Program:

1. Open Dev-C++ from the Start Menu to bring up the welcome screen.
2. Create a new project by going to File > New > Project
3. Select Basic then Console Application then C++ Project. Name your project and save it by clicking on OK.
4. Goto Project > Project Options or press Ctrl+H. Then goto *Parameters* under Additional command line options: goto *Linker:* and add following three lines:

-lfreeglut

-lopengl32

-lglu32

then click on OK to save it.

5. Write your own code or choose any sample program from the below link:

https://www.opengl.org/archives/resources/code/samples/glut_examples/examples/examples.html

<https://www.opengl.org/archives/resources/code/samples/simple>

6. Then save it, run and execute to see its output.