* 1. **Assignment: Preparing OpenGL**

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CS-330: Comp Graphic and Visualization

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June 26, 2023

**Challenges While Setting Up OpenGL**

I had a relatively smooth experience setting up OpenGL, but I did encounter a problem where the program wouldn't open and kept showing multiple errors. Upon examining these errors and the project folders, I discovered that OpenGL only supports library directories up to the 2019 version. Consequently, I had to revert my Visual Studio from 2022 to 2019, which resolved most of the errors. Nevertheless, two errors persisted, stating:

1. **Error: Unable to open file. Error code – 0x80070003**
2. **The build tools for v143(Platform Toolset = ‘v143’) cannot be found.**

Upon further examination, I discovered that my configuration was incorrect. I made the necessary adjustments by changing the Windows SDK Version to 10.0 (latest installed version) and the platform Toolset to Visual Studio 2019 (v142) in the project's general configuration properties. After these changes, I ran OpenGLSample again and everything worked as intended.

**Screenshot of the OpenGLSample Program Running**

A screenshot of a computer

Description automatically generated

OpenGLSample With My Name