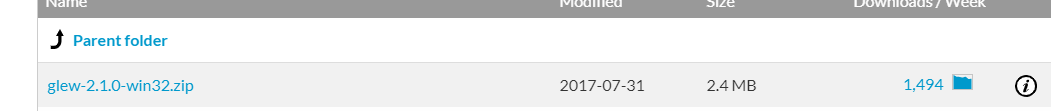
1. Location to download External Libs:

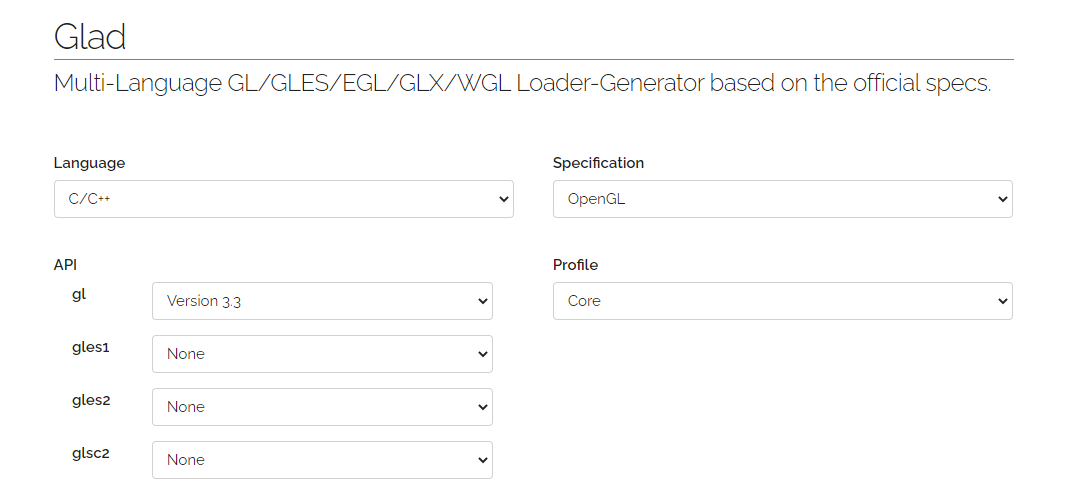
GLEW: (if use GLAD, doesn’t need it.)

<https://sourceforge.net/projects/glew/files/glew/2.1.0/>



GLAD: (Alternative of GLEW)

<https://glad.dav1d.de/>



GLFW:

<https://www.glfw.org/download.html>



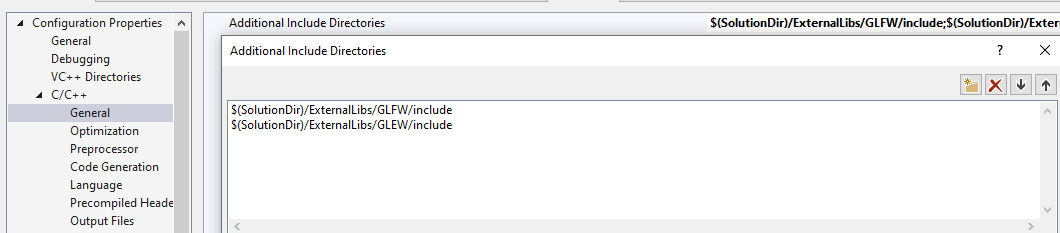
Choose 32-bit Windows binaries

1. Setup the External Libs:

$(SolutionDir)/ExternalLibs/GLFW/include

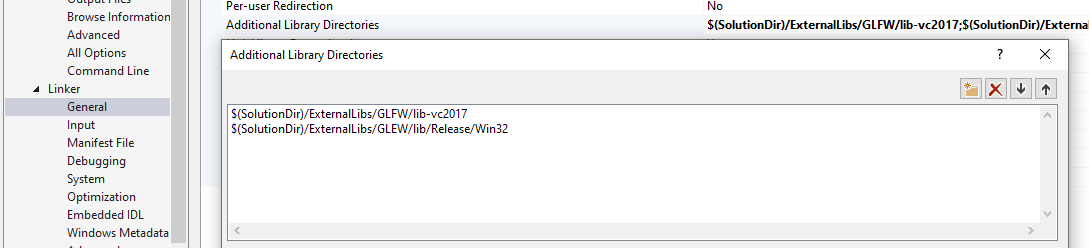
$(SolutionDir)/ExternalLibs/GLEW/include (if use GLAD, doesn’t need it.)

$(SolutionDir)/ExternalLibs/glad/include (Alternative of GLEW)

1. 

$(SolutionDir)/ExternalLibs/GLFW/lib-vc2017

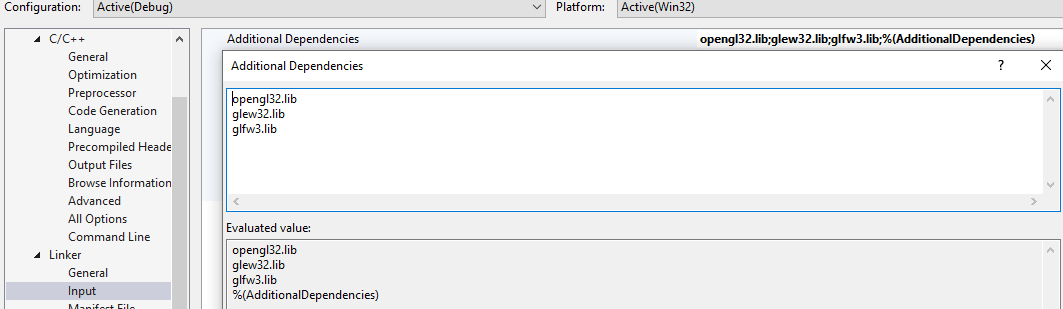
$(SolutionDir)/ExternalLibs/GLEW/lib/Release/Win32 (if use GLAD, doesn’t need it.)

1. 

opengl32.lib

glfw3.lib

glew32.lib (if use GLAD, doesn’t need it)

1. 
2. Put ExternalLibs\GLEW\bin\Release\Win32\glew32.dll to the directory of the project.

If use GLAD, instead, put ExternalLibs\glad\src\glad.c do the directory of the project and compile it.

Advanced:

For transformation:

<https://glm.g-truc.net/0.9.8/index.html>

Add $(SolutionDir)/../ExternalLibs/glm to the project.