**How to set up a new project using the Carnegie Mellon Graphics Library.**

1. Open Visual C++.
2. File->New
3. Click on Project tab
4. Choose Win32 Console Application
5. Give the project a name and click "OK"
6. Click "Finish"
7. Click on File View tab.
8. Right click on "[project name] files"
9. Choose "New Folder..." and name it "CMUgraphicsLib"
10. Right click on "CMUgraphicsLib" and choose "Add Files to Folder..."
11. Go into the CMUgraphicsLib folder in the Visual C++ folder & select all the items in the folder (Ctrl-A) & press enter
12. Right click in CMUgraphics folder in file view and choose "New Folder...", naming it "jpeg"
13. Right click on the newly created "jpeg" folder and choose "Add Files to Folder..."
14. Add all of the files of the "jpeg" folder of the "CMUgraphicsLib" folder
15. Right click on "[project name] files" & choose "Settings..."
16. Click on the "Link" tab.
17. In the Project Options text box: type winmm.lib after "odbcpp32.lib" with spaces separating it from the other names (You can actually put winmm.lib anywhere in the field.)
18. Click "OK"