**I assume you have the following installed:**

1. **Windows 7 or 8**
2. **Visual Studio 2008, 2010, or 2012,2013**

Installing GLUT

**You will need to create the “gl” folder in “\Microsoft Visual Studio 10.0\VC\include\”, as it doesn’t already exist. and extract GL Files.**

**First** ,

**Put all files already exists in dll folder into Location C:\Windows\SysWOW64\**

**Second** ,

**Put all files already exists in GL folder into Location C:\Program Files (x86)\Microsoft Visual Studio 10.0\VC\include\gl\**

**Third,**

**Put all files already exists in GL folder into Location C:\Program Files (x86)\Microsoft Visual Studio 10.0\VC\lib\**

**Fourth**,  
**Launch Visual Studio and Creating Project Visual C++\Win32\Win32 Console Application**

**Fifth (Linking Library)  
Right-click the project you created, go to Properties, then open Configuration Properties\Linker\Input and add the following to the “Additional Dependencies” field: “opengl32.lib;glut32.lib;glu32.lib”. Close the settings.**

### Sixth

**Modify your main .cpp file to look like this:**

**#include "stdafx.h"**

**#include <gl/glut.h>**

**// One-time initializtion logic**

**void init( void )**

**{**

**printf( "OpenGL version: %s\n", (char\*)glGetString(GL\_VERSION));**

**printf( "OpenGL renderer: %s\n", (char\*)glGetString(GL\_RENDERER));**

**//Configure basic OpenGL settings**

**glClearColor(0.0, 0.0, 0.0, 1.0);**

**glShadeModel(GL\_SMOOTH);**

**glEnable(GL\_BLEND);**

**glEnable(GL\_TEXTURE\_2D);**

**}**

**// Main drawing routine. Called repeatedly by GLUT's main loop**

**void display( void )**

**{**

**//Clear the screen and set our initial view matrix**

**glClear(GL\_COLOR\_BUFFER\_BIT | GL\_DEPTH\_BUFFER\_BIT | GL\_STENCIL\_BUFFER\_BIT);**

**glMatrixMode(GL\_MODELVIEW);**

**glLoadIdentity();**

**//TODO: Perform drawing here**

**//We just drew to the back buffer. Now we need to swap that with the**

**//front buffer to show it on screen.**

**glutSwapBuffers();**

**}**

**// Entry point - GLUT setup and initialization**

**int main( int argc, char\*\* argv )**

**{**

**glutInit( &argc, argv );**

**glutInitDisplayMode (GLUT\_DEPTH | GLUT\_DOUBLE | GLUT\_RGB);**

**glutInitWindowSize (800, 600);**

**glutInitWindowPosition (100, 100);**

**glutCreateWindow( "OpenGL Test" );**

**glutDisplayFunc( display );**

**init();**

**glutMainLoop();**

**return 0;**

**}**