**How to compile tetris.v with MinGW-w64**

1. Download glfw-3.3.bin.WIN32.zip from <https://www.glfw.org/download.html>

2. Unzip and copy glfw3.dll from folder lib-mingw-w64 to v/thirdparty/glfw (overwrite the existing one) and v/examples/tetris

3. mkdir v/thirdparty/freetype

4. Download freetype-windows-binaries-master.zip from <https://github.com/ubawurinna/freetype-windows-binaries>

5. Unzip and copy include and win32 folders to v/thirdparty/freetype

6. Copy freetype.dll from win32 folder to v/examples/tetris

7. Add these flags to the end of tetris.v: (🡨 not specifically needed)

#flag -I ../../thirdparty/glad

#flag -I ../../thirdparty/glfw

#flag -I ../../thirdparty/stb\_image

#flag -I ../../thirdparty/freetype/include

#flag -Wl,-L../../thirdparty/glfw,-lglfw3

#flag -Wl,-L../../thirdparty/freetype/win32,-lfreetype

8. v -prod tetris.v

On Windows: Tetris works if freetype.dll and glfw3.dll and RobotoMono-Regular.ttf

are copied into the v\examples\tetris.

(also needed for empty\_gg\_freetype.v)

(perhaps see also  [#2410](https://github.com/vlang/v/issues/2410))