Use GLFW, which is a lightweight library to help us create a window that can cross-platform. If we use win32 to create the window, we wouldn’t able to use it in Mac.

Download GFLW in www.glfw.org

We download the binaries version. Source package is more flexible for us to build a game engine, but we don’t need to go further on that. How to choose the version? It’s dependent on your application, whether you want it run on 32-bit or 64-bit CPU

Graphical user interface, text, application, email

Description automatically generated

You will get something like this:

Graphical user interface, table

Description automatically generated with medium confidence

Create an empty project for Visual Studio

A screenshot of a computer

Description automatically generated with medium confidence

Copy the document from glfw

Graphical user interface, text, application, email

Description automatically generated

We only use glfw3.lib, which is static link not dll

A picture containing application

Description automatically generated

Create a dependency folder:

Graphical user interface

Description automatically generated Graphical user interface, application

Description automatically generated

Drag the dependencies to this foler:

Graphical user interface, application

Description automatically generated

In VS, make sure is all configurations:

Graphical user interface, text

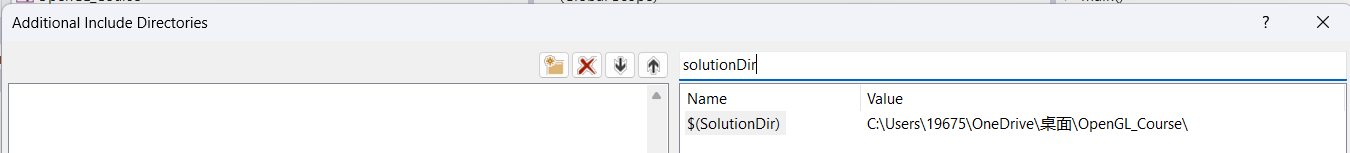
Description automatically generated

Graphical user interface

Description automatically generated with medium confidence

Graphical user interface, text, application

Description automatically generated



Graphical user interface, text, application

Description automatically generated

In linker:

Graphical user interface, application

Description automatically generated

Table

Description automatically generated with medium confidence

In Input:

Graphical user interface, text, application

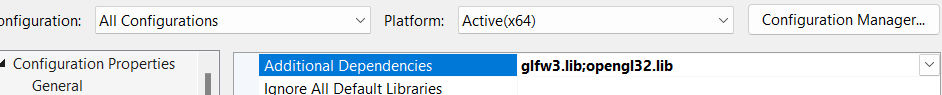
Description automatically generated

Now you must make sure that your download version (x64 or x86) of GLFW must be the same with the mode you select

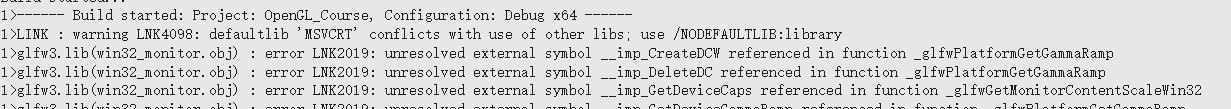
Website

Description automatically generated with low confidence

Now we need to link to OpenGL function library



Each time when we find that unresolved external symbol, that means we lack of .lib file, and we check on Google, and add it on the dependencies:



finally

Graphical user interface, application

Description automatically generated

Now we get it

Graphical user interface, application

Description automatically generated

We use OpenGL legacy to try to draw a triangle, instead of shader program

Text, letter

Description automatically generated Graphical user interface, text, application, chat or text message

Description automatically generated

A white triangle with a black background

Description automatically generated with low confidence