

Installation:

1. Check whether Codeblocks is installed. If not, install (<https://drive.google.com/file/d/1eGDkPt3O4MKFzUVXroqHROc7O4fIRLho/view>) and check everything is fine.
2. Download Glut from here: <https://drive.google.com/file/d/1dDcGy4WEz7zUBezZ0Wk8KG4XAP5cWQHM/view>
3. Copy glut32.dll to C:\windows\System32 (if 32-bit OS) or to C:\windows\SyWOW64 (if 64-bit OS)
4. Copy glut32.lib to C:\Program Files (x86)\CodeBlocks\MinGW\lib
5. Copy glut.h to C:\Program Files (x86)\CodeBlocks\MinGW\include\GL

Running the sample project:

1. Open Codeblocks -> New Project -> Browse location to C:\Program Files (x86)\CodeBlocks\MinGW (if needed) -> Browse glut location to C:\Program Files (x86)\CodeBlocks\MinGW (if needed) -> include <windows.h> header file in the main.cpp -> Build and Run -> See kotokisu ghurtese