**Glut setup**

* Download **glut-3.7.6-bin** from Google
* **Unzip** the file. There will be at least 3 files. (glut.h, glut32.dll, glut32.lib)
* go location : **C:\Program Files (x86)\CodeBlocks\MinGW\include**
* in **GL** folder, paste **glut.h**
* go location: **C:\Program Files (x86)\CodeBlocks\MinGW\lib**

, paste **glut32.lib**

* go **C:\Windows\SysWOW64** , paste **glut32.dll**

**Note: If your Operating System is 32 bit, Folder name might be C:\Windows\System32**

**Linker settings for Codeblocks**

Select **settings** -- select **compiler** -- **linker settings**- press **clear**

press **add**, location: **C:\Program Files (x86)\CodeBlocks\MinGW\lib**

add: **libglu32.a, libglut32.a, libopengl32.a**

press **ok**