**Steps:**

1. Download all the .bmp format files.
2. Create .c and .h files in your project.
3. Paste the code accordingly.
4. Keep all the .bmp files in your current working directory of your project.

In my case it is.

C:\Users\saurabh singh\Documents\Visual Studio 2008\Projects\3dearth\3dearth.

**Working:**

1. Press ‘b’ to start the project.
2. Then press ‘r’ to reset the globe.
3. Use mouse ‘w, a, s ,d, f’ for the manual movement of the globe.
4. Use mouse right click to select any of the continent you wish.
5. After the continent’s map will be shown click on the screen displaying the globe and press ‘r’.