

## OpenGL/GLUT Project in code::block

TO create OpenGL/GLUT Project in code::block, at first you have to download the glut library from this website <http://www.deamicholls.co.uk/site/files/glut.zip> for windows.

Lets create GLUT project

### **step 1:**

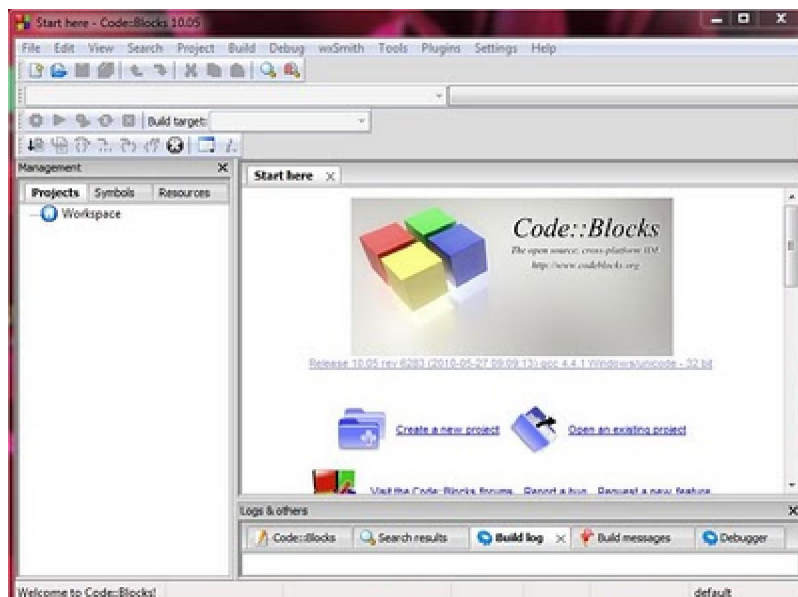
first unzip the zip file

### **step 2:**

- copy the glut.h file from the folder of unzip file of step 1 and paste to the folder "C:\Program Files\CodeBlocks\MinGW\include\GL"
- again copy libglut32.a file from the folder of unzip file of step 1 and paste to the folder "C:\Program Files\CodeBlocks\MinGW\lib"
- also copy the glut.dll file from the unzip file and paste it inside "C:\Windows\System32" folder.

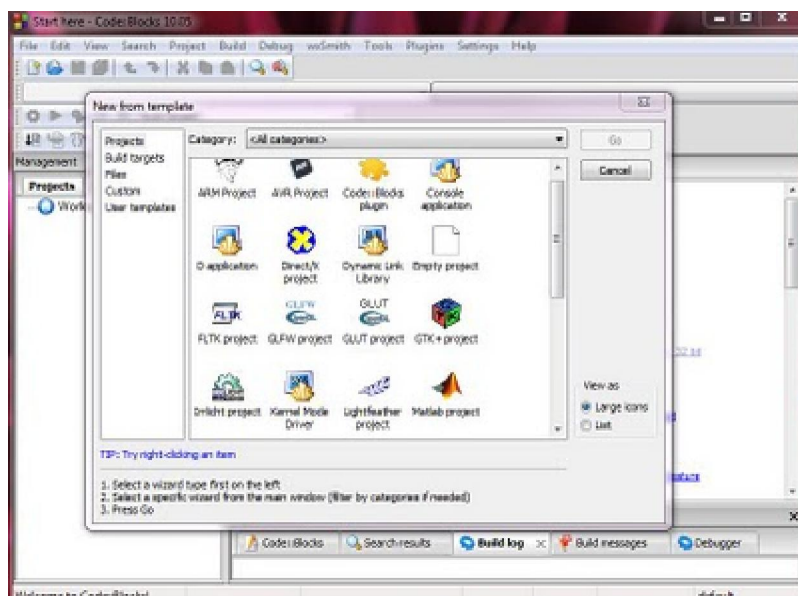
### **step 3:**

Open the code block you will see window as below and click on create new project link

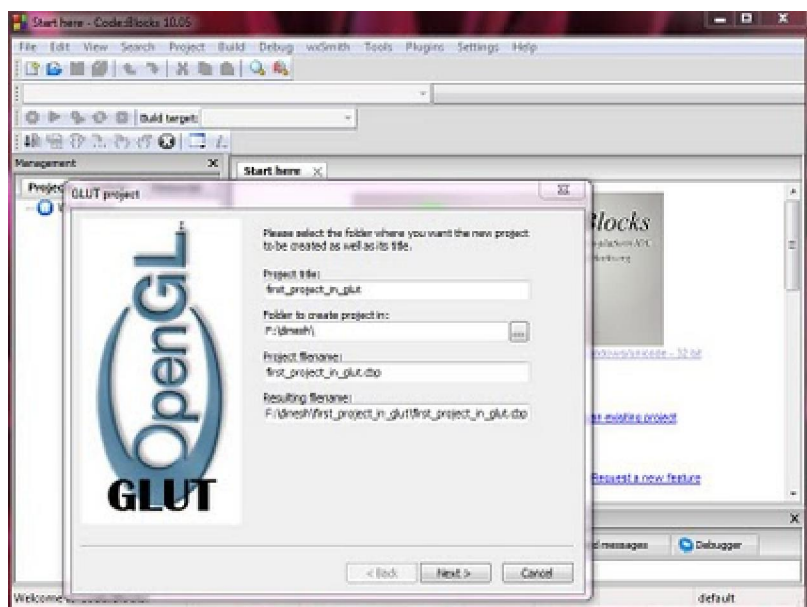


### **step 4:**

click on GLUT project as shown in image below  
click next

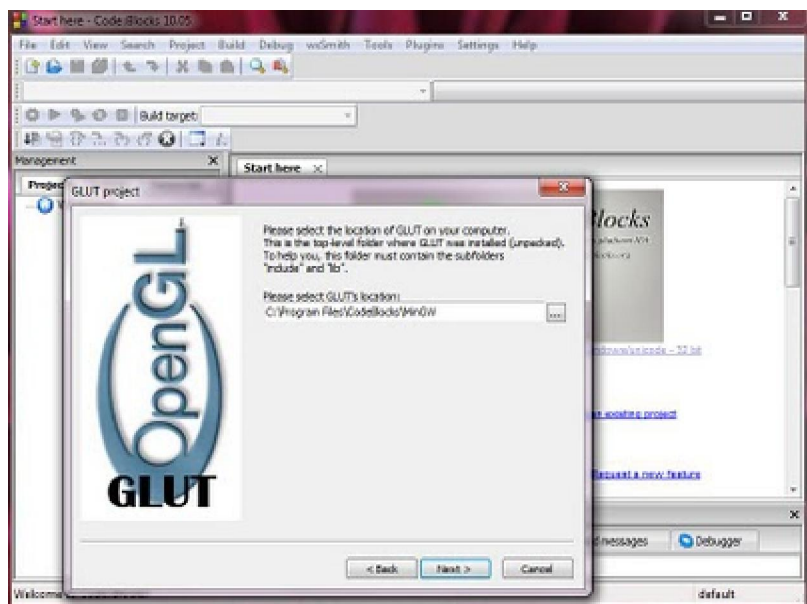


Enter project title name, give path to save project and project file name is created by default from project title name.

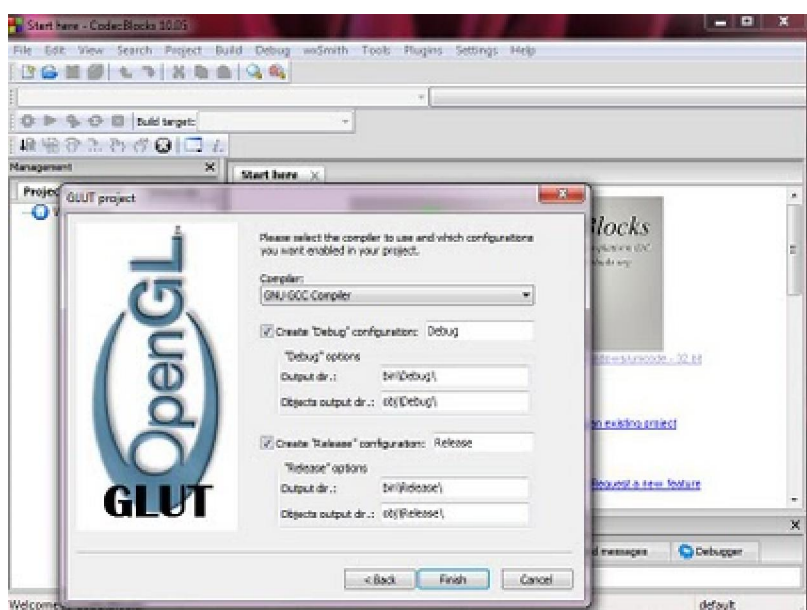


After that click next.

**Step 5:**  
now give the path "C:\Program Files\CodeBlocks\MinGW" for glut location

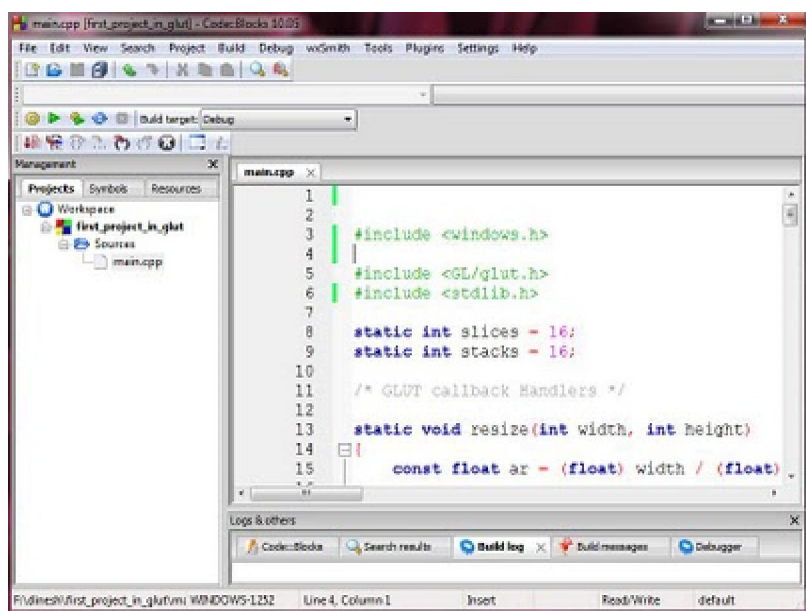


Then click next.

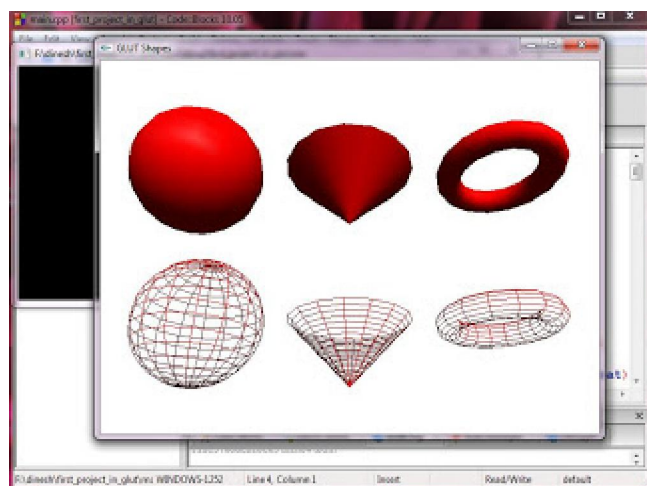


Now click finish

step 6:



Finally project is created and you will get default main.cpp file and don't forget to write "#include<GL/gl.h> and #include<windows.h>" header file otherwise you may get error now built and run it will see window as below.



If you see the output of your program as above image then you have successfully created a project.