**OpenGL Configuration**

Paste glut.h in C:\Program Files (x86)\Microsoft Visual Studio\2017\Community\VC\Tools\MSVC\{14.16.27023}\include\GL.

Create the GL folder if not present already. The {version} may differ on your system.

1. Paste glut.lib in C:\Program Files (x86)\Microsoft Visual Studio\2017\Community\VC\Tools\MSVC\{14.16.27023}\lib\x64.

Paste glut32.lib in C:\Program Files (x86)\Microsoft Visual Studio\2017\Community\VC\Tools\MSVC\{14.16.27023}\lib\x86. The {version} may differ on your system.

1. Paste glut.dll and glut32.dll in C:\Windows\SysWOW64.

Copy glut32.dll to C:\Windows\System32 also.

1. Open your Windows Console Application project in Visual Studio, or create a new one:

File > New > Project  
Visual C++ > Windows Desktop > Windows Console Application

1. Go to Project > Properties.

Select All Configuration from Configuration dropdown menu on top left corner.

Select Configuration Properties > C/C++ > Precompiled headers and change Precompiled Header option’s value to Not Using Precompiled Headers.

Select Configuration Properties > Linker > Input. Now right click on Additional Dependencies found on right panel and click **Edit**.

Now type:

opengl32.lib

glu32.lib

glut32.lib

(**Note**: Each .lib in new line)

That’s it. You have successfully installed OpenGL. Go on and run your program.