Introduction

This documents describes how to install the two libraries GLEW and FreeGLUT on your own Windows computers.

- GLEW is a library that is needed to use the OpenGL 3.2 API
- FreeGLUT is a library used to create a rendering context (a window) as well as interaction with the window (mouse input, keyboard input, animation timers, etc).

The following description is taken from (http://openglbook.com/setting-up-opengl-glew-and-freeglut-in-visual-c/)[1].

We will use the 32-bit versions (also on 64-bit Windows).

Step 1: Get the Libraries

1) Download the binary version for MSVC of FreeGLUT from this website (http://www.transmissionzero.co.uk/software/freeglut-devel/) , make sure the version you get it 2.8.1 or higher (**freeglut 2.8.1 MSVC Package**).

2) Download the latest 32-bit binary version of GLEW from their site (http://glew.sourceforge.net/).

Step 2: Copy the Libraries

Decompress the files you just downloaded and open up the folder for FreeGLUT:
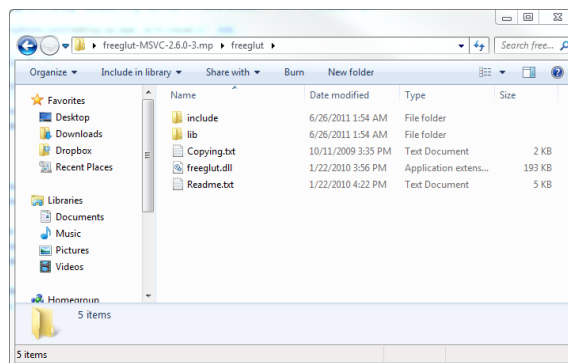
Open up another explorer window, and type **%PROGRAMFILES%** in the address bar, or **%PROGRAMFILES(X86)%** only if you're on a 64-bit system. Find the sub folder **Microsoft Visual Studio 11.0\VC** (from now on called the VC folder):

[1]   Slightly modified – now copying the dlls to Window System 32
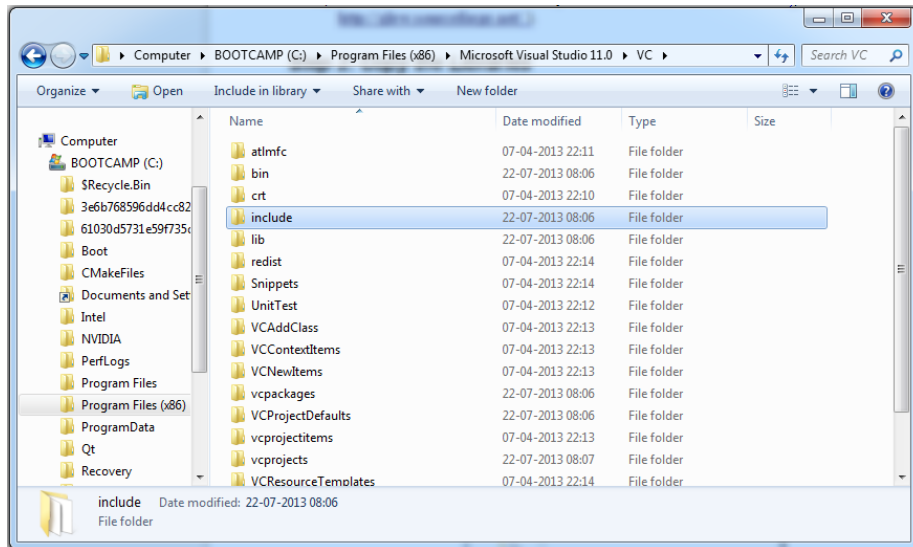
Copy the **freeglut.lib** from FreeGLUT's **lib** folder into the VC's **Lib** folder.

Copy the contents from FreeGLUT's **include\GL** folder into the VC's **Include\GL** folder (you have to create the GL folder yourself if it does not exist).

Copy the **freeglut.dll** from the FreeGLUT's **bin** folder into **c:\Windows\System32** (on a 32 bit windows) or **c:\Windows\SysWOW64** (on a 64 bit Windows)

Now, in the Explorer window currently pointed to FreeGLUT's location, navigate to the location where you extracted GLEW:
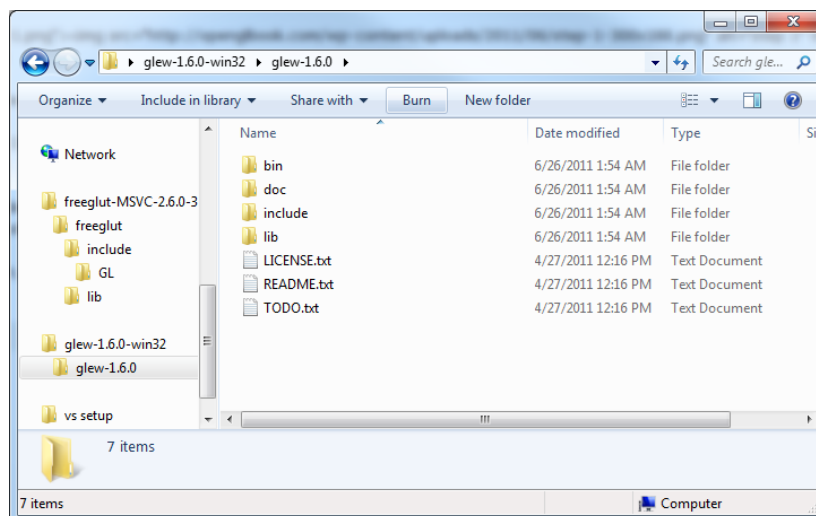
Copy the contents from GLEW's **lib\Release\win32** folder into the VC's **Lib** folder.

Copy the contents from GLEW's **include\GL** folder into the VC's **Include\gl** folder.

Copy the contents from the GLEW's **bin\Release\Win32** folder into **c:\Windows\System32** (on a 32 bit windows) or **c:\Windows\SysWOW64** (on a 64 bit Windows)