

# 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.

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

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

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

File > New > Project

Visual C++ > Windows Desktop > Windows Console Application

4. 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.