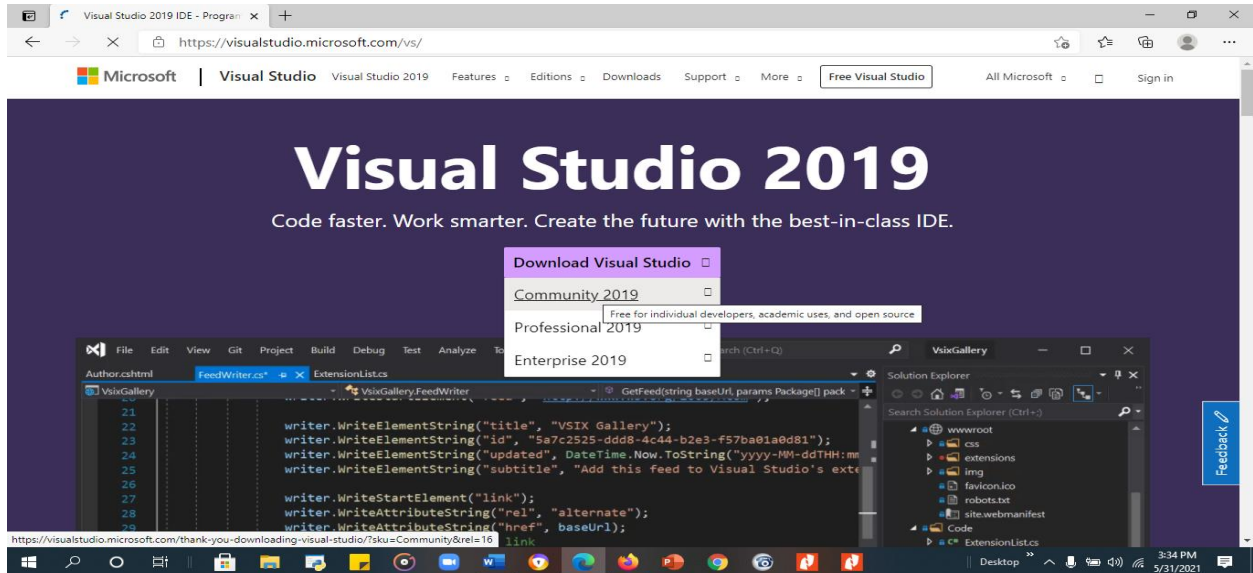
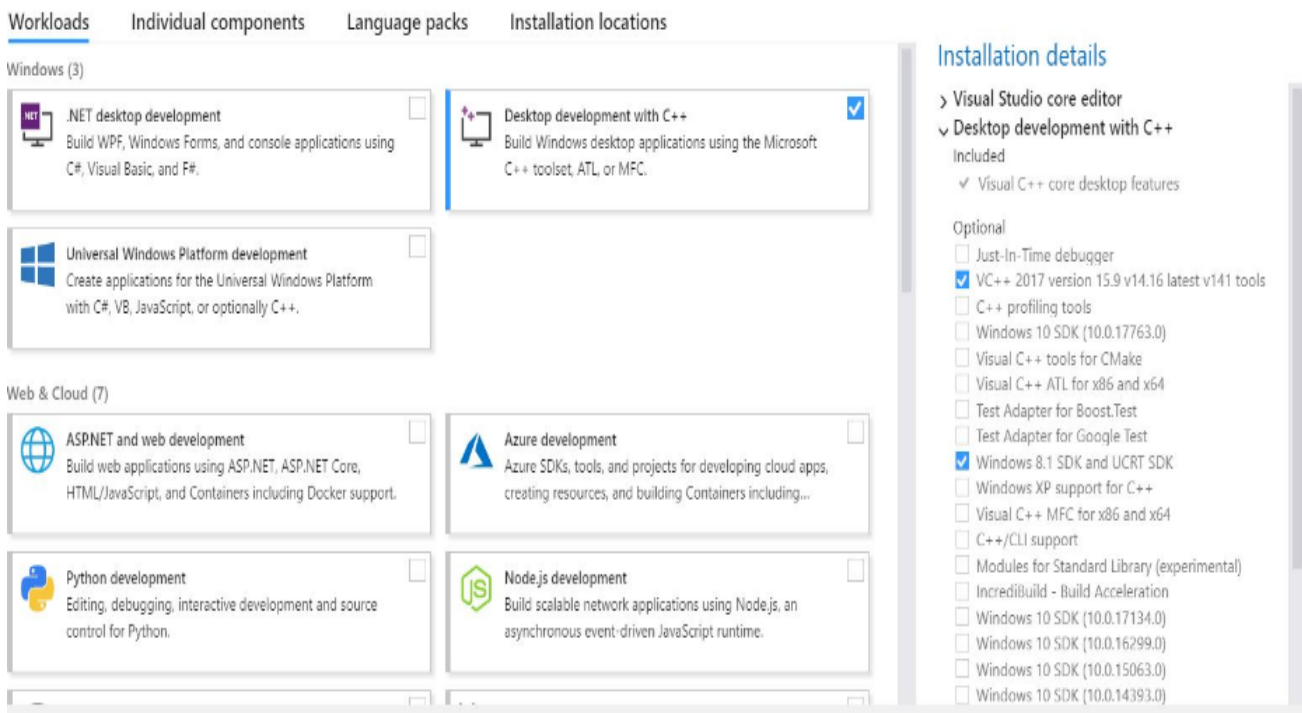


Guidelines to install OpenGL on Windows10

1.Install Visual Studio Community using the official [installer](#)



2. Install Visual Studio Community with the required components as shown in the image below.



3. Open GL

Download GLUT header, lib, and dll files from

<https://www.opengl.org/resources/libraries/glut/glutdlls37beta.zip> and unzip the files.

1. Paste `glut.h` in `C:\Program Files (x86)\Microsoft Visual Studio\2019\Community\VC\Tools\MSVC\{14.16.27023}\include\GL`.

Create the GL folder if not present already. The {version} will be different on your system.

2. Paste `glut.lib` in `C:\Program Files (x86)\Microsoft Visual Studio\2019\Community\VC\Tools\MSVC\{14.16.27023}\lib\x64`.

Paste `glut32.lib` in `C:\Program Files (x86)\Microsoft Visual Studio\2019\Community\VC\Tools\MSVC\{14.16.27023}\lib\x86`. The {version} may differ on your system.

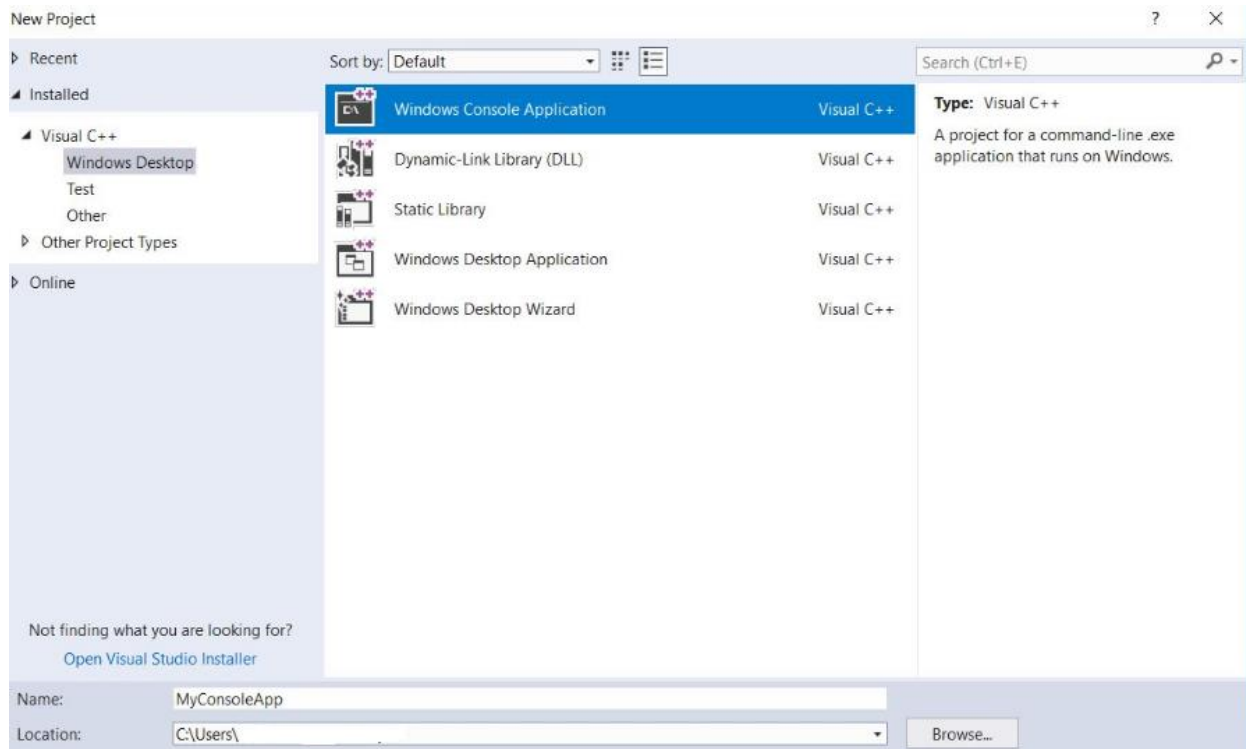
3. Paste `glut.dll` and `glut32.dll` in `C:\Windows\SysWOW64`.

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

4. 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.

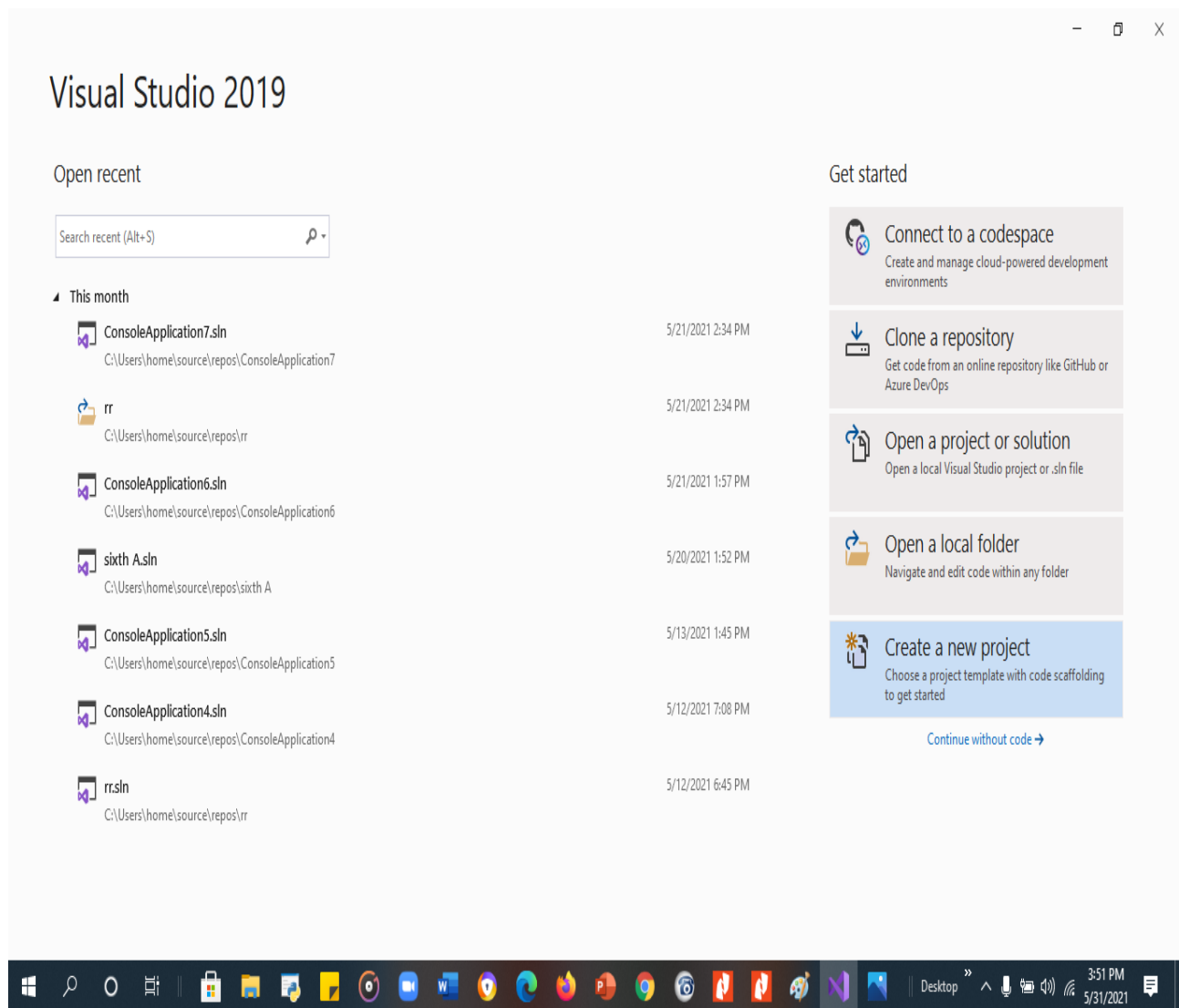
Select All Configuration from Configuration dropdown menu on top left corner.

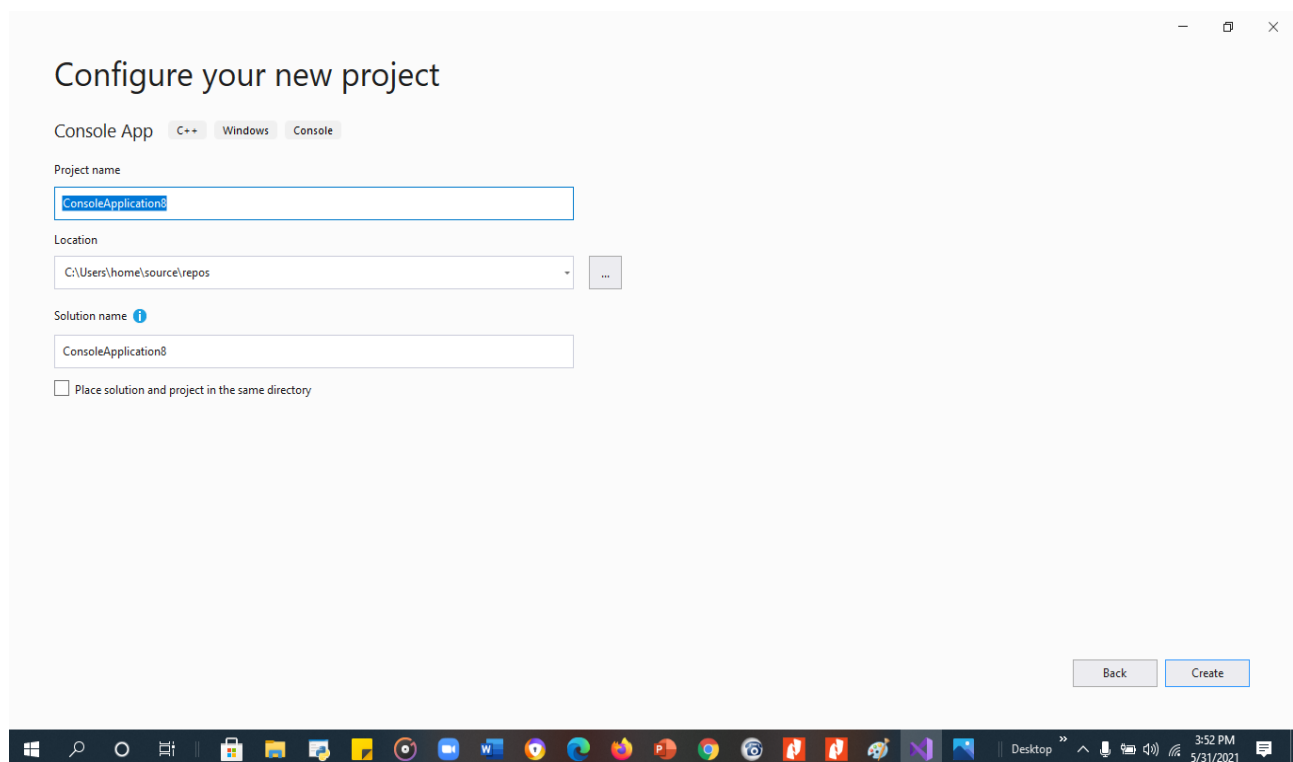
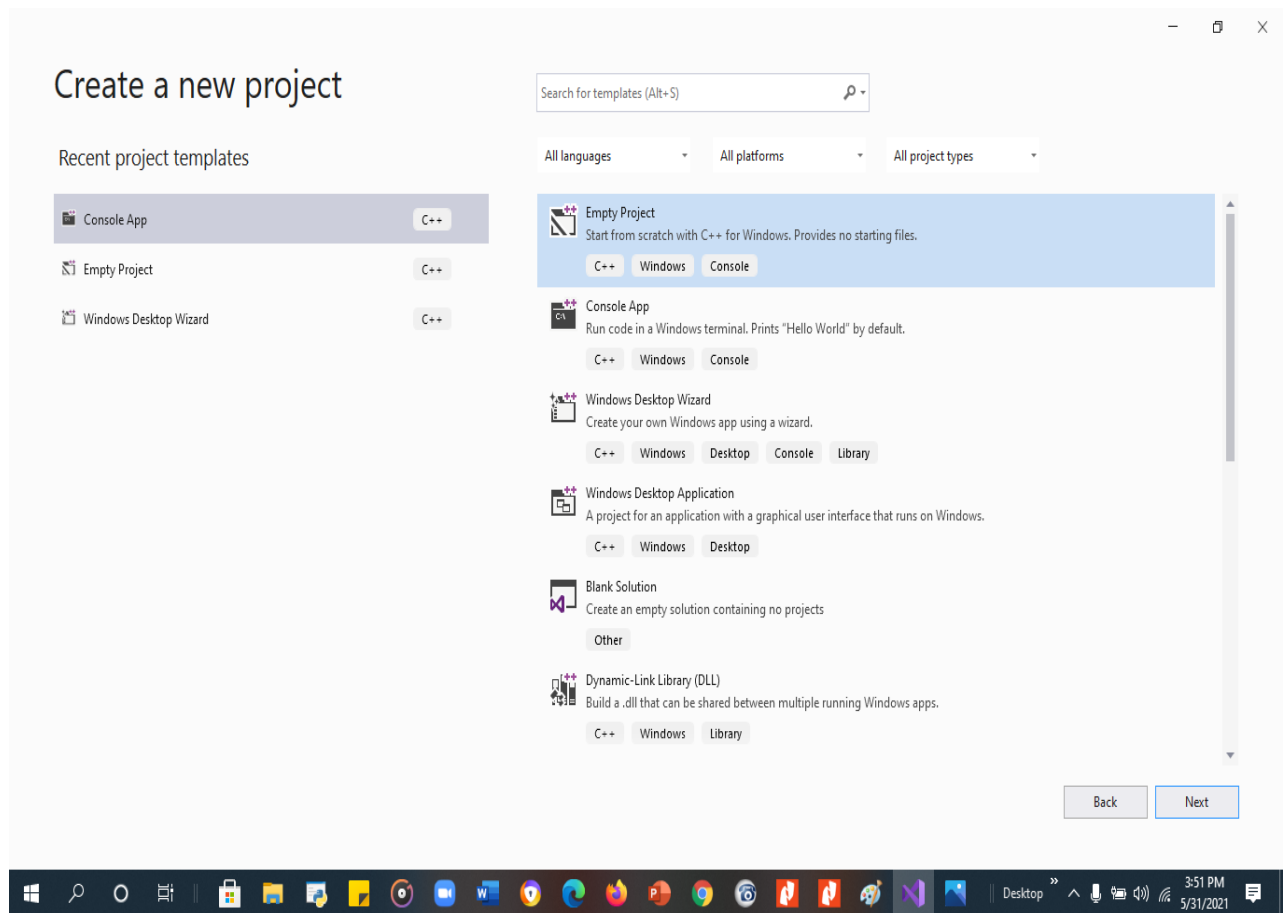
Select Configuration Properties > C/C++ > Precompiled headers and change Precompiled Header option's value to Not Using Precompiled Headers.

Select Configuration Properties > Linker > Input. Now right click on Additional Dependencies found on right panel and click **Edit** and type (**Note:** Each .lib in new line)

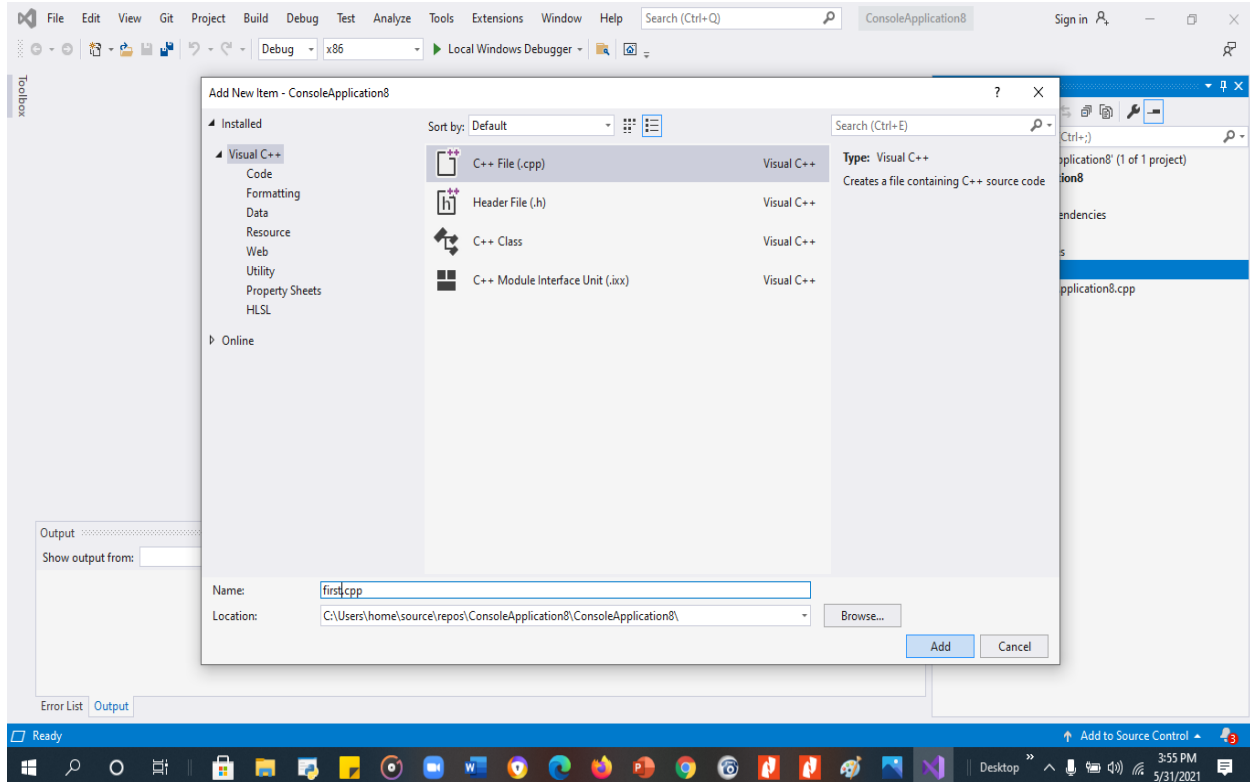
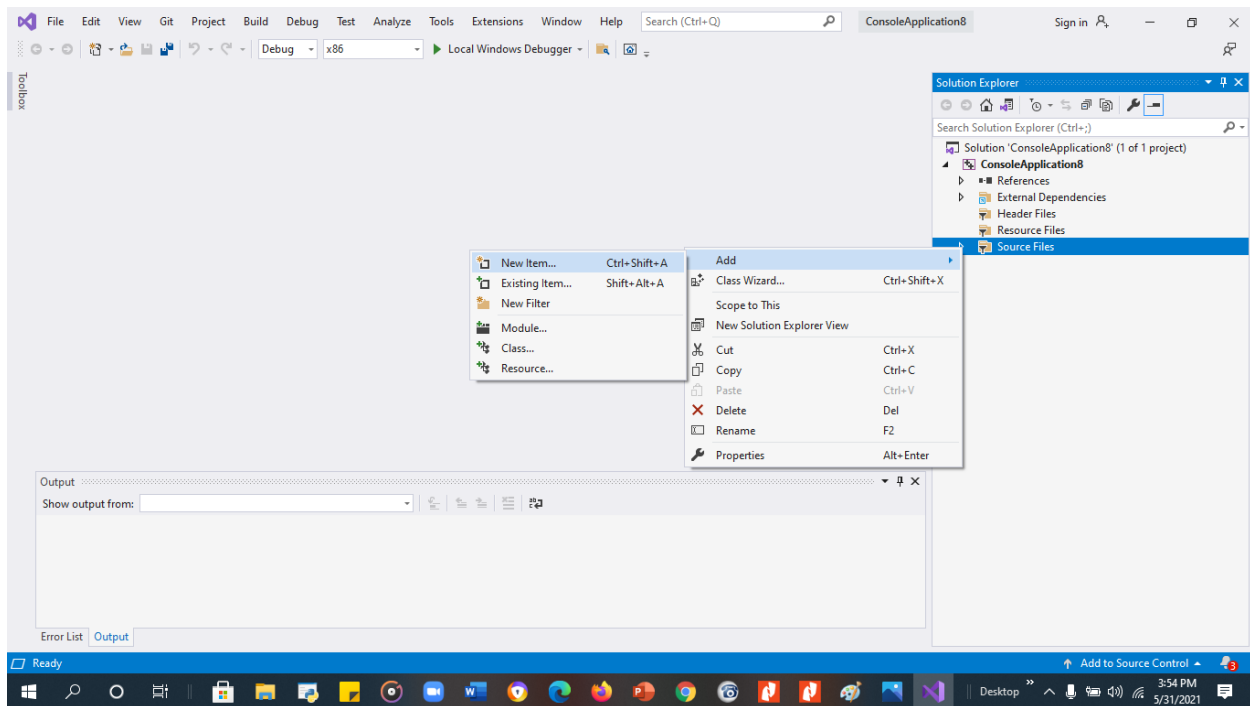
```
opengl32.lib  
glu32.lib  
glut32.lib
```

5.. You have successfully installed OpenGL and next run the program

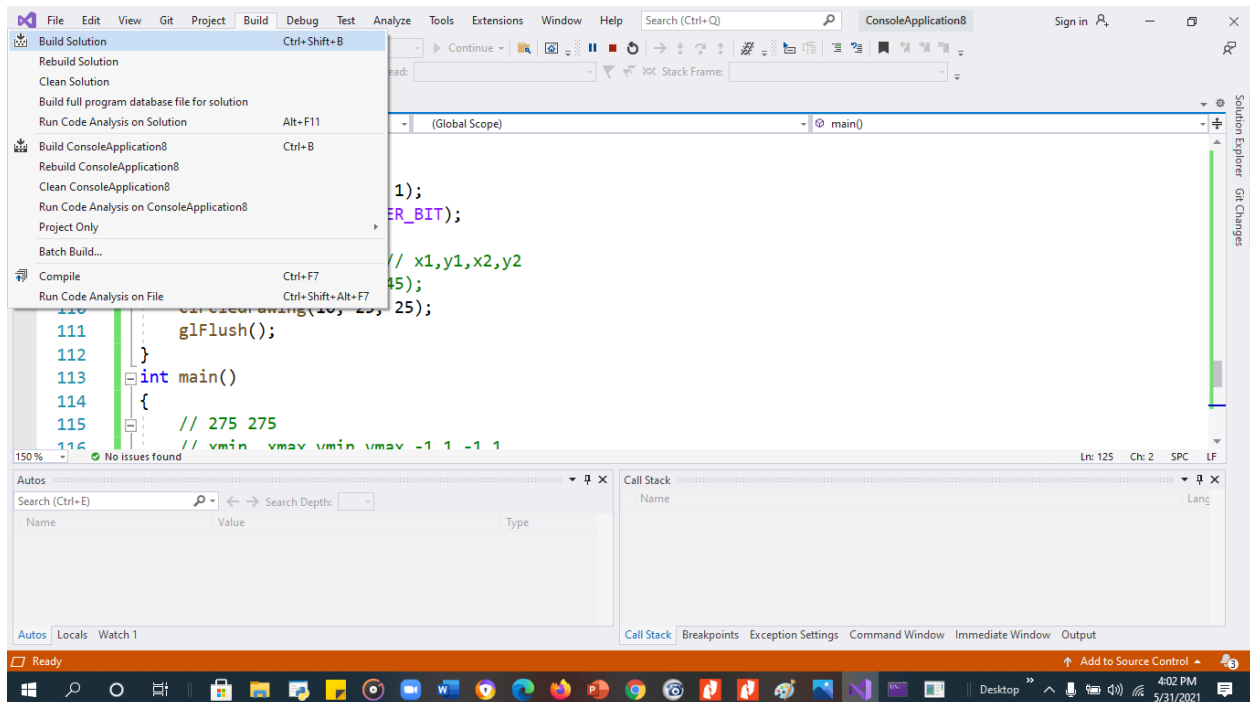
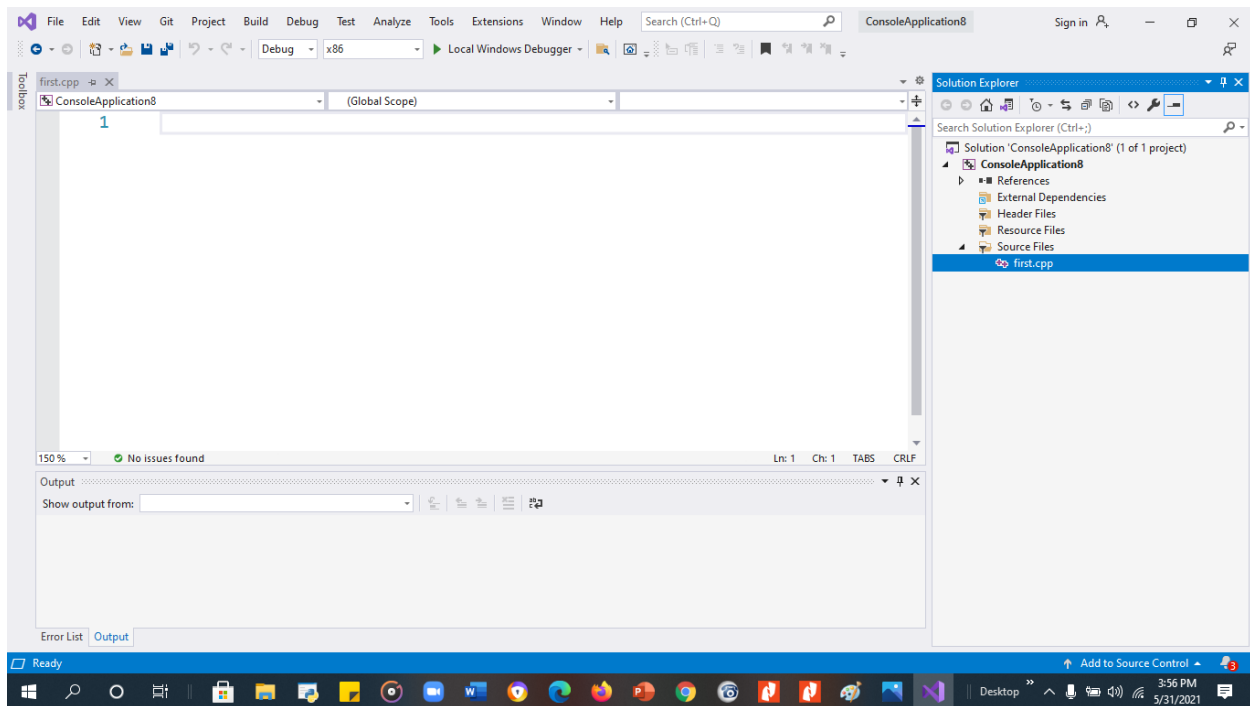


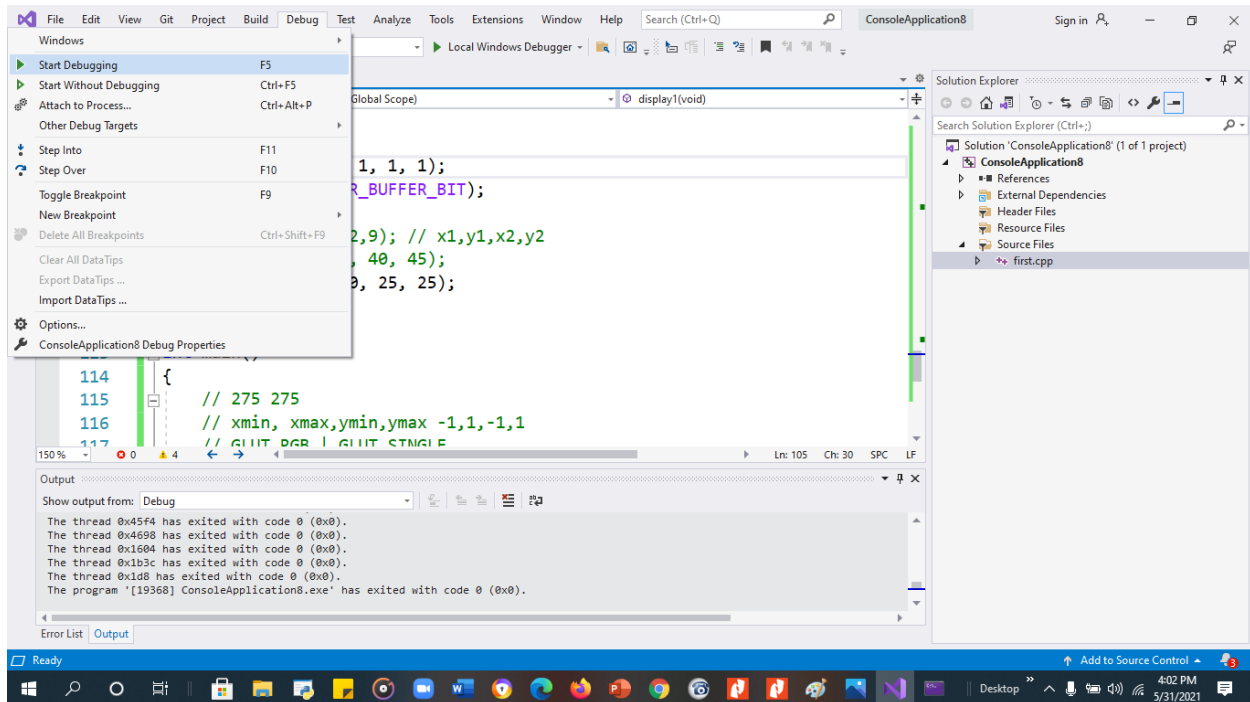


5.Right Click and select options



OpenGL Installation Guidelines





6. O/P Screen

