
glut Configuration Guide

GLUT (OpenGL Utility Toolkit) is a third-party utility library based on OpenGL, including:

Header File: glut.h

Export Library Files: glut.lib, glut32.lib

Dynamic Link Library(DLL) Files: glut.dll, glut32.dll

glut Configuration Steps:

Step 1: Configure .h Files

1. Navigate to the Visual Studio installation directory (e.g., for Visual Studio 2015:

D:\Program Files (x86)\Microsoft Visual Studio 14.0\VC\include).

2. Locate the **VC** → **include** folder.

3. Create a new folder named **GL**, and within it, create a subfolder named **glut**(Figure 1).

4. Place the **glut.h** header file into the **glut** subfolder(Figure 2).

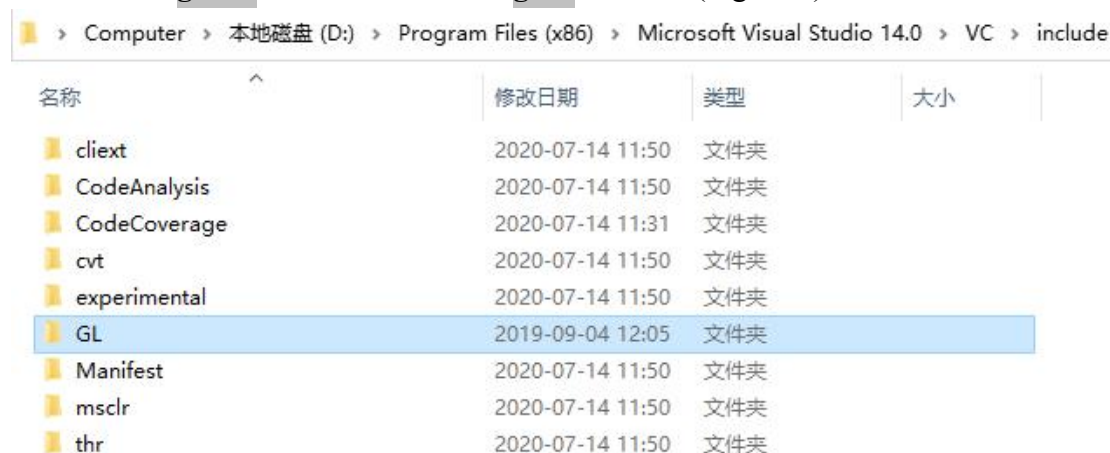


Figure 1



Figure 2

Step 2: Configure .lib Files

1. Navigate to the **lib** folder under the Visual Studio installation directory.

2. Copy both **glut.lib** and **glut32.lib** into this folder in Figure 3.

名称	修改日期	类型	大小
glut.lib	1998-08-18 16:25	360压缩	78 KB
glut32.lib	1998-08-18 16:25	360压缩	79 KB

Figure 3

Step 3: Configure .dll Files

1. Place **glut.dll** into the **C:\Windows\System32** folder, as show in Figure 4.

名称	修改日期	类型	大小
glut.dll	1998-08-18 16:25	应用程序扩展	166 KB

Figure 4

2. Place **glut32.dll** into the **C:\Windows\SysWOW64** folder,as show in Figure 5.

名称	修改日期	类型	大小
glut32.dll	2012-01-07 05:09	应用程序扩展	232 KB

Figure 5

Note: To avoid errors, copy both **glut.dll** and **glut32.dll** into both **System32** and **SysWOW64** folders.

Step 4: Configure the Project

1. In Visual Studio, open your project properties.
2. Navigate to Configuration → Linker → Input.
3. Under Additional Dependencies, add glut.lib and glut32.lib.

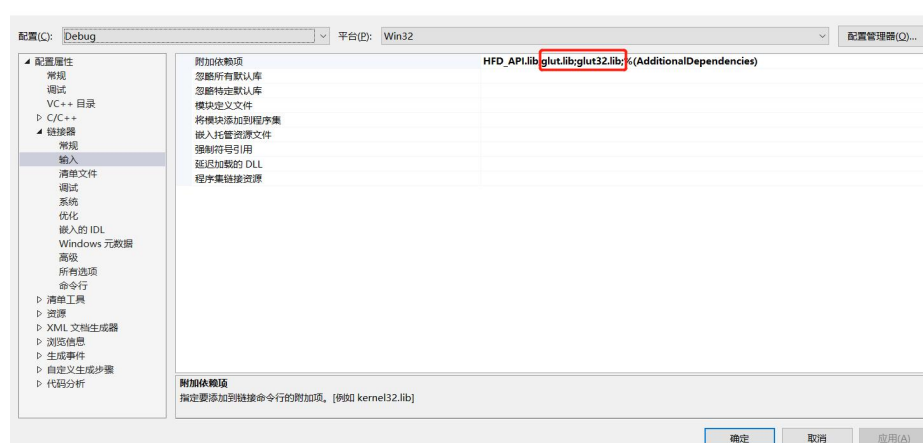


Figure 6

4. In your .cpp file, include the GLUT header: `#include<GL\glut\glut.h>`

You can now use GLUT functions for OpenGL rendering.