

Setting up your OpenGL environment

1. Update your graphics card
2. Download and install GLEW
 - a. glew.sourceforge.net
 - b. get latest release (2.1.0) → glew-2.1.0-win32.zip
3. Download and install GLFW
 - a. www.glfw.org/download.html
 - b. Pre-compiled binaries → 32-bit Windows binaries
4. Rename top folders to just GLEW and GLFW
5. Create External Libs folder → Place GLEW and GLFW inside the folder
6. Documents → Visual Studio (version) → insert the External Libs folder
7. Open Visual Studio and create an empty Console Application
8. Make sure you're in x86 //next to debug
9. Right click on project and select properties
10. Configuration = All Configurations
11. Platform = All Platforms
12. C/C++ → General → Additional Include Directories → Edit
 - a. \$(SolutionDir)/../External Libs/GLEW/include
 - b. \$(SolutionDir)/../External Libs/GLFW/include
 - c. Go to our solution, go up 2 folders, and go into our header folders
13. Go to Linker → General → Additional Library Directories → Edit
 - a. \$(SolutionDir)/../External Libs/GLEW/lib/Release/Win32
 - b. \$(SolutionDir)/../External Libs/GLFW/lib-vc2015
14. Linker → Input → Additional Dependencies → Edit
 - a. opengl32.lib
 - b. glew32.lib
 - c. glfw3.lib
15. GLEW → bin → Release → Win32 → glew32.dll
 - a. Copy this file into your project on the same level as your main.cpp