iGraphics for Visual Studio 2008 and later versions

1. Unzip GL Files.zip
2. Copy all *GL Files\dll* files[**glu32.dll, glut32.dll, opengl32.gll**] to **C:\Windows\System32**
3. Copy **GL Files\include\GL** folder["GL" whole folder] to **C:\Program Files (x86)\Microsoft Visual Studio 10.0\VC\include** [whre VS installed].
4. Copy all **GL Files\lib** files[Glaux.lib,GLU32.LIB,glui32.lib,glut32.lib,OPEMGL32.LIB] to **C:\Program Files (x86)\Microsoft Visual Studio 10.0\VC\lib**

[Screen shots are also provided for the following task]

REMEMBER TO CREATE A WIN32 CONSOLE APPLICATION NOT THE USUAL EMPTY PROJECT .
===

Common Issues:

1. Copy all the files of iGraphics to the project's source file directory (<project name>\<project name>\)
2. Then when adding an item to the source file use "Add existing item" . And add all the files that you copied from iGraphics .
3. Then use iMain.cpp to write your code.

===

If you face a problem "can't convert const char[] to LPCSTR" then do the following

1. Select your project name and right click to go to properties.
2. Then in general tab there is a option called "Character set" ,which most likely is set as "Use Unicode character set".
3. Change it to "Multi Byte Character Set" by using the pull down arrow