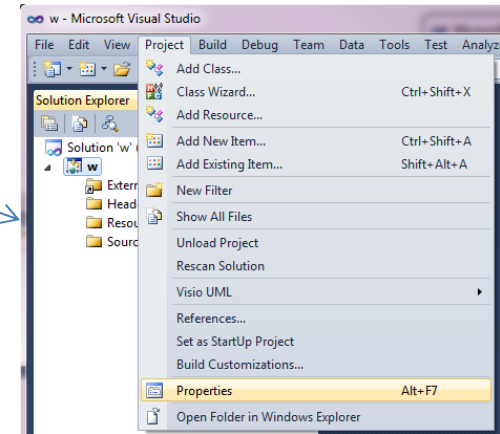
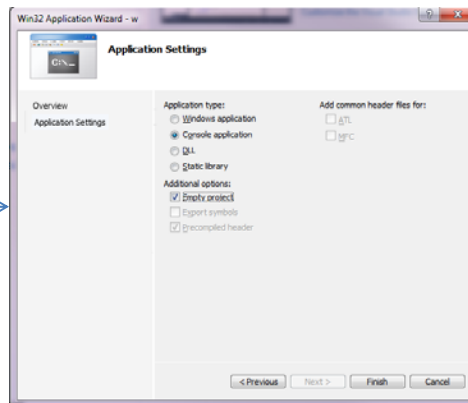
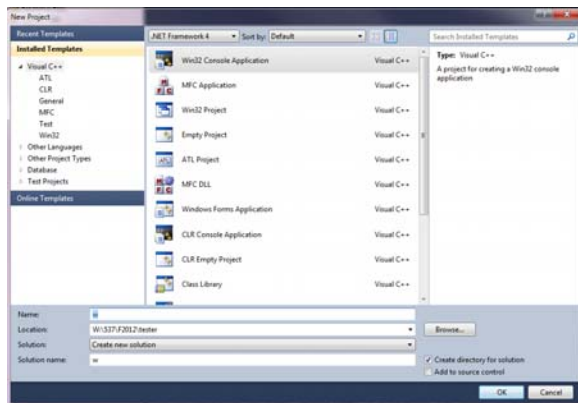
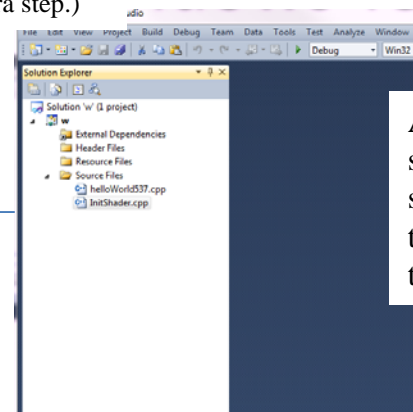
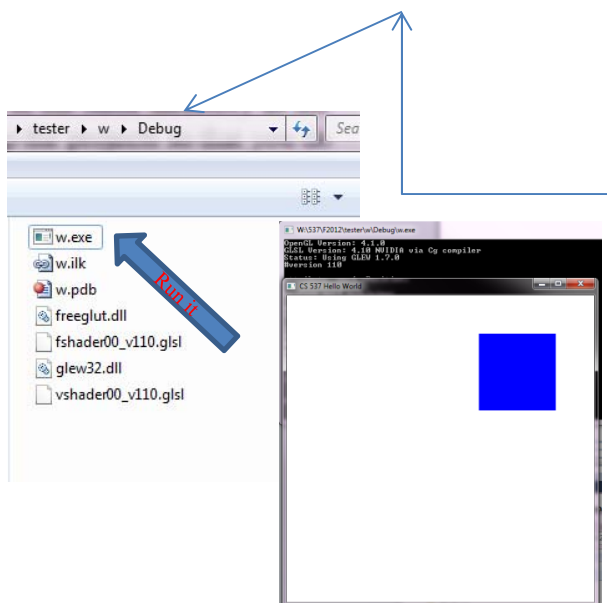


Windows Tester Code



Compile, and make sure that the shaders and the freeglut.dll and glew32.dll in the same directory as the executable. (You can set up the projects so that you do not have to copy in the dlls but that takes an extra step.)



Add the relevant source files. You can simply drop them in the source folder of the IDE

