

Installing GLUT/OpenGL Support

Before attempting this, determine if you really need to install these files by trying to build and run a program that uses the GLUT library.

Ok, so that didn't work. Here are two ZIP archives containing the three needed files:

- [glut.zip](#).
- [glut.exe](#): the same ZIP archive in self-extracting form.

You need just one of these archives. (You may also need `opengl95.exe` - see below.)

Here's where to place each of the three files for Microsoft's Visual C++ compiler, version 6. I'm assuming you installed the compiler in the standard place on your C: drive. If not, or you have a different version of the compiler or a different compiler entirely, make appropriate adjustments for the Include\GL and Lib directories.

- `glut.h`: Install in C:\Program Files\Microsoft Visual Studio\VC98\Include\GL.
- `glut32.lib`: Install in C:\Program Files\Microsoft Visual Studio\VC98\Lib.
- `glut32.dll`: For Windows XP, install in C:\Windows\System32. For Windows 9x, install in C:\Windows\System. For Windows NT or 2000, install in C:\WINNT\System32.

If you have an early version of Windows 95 without OpenGL support or you just installed MinGW or Cygwin and can't seem to get an OpenGL program to compile and run, here's a self-extracting archive of the OpenGL files from Microsoft: [opengl95.exe](#). The .h, .lib and .dll files go into the same directories as above.

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