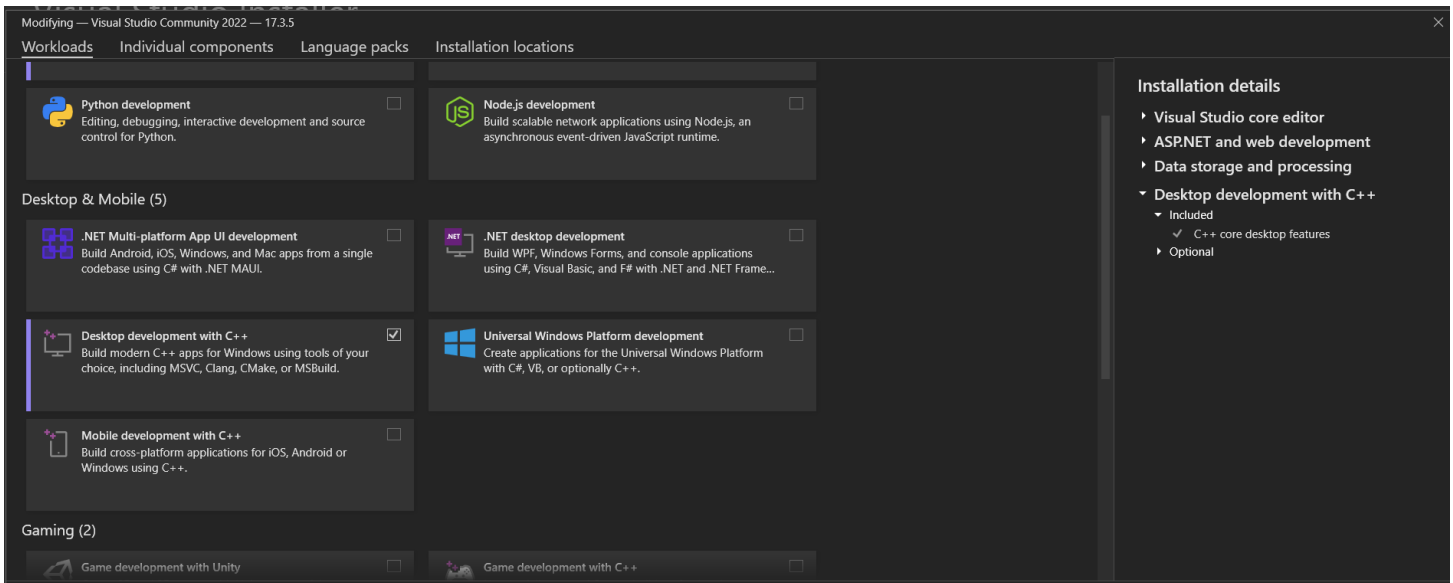# OpenGL setup on Windows

1. **Visual Studio setup:**
   a. Download Visual Studio
   b. Install Desktop development with C++.
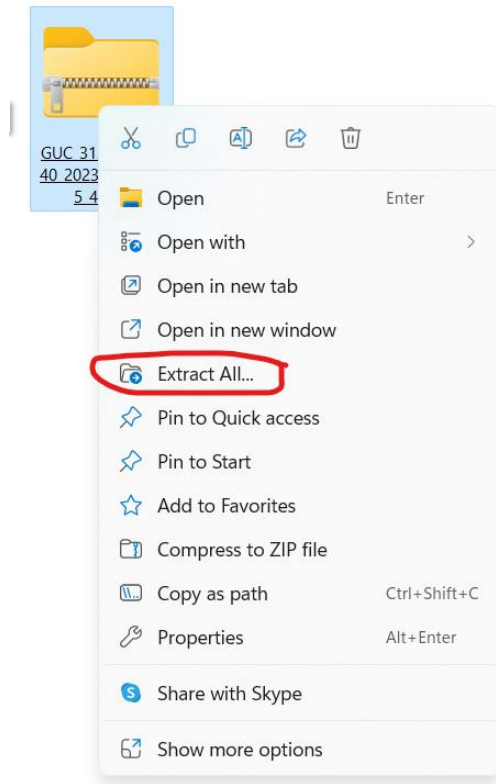

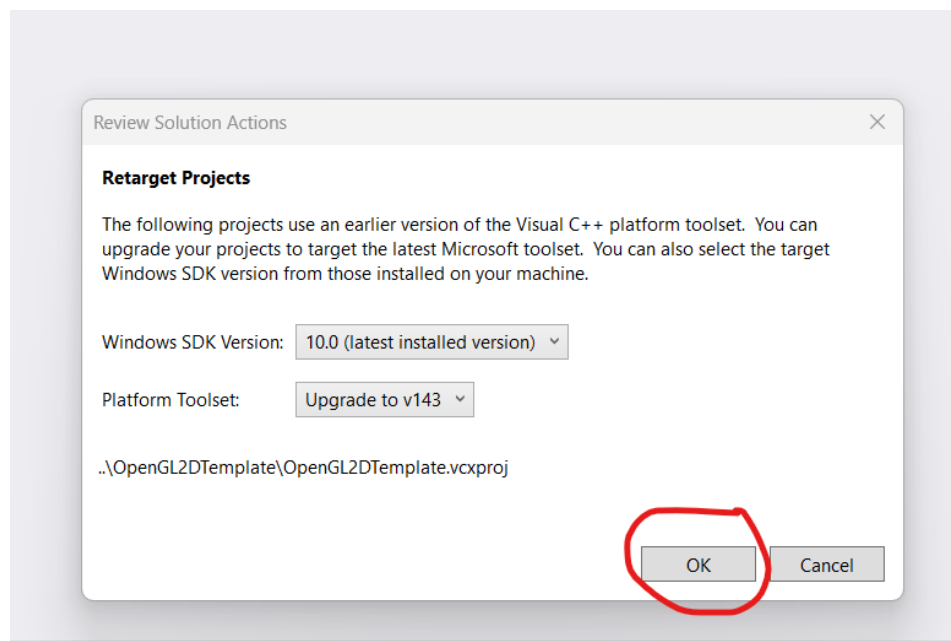2. **Download OpenGL 2D Template from cms**

3. **Extract the zipped files**

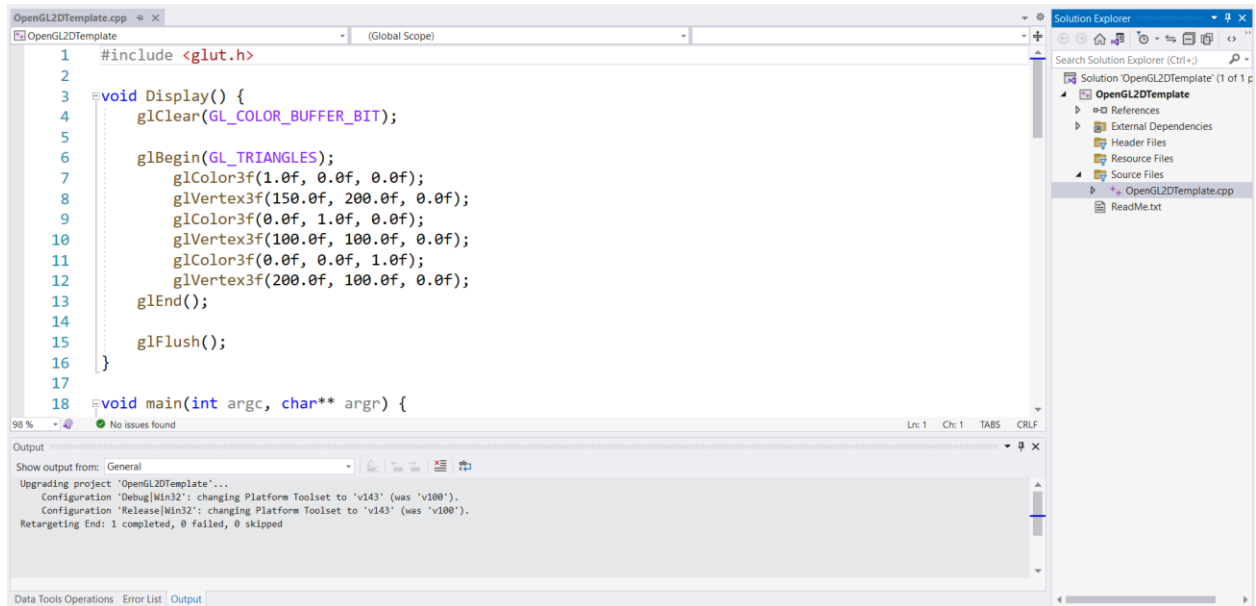**4. Open the project using the .sln file (Visual Studio Solution). Right click and choose the installed Visual Studio.**
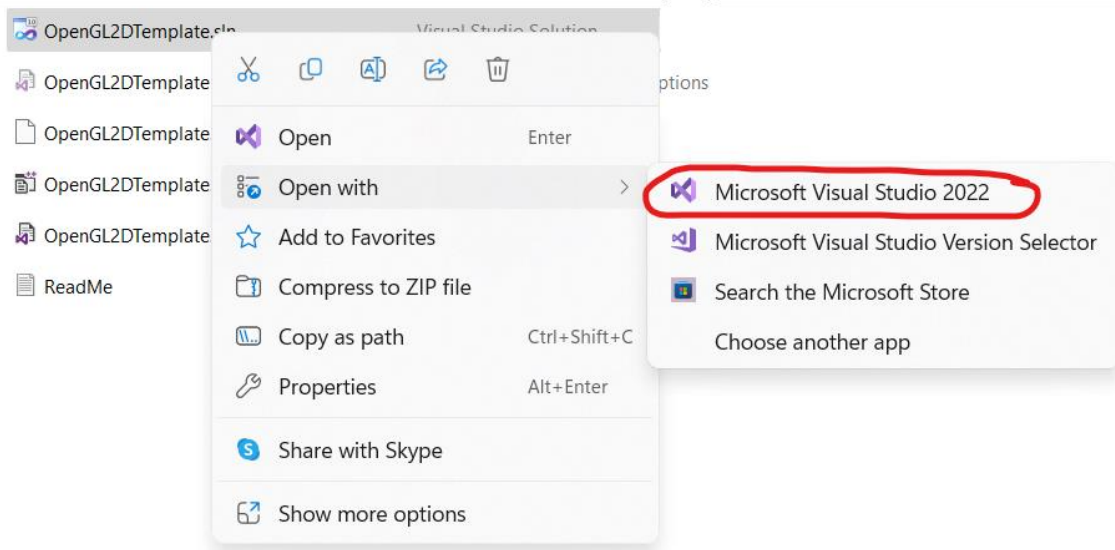
5. Click OK on the Retarget projects window.

6. Edit the .cpp file in the source files

7. Click Local Windows Debugger to run your project.