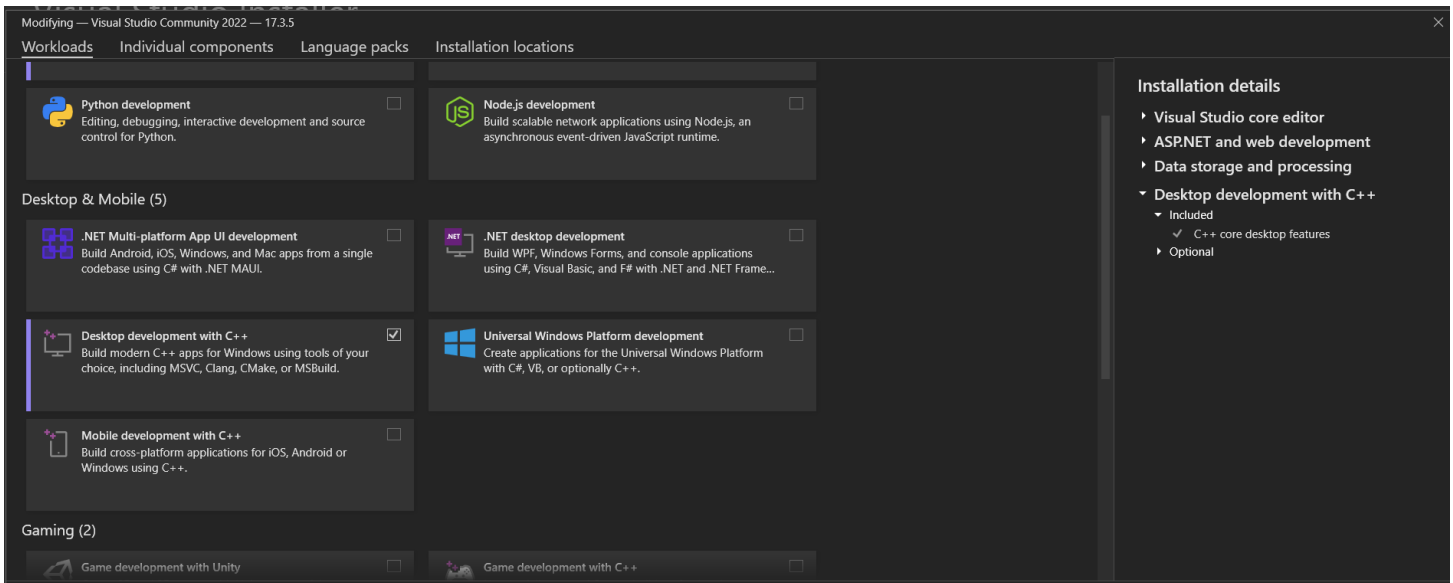


OpenGL setup on Windows

1. Visual Studio setup:

- Download Visual Studio
- Install Desktop development with C++.

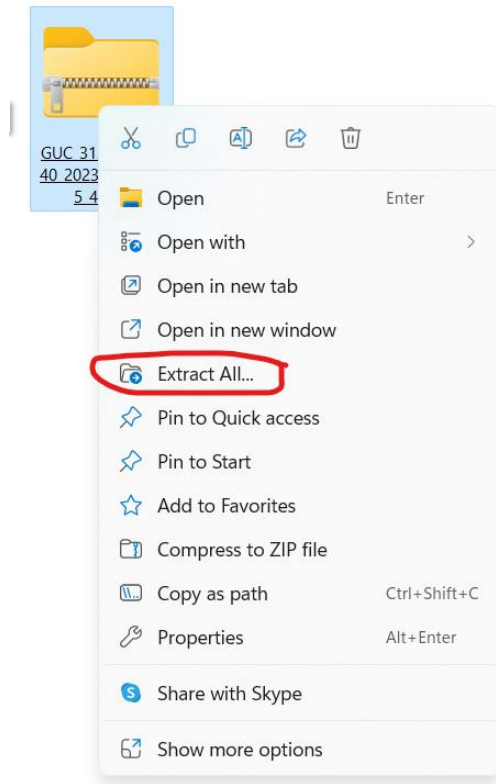


2. Download OpenGL 2D Template from cms

4 - OpenGL 2D Template (Other)

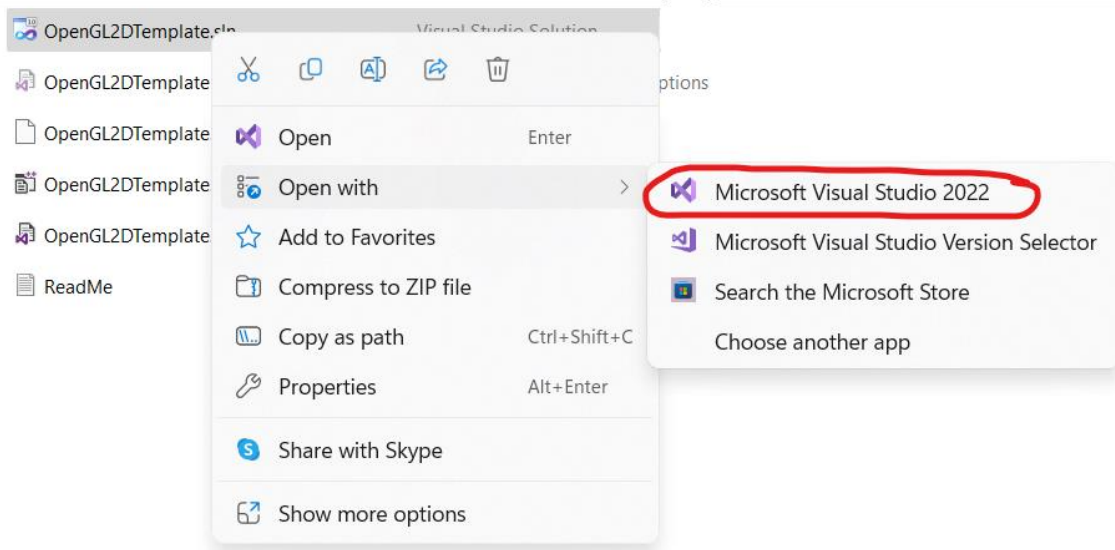
[Download Content](#)[Report and Issue](#)

3. Extract the zipped files

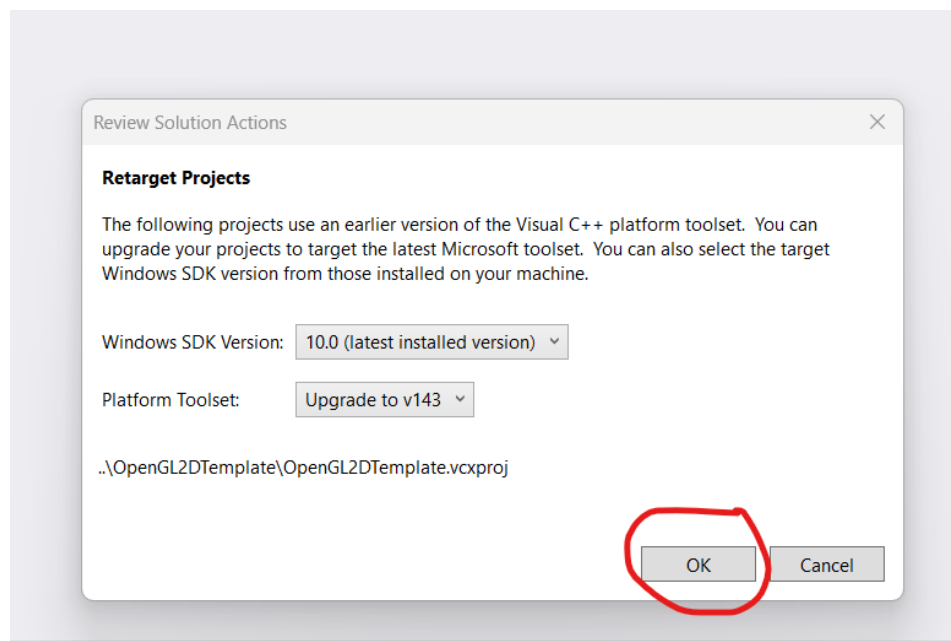


4. Open the project using the .sln file (Visual Studio Solution). Right click and choose the installed Visual Studio.

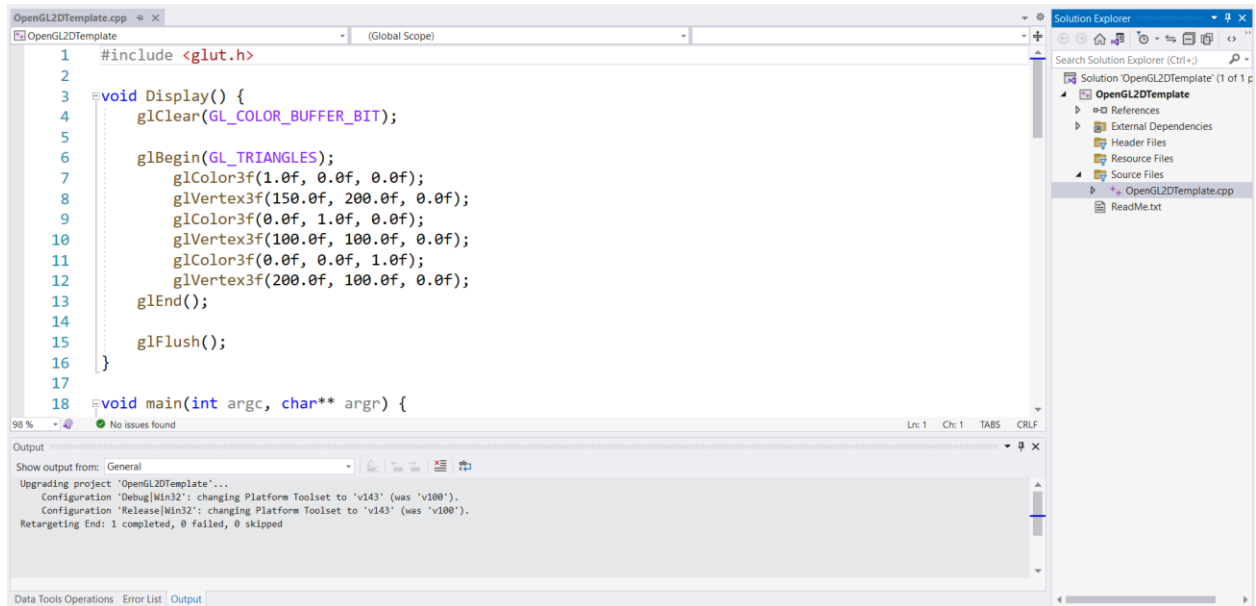
Name	Type
Debug	File folder
glut.h	C/C++ Header
glut32.lib	Object File Library
OpenGL2DTemplate.cpp	C++ Source
OpenGL2DTemplate.sln	Visual Studio Solution
OpenGL2DTemplate	Visual Studio Solution User Options
OpenGL2DTemplate.vcxproj	VCXPROJ File
OpenGL2DTemplate.vcxproj.filters	VC++ Project Filters File
OpenGL2DTemplate.vcxproj.user	Per-User Project Options File
ReadMe	Text Document



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.

