Running OpenGL/GLUT with Visual Studio 2010

1. Download Glut library

Glut Download Link: http://www.opengl.org/resources/libraries/glut/glutdlls37beta.zip

There are totally five files, which includes one header file (glut.h), two link library files (glut.lib, glut32.lib) and two dynamic link library files (glut.dll, glut32.dll).

glut.h ---> C:\Program Files (x86)\Microsoft SDKs\Windows\v7.0A\Include\gl

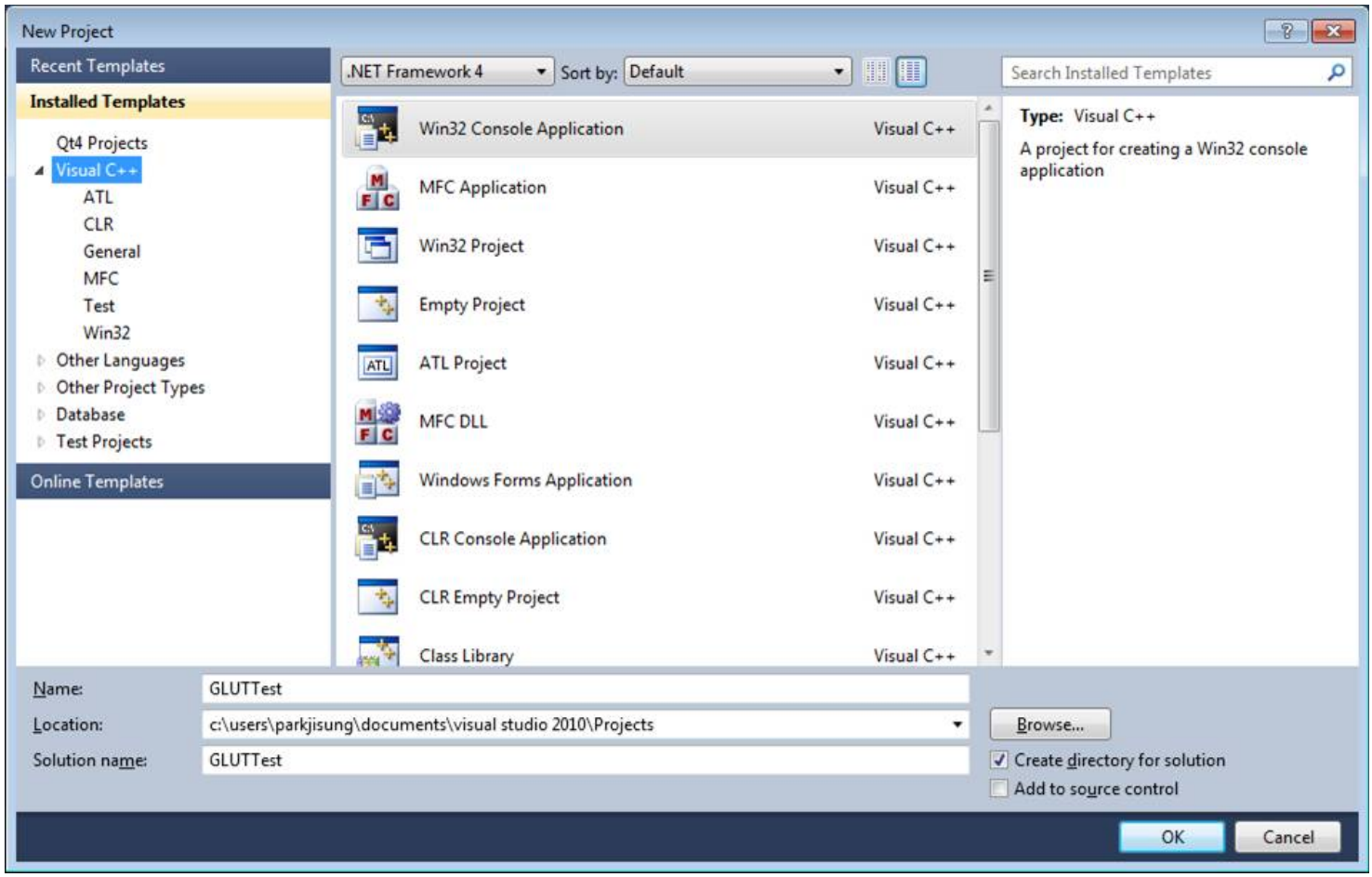
glut.dll, glut32.dll ---> C:\Windows\SysWOW64 (windows7 64 bit)

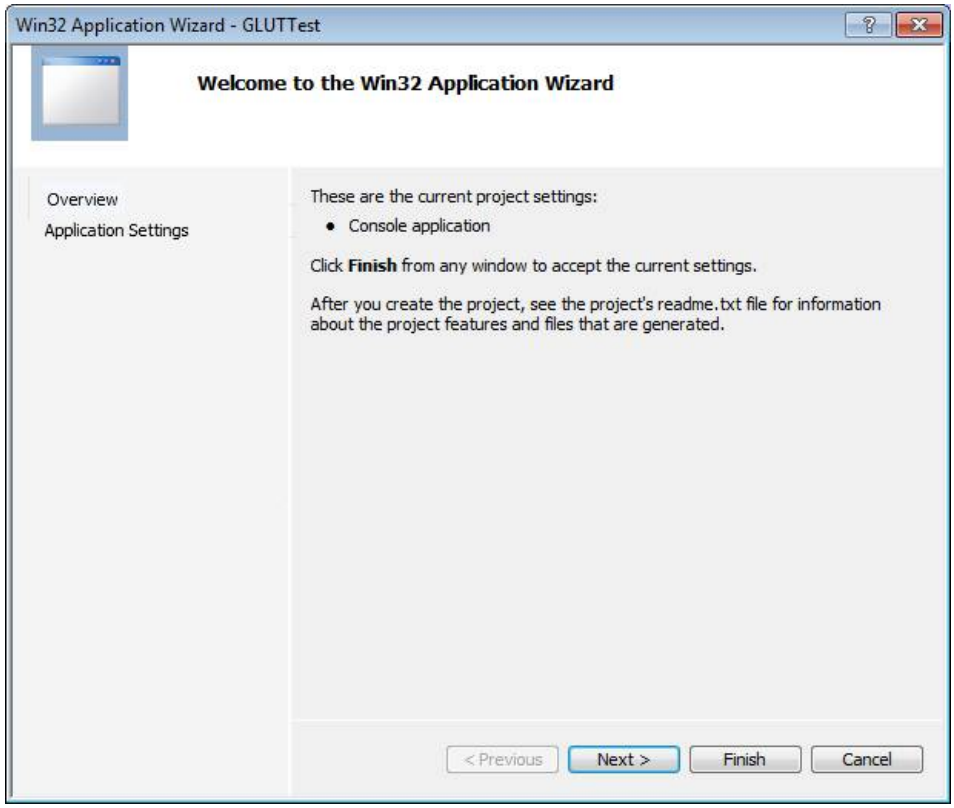
---> C:\Windows\System32 (windows7 32 bit)

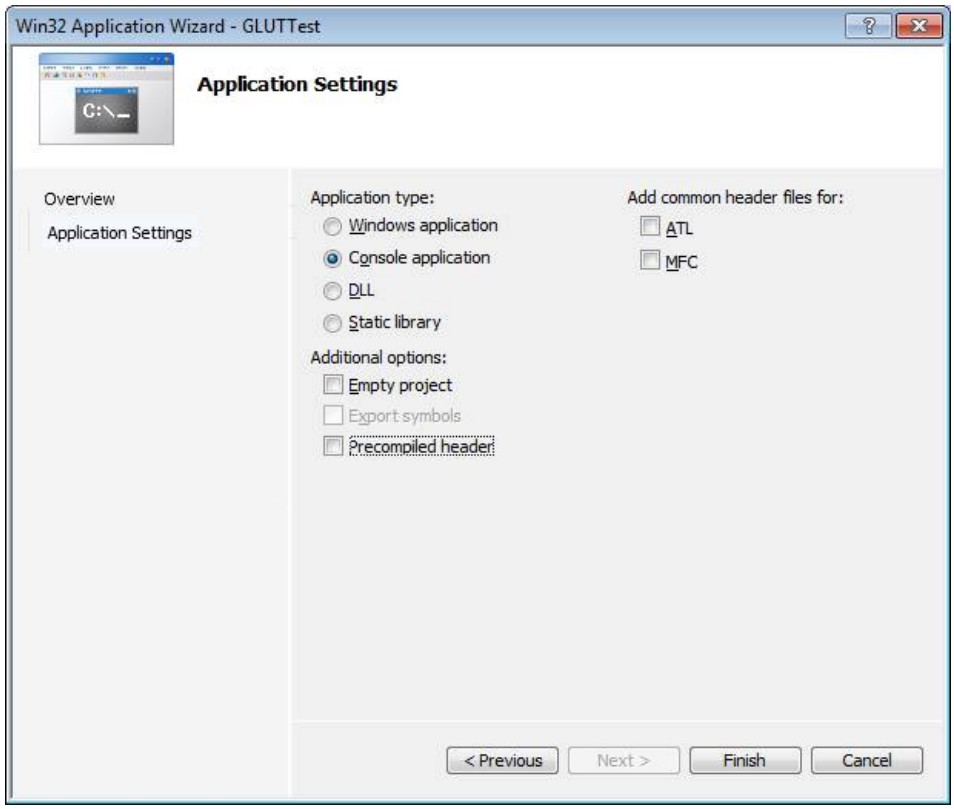
glut.lib, glut32.lib ---> X:\Program Files (x86)\Microsoft Visual Studio 10.0\VC\lib (X is VS2010 install disk)

2. Create a Win32 Console Application and Configure OpenGL

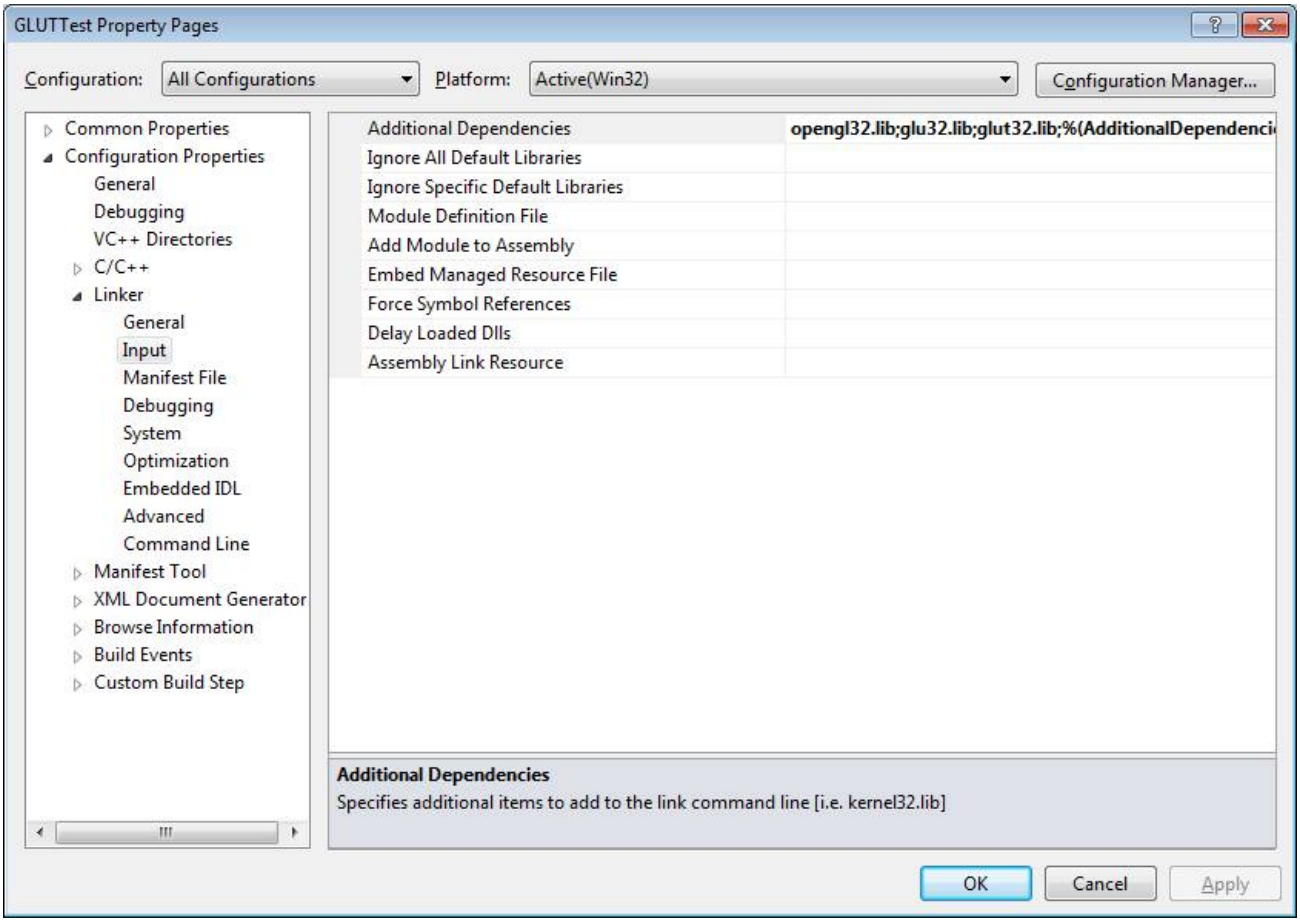
When creating an OpenGL\GLUT application, no OS code is required since everything is, conveniently enough, handled by the GLUT libraries. When using VS 2010, the best way to start is a bare-bones Win32 Console Application.





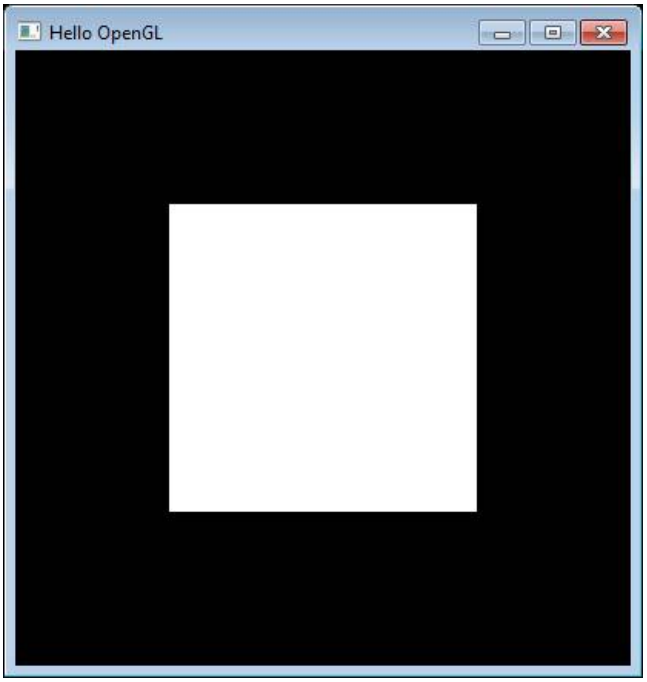


After creating a blank project, attach the necessary libraries in “Project->GLUTTest Properties”. Go to “Configuration Properties->Linker->Input->Additional Dependencies”, and add “opengl32.lib;glu32.lib;glut32.lib”



3. OpenGL Testing

Copy the sample code into GLUTTest.cpp, and Run. You should see the following result.



Sample Code:

```
#include <gl\glut.h>

void myDisplay(void)

{

  glClear(GL_COLOR_BUFFER_BIT);
```

```
    glRectf(-0.5f, -0.5f, 0.5f, 0.5f);
    glFlush();
}

int main(int argc, char *argv[])
{
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_RGB | GLUT_SINGLE);
    glutInitWindowPosition(100, 100);
    glutInitWindowSize(400, 400);
    glutCreateWindow("Hello OpenGL");
    glutDisplayFunc(&myDisplay);
    glutMainLoop();
    return 0;
}
```

4. Other useful link

Instructions about setting up OpenGL in Windows, Mac and Linux: http://cacs.usc.edu/education/cs596/OGL_Setup.pdf