1. Install Codeblocks
2. Unzip MinGW.7z using 7 zip software
3. Copy the MinGW to C:\
4. Copy (glut 3.7.6\glut32.dII) and paste to (C:\Windows\SysWOW64)
5. Goto codeblocks + settings + compiler + Linker settings + press clear
6. Press add + browse (C:\MinGW\lib) [look at ...] +

Select: glut32.lib , libglu32.a , libopengl32.a

1. Press ok
2. Press: create a new project + glut project + type in (Project title) +next + browse ( C:\MinGW ) + next + finish
3. Open main.cpp + type in 14th line ( #include<windows.h>)
4. Extra: Codeblocks + view + management + open (select .cbp)