

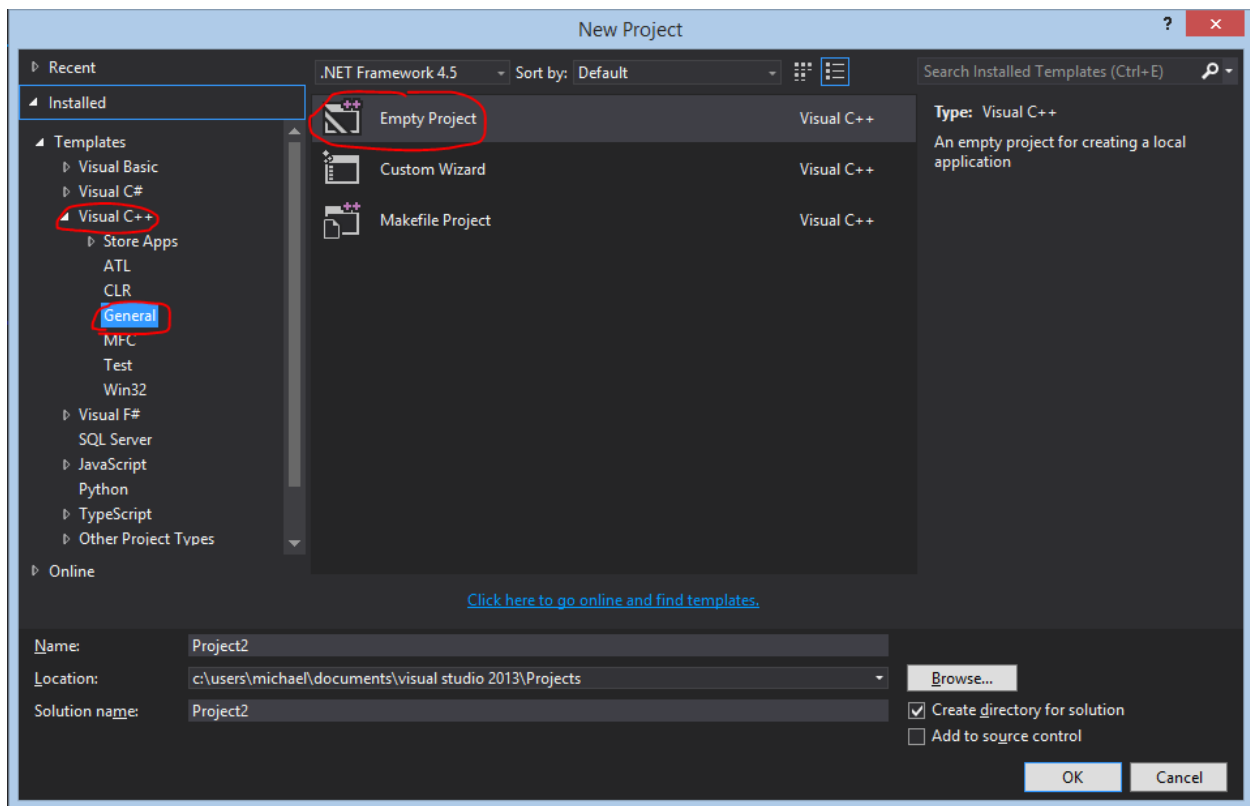
# Visual Studio Setup

Please follow these setup instructions if you choose to develop your program on Windows environment, here I'll demonstrate the setup in Visual Studio 2013.

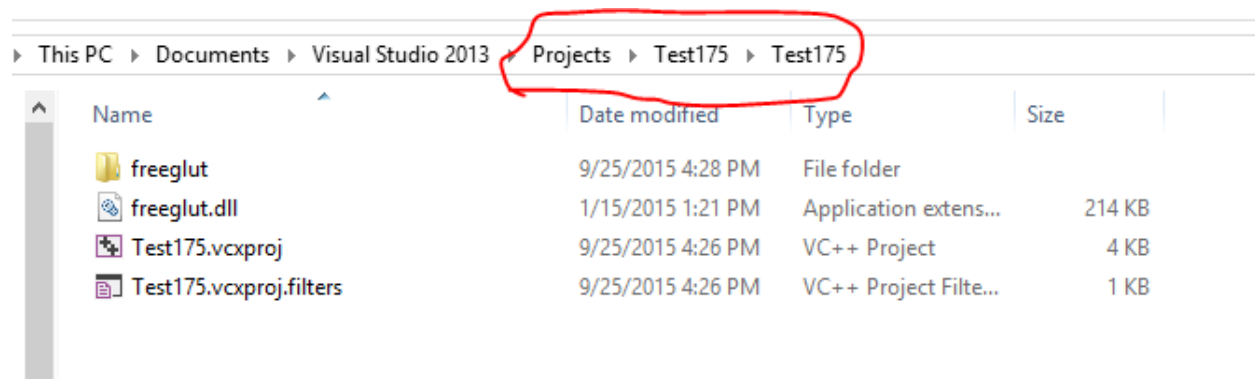
Please **NOTE!** Your program must compile and run on CSIF to receive credit. Please make proper adjustment to make your program run correctly on CSIF environment and **TEST** before submit.

First, open up Visual Studio and select File->New->Project, the new project window should open.

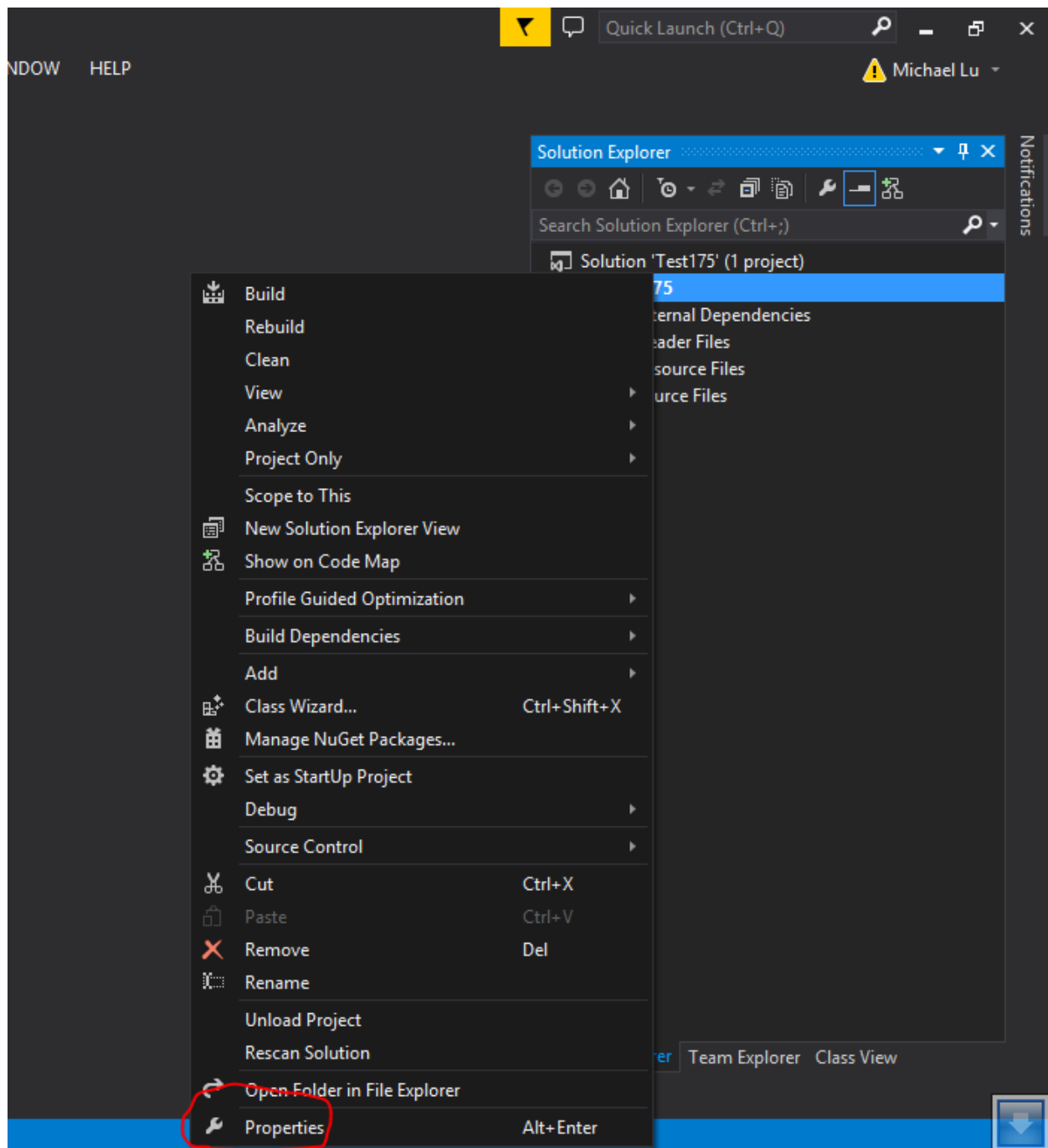
Create a new C++ empty project



After that, go to My Documents\Visual Studio 2013\Projects\Name of the Project you created\Name of the Project you created (note it's the inner folder, this is the "project folder"), then extract the files in freegult.zip from smartsite. Afterwards, your project folder should look something like this.



Then, in Visual Studio, right click your project (under Solution...) and select properties

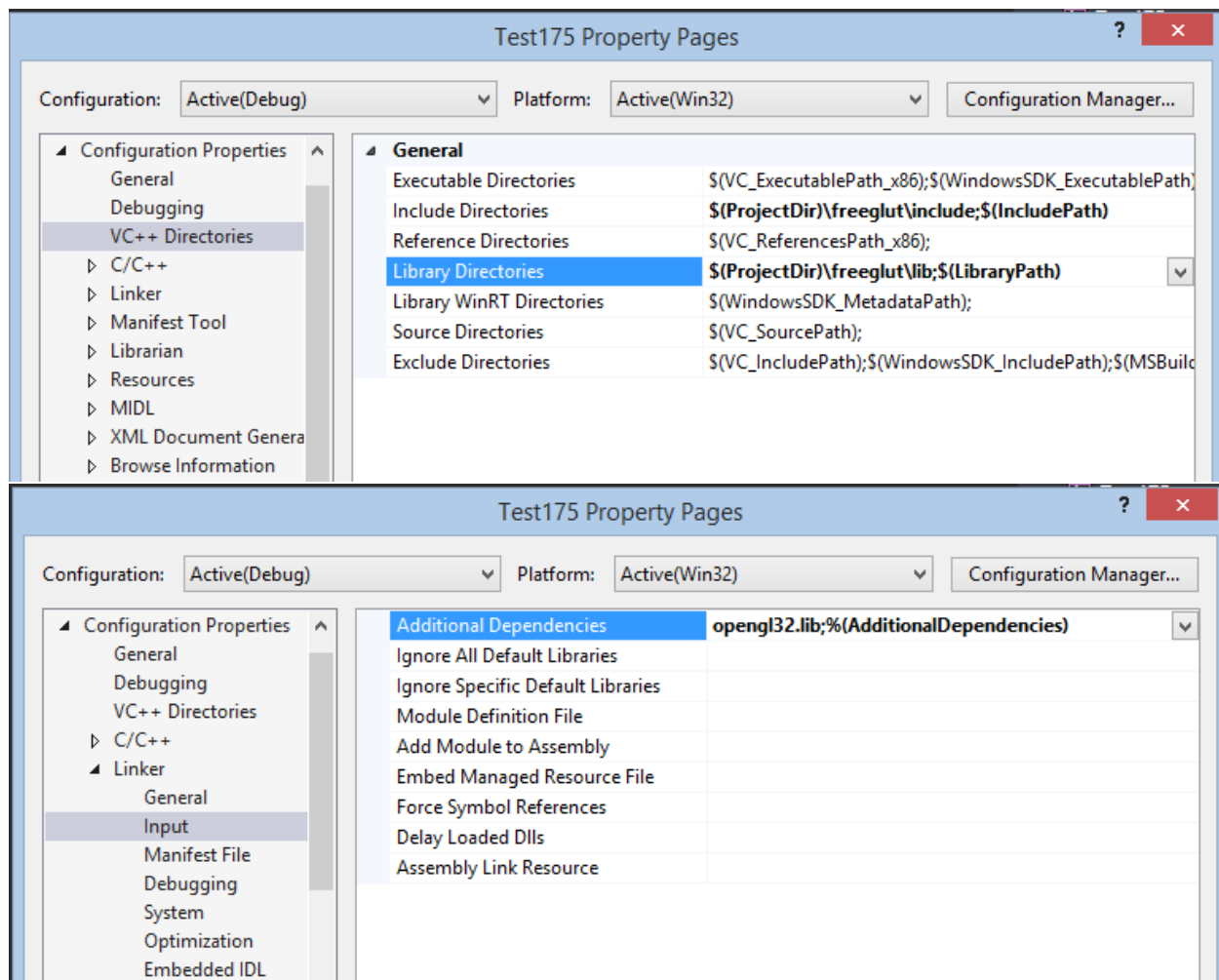


In the property window, edit 3 places. (Do not include quotation marks)

VC++ directories->Include directories, click the drop down arrow, then edit, add  
"\${ProjectDir}\freeglut\include"

VC++ directories->library directories, click the drop down arrow, then edit, add  
"\${ProjectDir}\freeglut\lib"

Linker->Input->additional dependencies, click the drop down arrow, then edit, add “opengl32.lib” Afterwards, your project properties should look like this (note, the non-default settings are in bold text)



Your project is now setup, you can right click “Source Files” folder under solution explorer and select Add->New Item to start coding.