Step 1

Unzip "unzip this to c drive.zip" to c directory

In Visual Studio 2012 - project – project properties

Step 2

C/C++ ->Additional Include Directories (Add your directory)

add

 C:\freealut-1.1.0-bin\include\AL;C:\OpenAL 1.1 SDK\include;

Step 3

linker->General->Additional Library Directories

add

C:\OpenAL 1.1 SDK\libs\Win32;C:\OpenAL 1.1 SDK\libs\Win64;C:\freealut-1.1.0-bin\lib;

Step 4

linker-> input-> additional Dependencies

add

OpenAL32.lib;alut.lib;