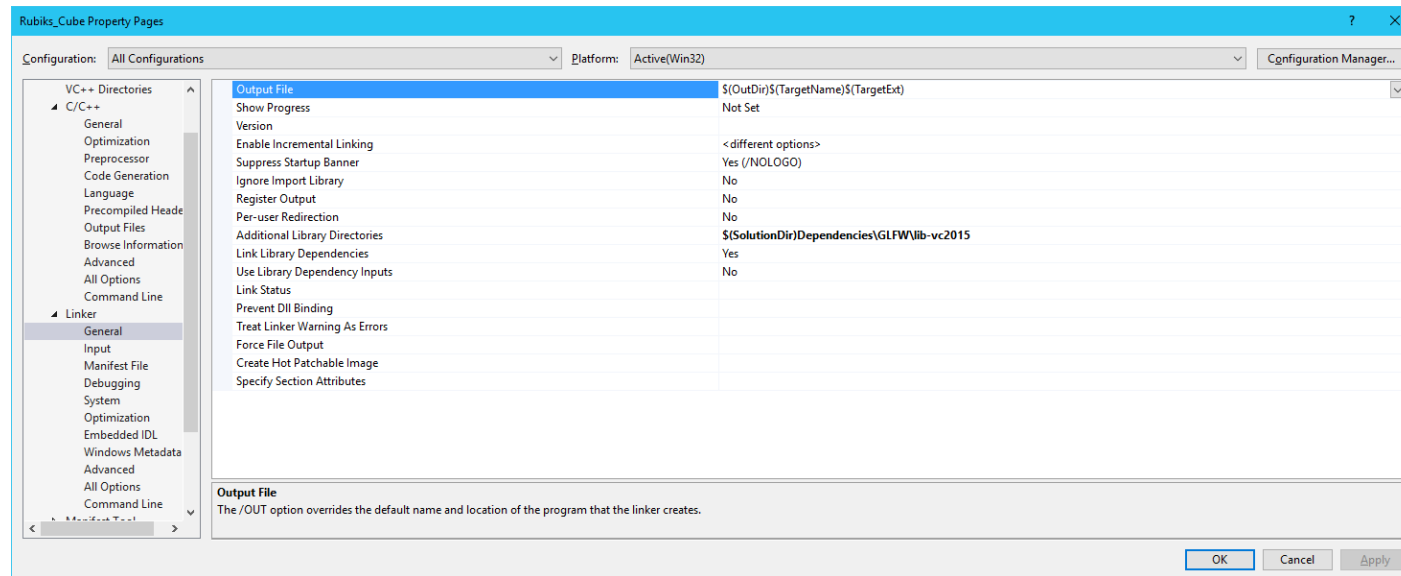


In your project settings:

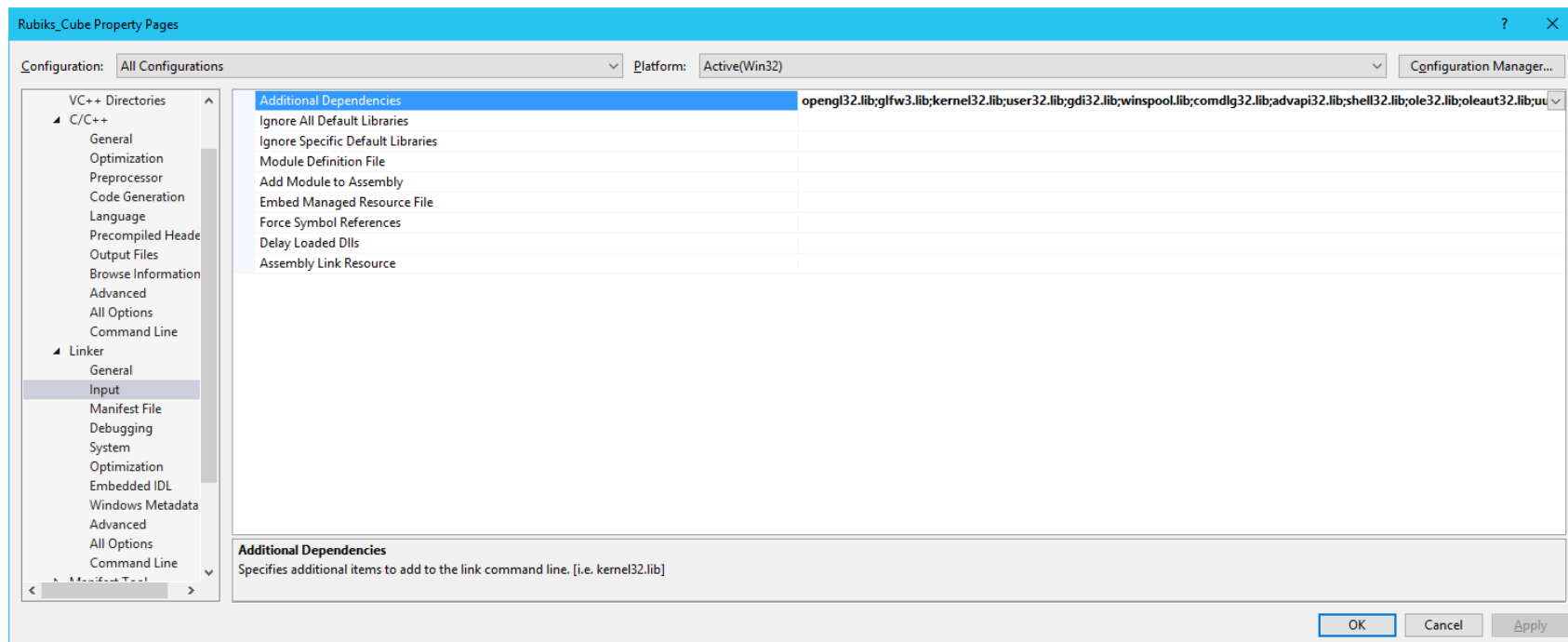
- Make sure you have configuration as “All Configurations” and Active(Win32) as platform.
- Include this line in C/C++ General under Additional Include Directories:

vendor;\$(SolutionDir)Dependencies\GLAD\include;\$(SolutionDir)Dependencies\GLFW\include



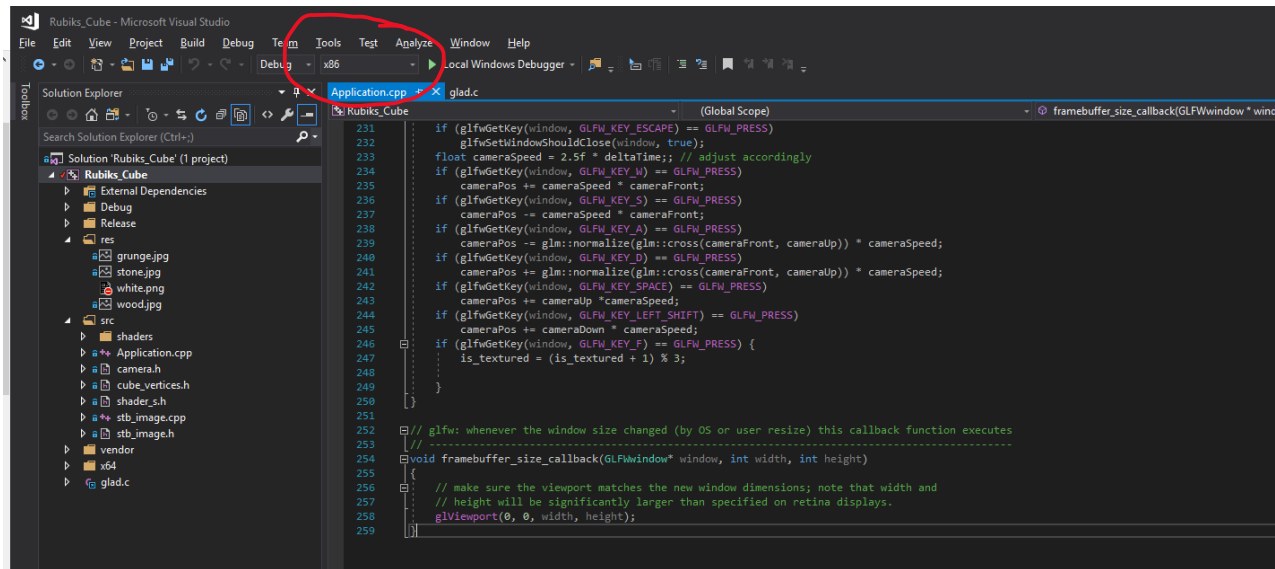
Then go to Linker General and include this line under Additional Library Directories:

\$(SolutionDir)Dependencies\GLFW\lib-vc2015



Finally, under Linker Input, include in front of Additional Dependencies:

opengl32.lib;glfw3.lib;



And make sure you're on x86, since the libraries are for 32-bit

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The cube controls current is:

WASD, Spacebar, LeftShift for movement. You will figure it out. I will try to bound the camera so the cube can never go out of view later.

F to change texture of the cube.