**Glut setup (Don’t install Codeblocks 20.X version)**

**Step-1:** Download 17.12 Version from given link:

<https://sourceforge.net/projects/codeblocks/files/Binaries/17.12/Windows/codeblocks-17.12mingw-setup.exe/download>

**Step-2:**

* Download **glut-3.7.6-bin.zip** file from your portal.
* **Unzib** the file. There will be at least 3 files. (glut.h, glut32.dll, glut32.lib)
* go location : **C:\Program Files (x86)\CodeBlocks\MinGW\include\GL**
  + paste **glut.h**
* go location: **C:\Program Files (x86)\CodeBlocks\MinGW\lib**
* paste **glut32.lib**
* go **C:\Windows\SysWOW64**
  + paste **glut32.dll**

**Note: If your Operating System is 32 bit, Folder name might be C:\Windows\System32 for last step.**

**Step-3:**

**Linker settings for Codeblocks**

**Codeblocks:** Select **settings** -- select **compiler** -- **linker settings**- press **clear**

press **add**, go this location: **C:\Program Files (x86)\CodeBlocks\MinGW\lib**

Then add: **libglu32.a, libglut32.a or glut32.lib, libopengl32.a**

press **ok**