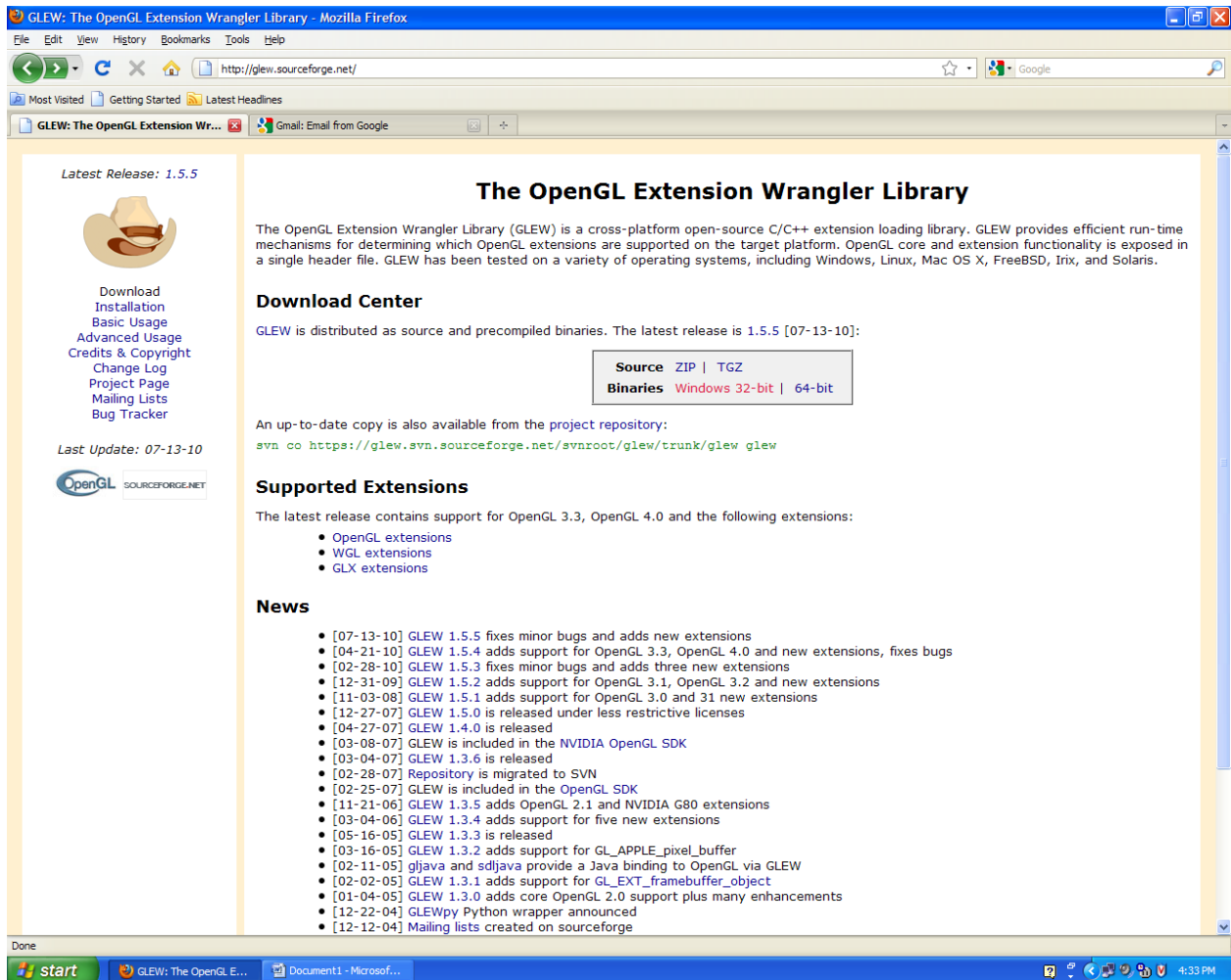


1 Download GLEW(32-bit) libraries from

<http://glew.sourceforge.net/>



The screenshot shows a Mozilla Firefox browser window displaying the GLEW website. The address bar shows <http://glew.sourceforge.net/>. The page title is "GLEW: The OpenGL Extension Wrangler Library". The main content area features a sidebar on the left with a download icon and a list of links: Download, Installation, Basic Usage, Advanced Usage, Credits & Copyright, Change Log, Project Page, Mailing Lists, and Bug Tracker. The main content area has a heading "The OpenGL Extension Wrangler Library" followed by a paragraph describing GLEW as a cross-platform open-source C/C++ extension loading library. Below this is a "Download Center" section with a box containing links for Source, ZIP, TGZ, and Binaries (Windows 32-bit, 64-bit). A "Supported Extensions" section lists OpenGL 3.3, OpenGL 4.0, and various extensions. A "News" section contains a list of recent updates and releases. The browser's status bar at the bottom shows the Windows taskbar with the Start button and several open applications.

GLEW: The OpenGL Extension Wrangler Library - Mozilla Firefox


File Edit View History Bookmarks Tools Help

[http://glew.sourceforge.net/](#)

Most Visited Getting Started Latest Headlines

GLEW: The OpenGL Extension Wr... Gmail: Email from Google

Latest Release: 1.5.5



Download
Installation
Basic Usage
Advanced Usage
Credits & Copyright
Change Log
Project Page
Mailing Lists
Bug Tracker

Last Update: 07-13-10

OpenGL SOURCEFORGE.NET

The OpenGL Extension Wrangler Library

The OpenGL Extension Wrangler Library (GLEW) is a cross-platform open-source C/C++ extension loading library. GLEW provides efficient run-time mechanisms for determining which OpenGL extensions are supported on the target platform. OpenGL core and extension functionality is exposed in a single header file. GLEW has been tested on a variety of operating systems, including Windows, Linux, Mac OS X, FreeBSD, Irix, and Solaris.

Download Center

GLEW is distributed as source and precompiled binaries. The latest release is 1.5.5 [07-13-10]:

Source ZIP TGZ
Binaries Windows 32-bit 64-bit

An up-to-date copy is also available from the [project repository](#):

```
svn co https://glew.svn.sourceforge.net/svnroot/glew/trunk/glew glew
```

Supported Extensions

The latest release contains support for OpenGL 3.3, OpenGL 4.0 and the following extensions:

- OpenGL extensions
- WGL extensions
- GLX extensions

News

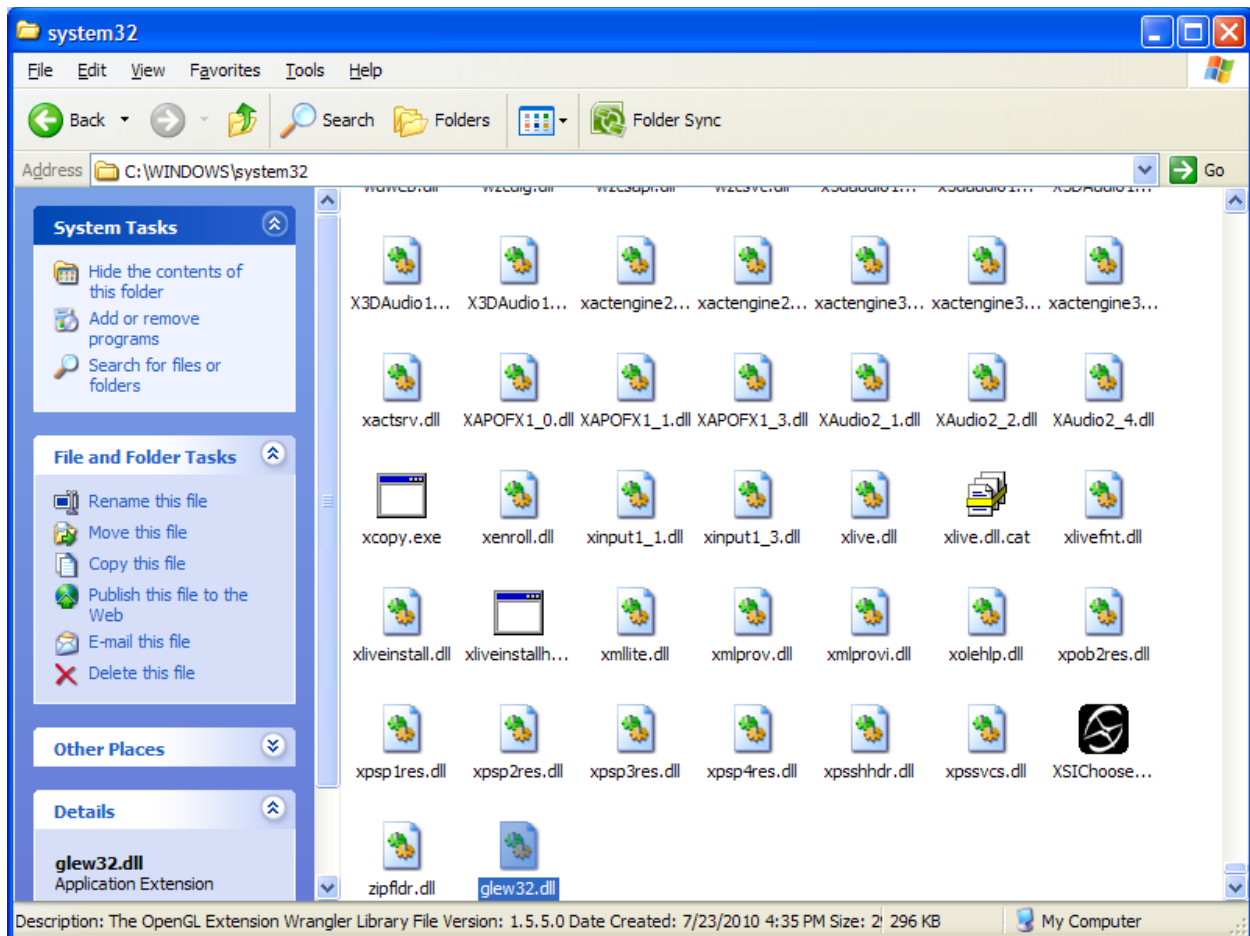
- [07-13-10] GLEW 1.5.5 fixes minor bugs and adds new extensions
- [04-21-10] GLEW 1.5.4 adds support for OpenGL 3.3, OpenGL 4.0 and new extensions, fixes bugs
- [02-28-10] GLEW 1.5.3 fixes minor bugs and adds three new extensions
- [12-31-09] GLEW 1.5.2 adds support for OpenGL 3.1, OpenGL 3.2 and new extensions
- [11-03-08] GLEW 1.5.1 adds support for OpenGL 3.0 and 31 new extensions
- [12-27-07] GLEW 1.5.0 is released under less restrictive licenses
- [04-27-07] GLEW 1.4.0 is released
- [03-08-07] GLEW is included in the NVIDIA OpenGL SDK
- [03-04-07] GLEW 1.3.6 is released
- [02-28-07] Repository is migrated to SVN
- [02-25-07] GLEW is included in the OpenGL SDK
- [11-21-06] GLEW 1.3.5 adds OpenGL 2.1 and NVIDIA G80 extensions
- [03-04-06] GLEW 1.3.4 adds support for five new extensions
- [05-16-05] GLEW 1.3.3 is released
- [03-16-05] GLEW 1.3.2 adds support for GL_APPLE_pixel_buffer
- [02-11-05] gljava and sdjjava provide a Java binding to OpenGL via GLEW
- [02-02-05] GLEW 1.3.1 adds support for GL_EXT_framebuffer_object
- [01-04-05] GLEW 1.3.0 adds core OpenGL 2.0 support plus many enhancements
- [12-22-04] GLEWpy Python wrapper announced
- [12-12-04] Mailing lists created on sourceforge

Done

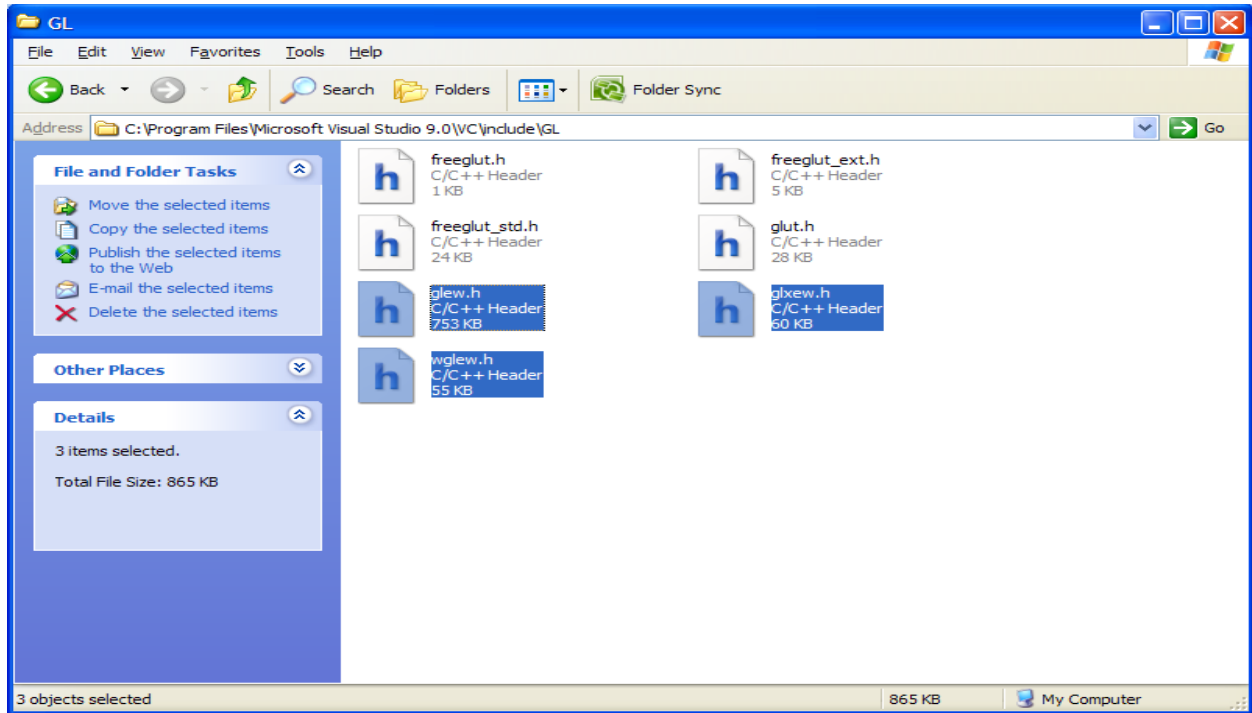
start GLEW: The OpenGL E... Document1 - Microsof...

4:33 PM

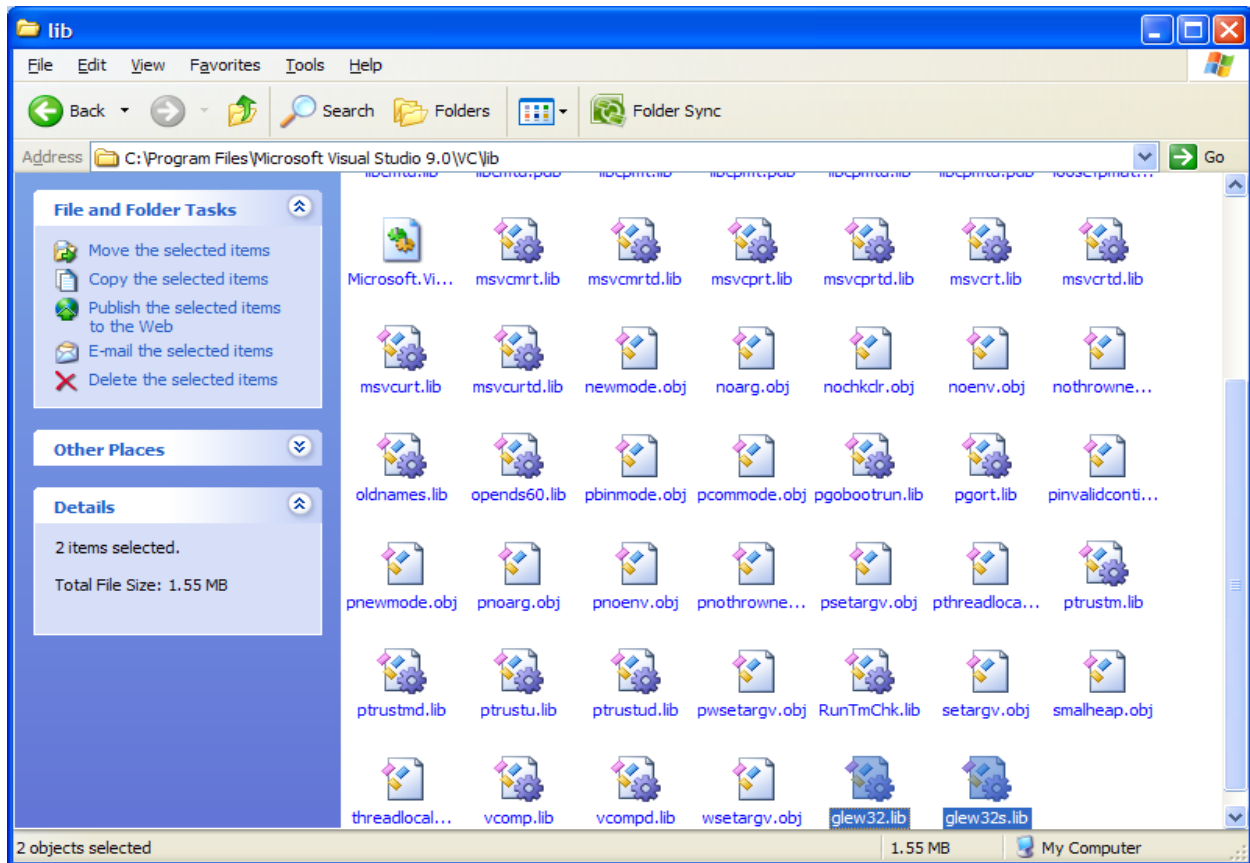
2. Place glew32.dll in system32 folder



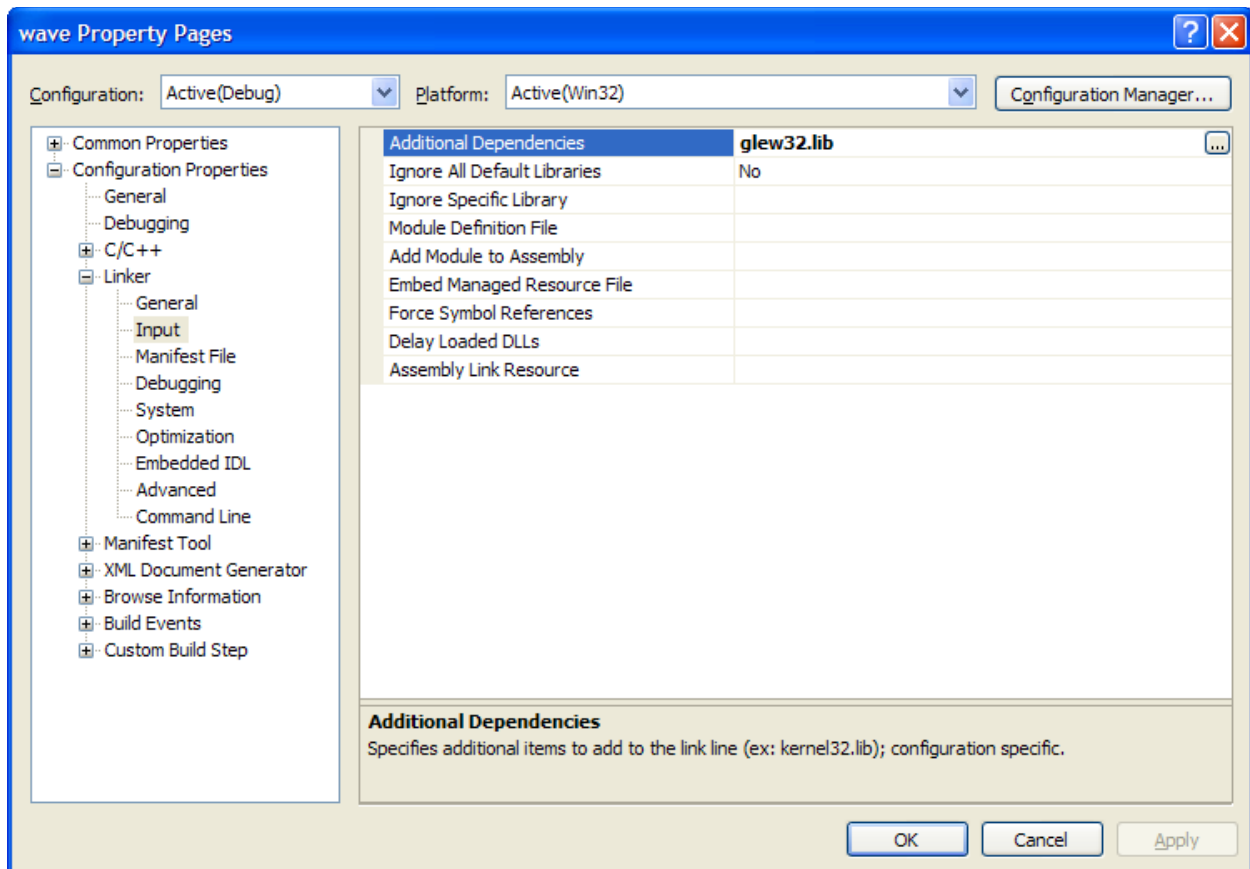
3. Place lib files



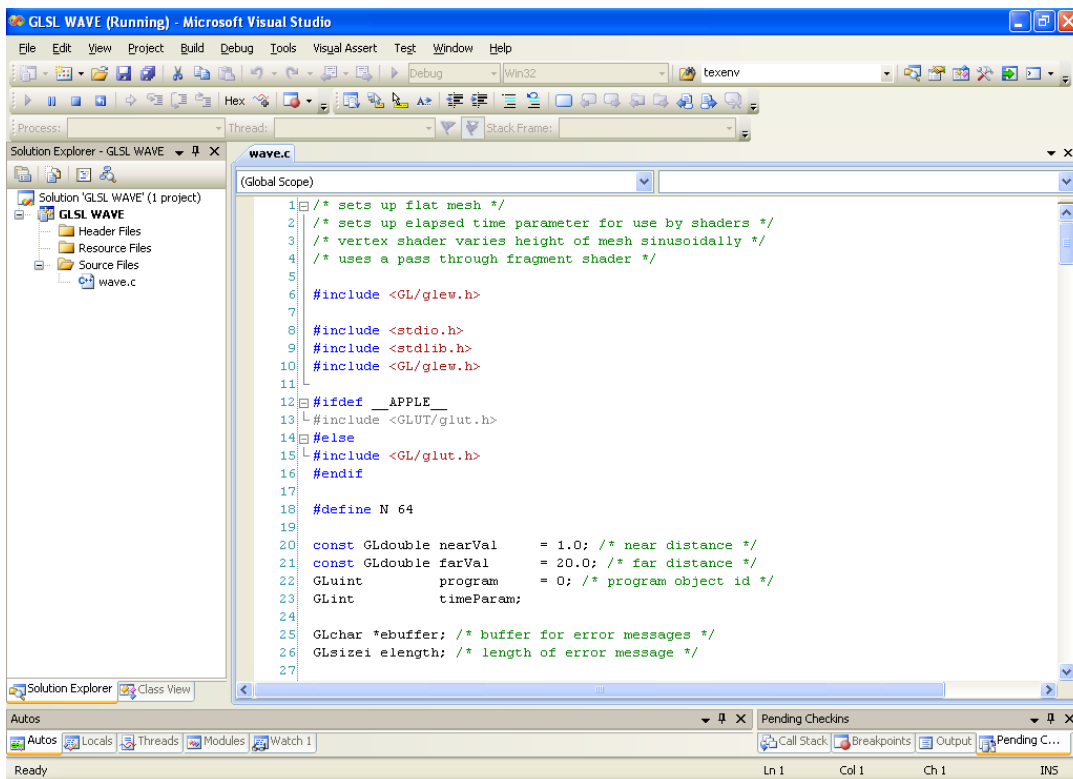
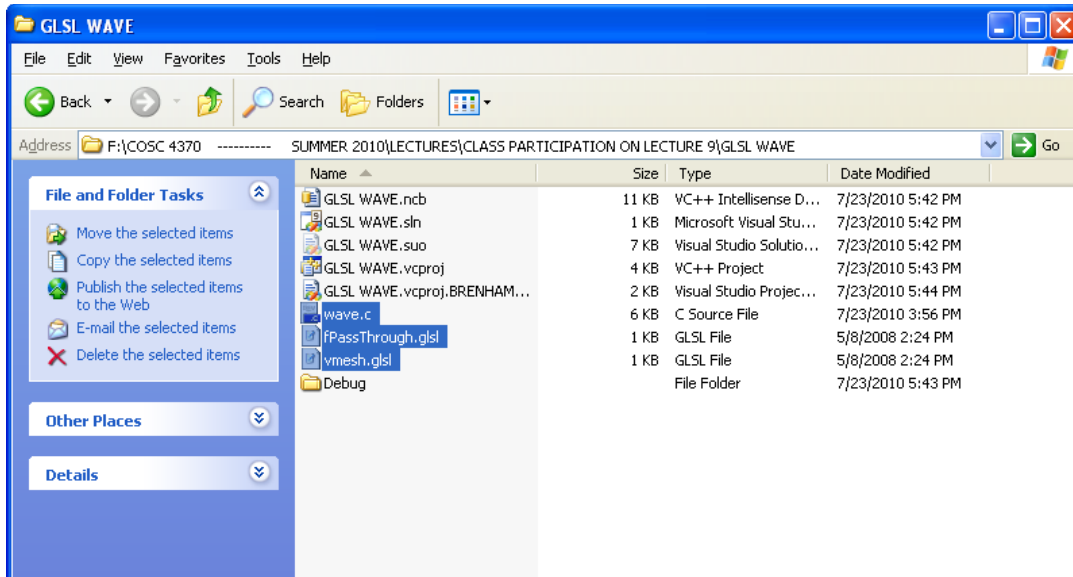
4. Place include files



5. Create a Visual Studio Project GL SL WAVE and modify the properties to add glew32.lib file



- Place the 3 attached files in the folder where you created the project then add wave.c file provided in the attachment and build project



7. Run the project and you will get the output:

