Running OpenGL/GLUT with Visual Studio 2010

1. Download Glut library

Glut Download Link: <http://www.opengl.org/resources/libraries/glut/glutdlls37beta.zip>

There are totally five files, which includes one header file (glut.h), two link library files (glut.lib, glut32.lib) and two dynamic link library files (glut.dll, glut32.dll).

glut.h  ---> C:\Program Files (x86)\Microsoft SDKs\Windows\v7.0A\Include\gl

glut.dll, glut32.dll  ---> C:\Windows\SysWOW64 (windows7 64 bit)

    ---> C:\Windows\System32   (windows7 32 bit)

glut.lib, glut32.lib ---> X:\Program Files (x86)\Microsoft Visual Studio 10.0\VC\lib (X is VS2010 install disk)