Visual Studio 2013 OpenGL Project Setup:

1. Press **Ctrl+Shift+N** (new project). Select **empty project**. **Name it**.

2. Press **Ctrl+Alt+L**, then right-click the **Solution icon** and say "**Open Folder In File Explorer**" to navigate to the Solution folder that got created. Into there, **paste** the whole group of files we've provided.

3. Back in Visual Studio, right-click **Project icon** and click **Properties**. Fill in the following fields:

1. Select **"All Configurations"** at the top.

2. Configuration Properties > General > Output Directory:

..\Exe ($(Platform) $(Configuration))

Configuration Properties > General > Intermediate Directory:

Build ($(Platform) $(Configuration))

Build Events > Post-Build Event > Command Line:

xcopy "..\GL\$(Platform)*.dll" "$(OutDir)" /i /r /y

4. Press **Shift+Alt+A** (add existing item), navigate to the **"my code"** folder from the ones we pasted, and choose **anim.cpp**. Compile it to make sure the whole template works.

You're done and ready to begin coding in that file!

Extra WebGL Instructions:

To convert your working C++ program into a .html:

1. Install Emscripten from the internet.

2. In the "my code" folder, click "emcmdprompt.bat".

3. To produce the WebGL page enter the following command:

emcc anim.cpp -o hello.html -std=c++11 --embed-file vshader.glsl --embed-file fshader.glsl

Or to have it spend some extra time generating a smaller web page file that almost reaches C++ speeds:

emcc anim.cpp -o hello.html -std=c++11 --embed-file vshader.glsl --embed-file fshader.glsl -Oz -O3 --memory-init-file 0