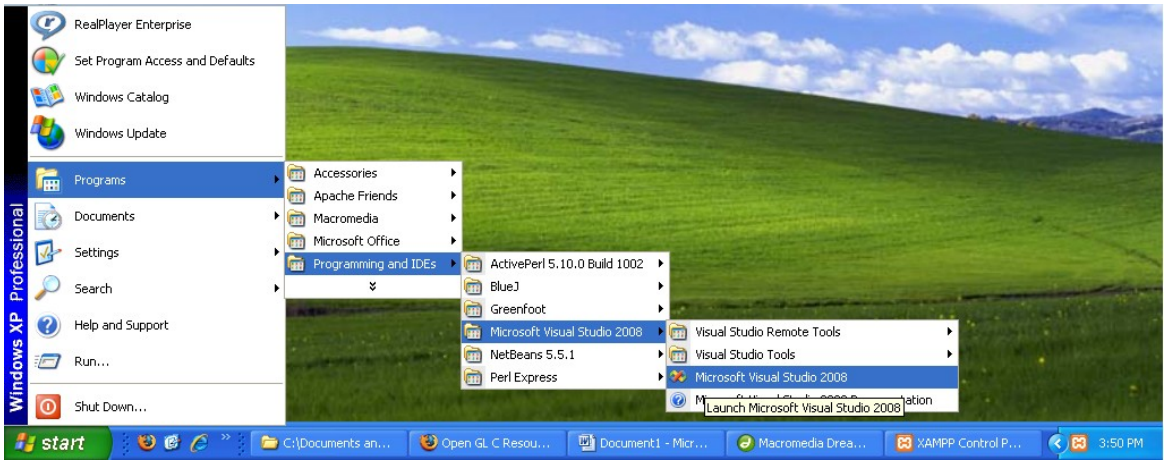
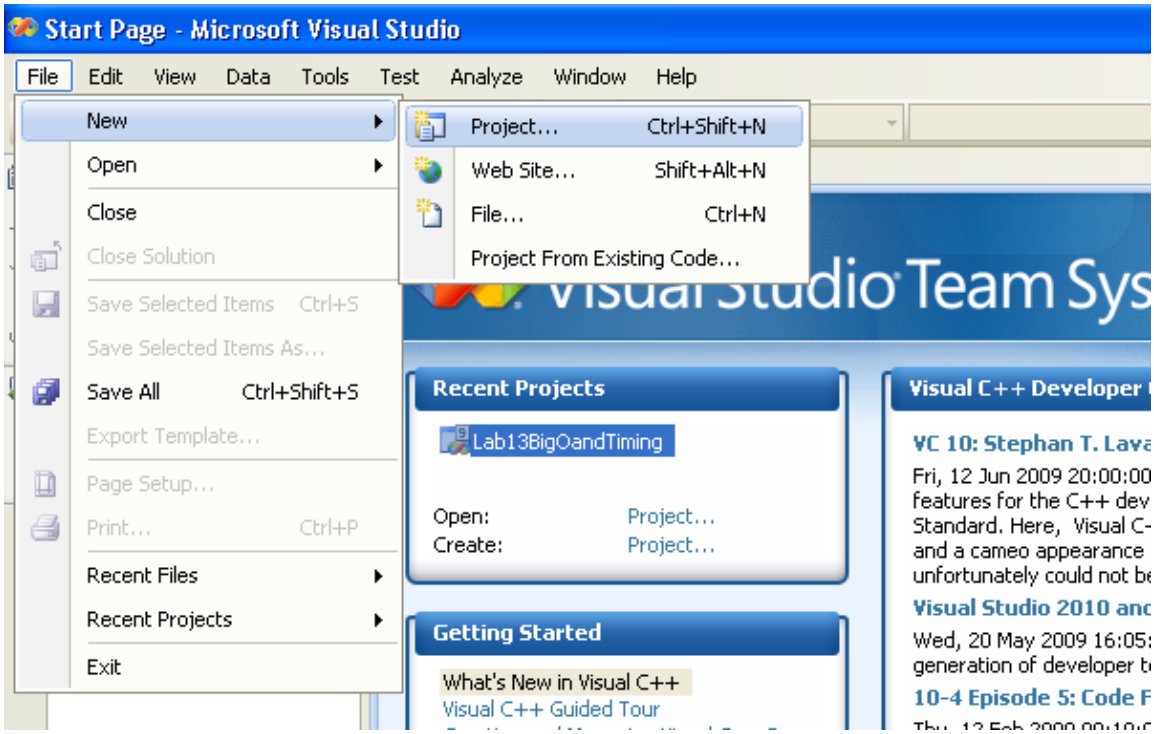
1. Open Visual Studio 2008

Start: Programs: Programming and IDEs: Microsoft Visual Studio 2008: Microsoft Visual Studio 2008



2. Create a new Visual Studio project

Visual Studio: File: New: Project



In the New Project window:

Project types : Visual C++: Win32

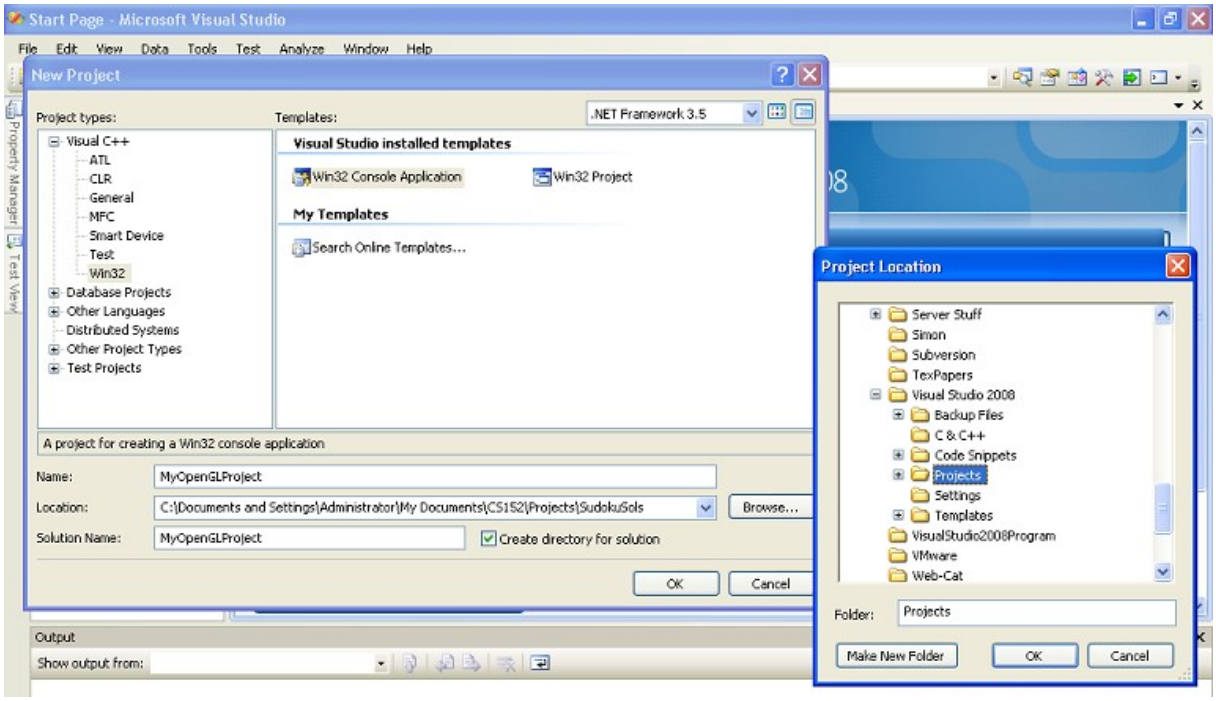
Templates: Visual Studio installed templates: Win32 Console Application

Name: [Project Name]

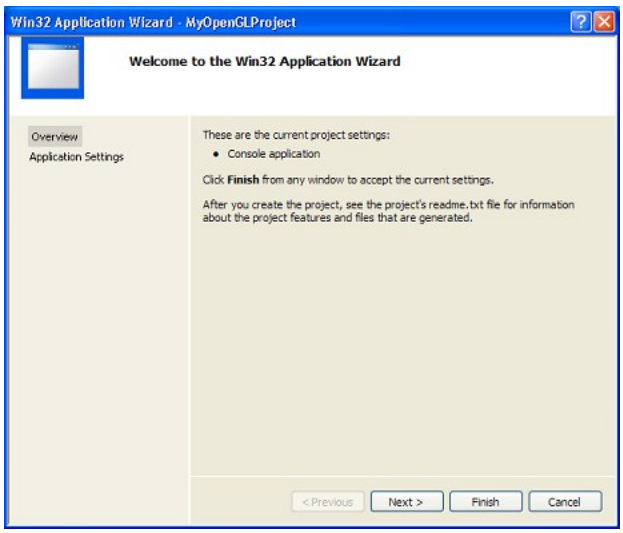
Location: Click Browse… and navigate to the location where you want to save your project

Solution Name: Will be the same as your project name unless you specify otherwise

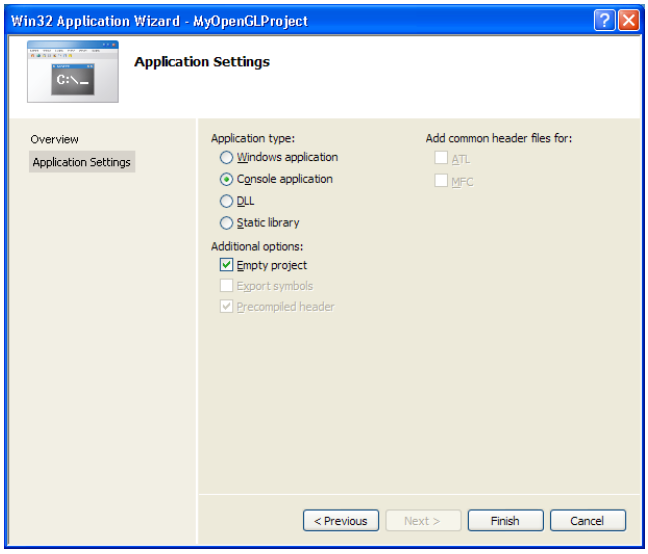
Check the Create directory for solution checkbox. This will keep things neat or you may create your own folder when you chose your Location



Click Next

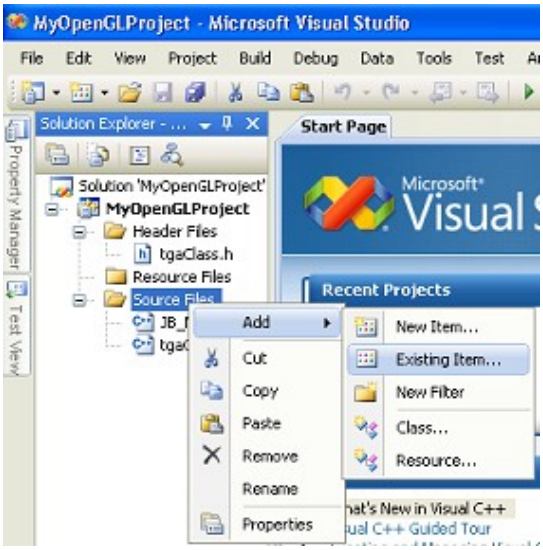


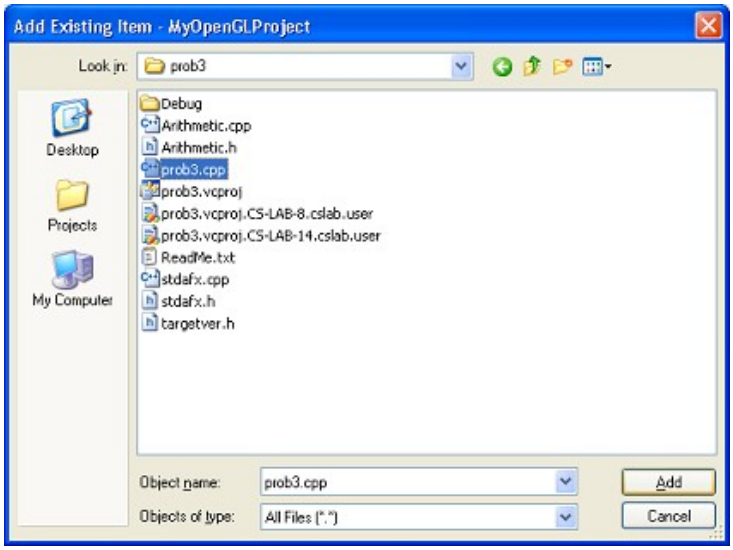
Check the Additional options: Empty project checkbox then click Finish



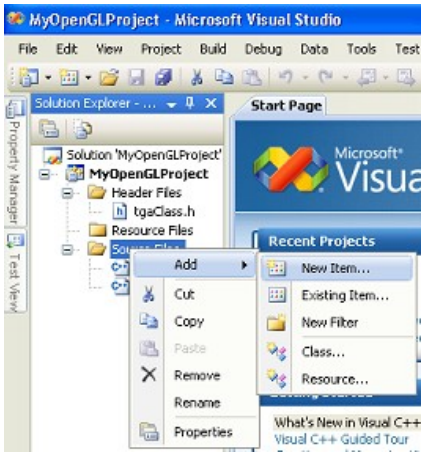
An empty project has been created in the location you specified
The folders within the project are visible in the Solution Explorer in the left column

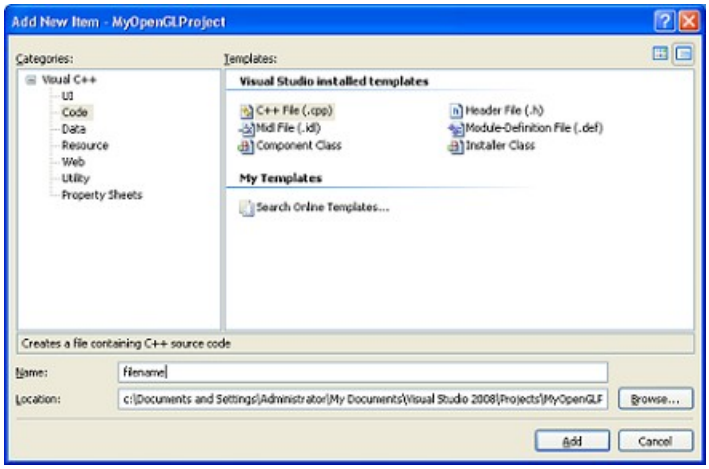
3. You may now either:
    a. Add files to a project folder
        Right-click the folder: Add: Existing Item…
        In the Add Existing Item window: Browse to the location of the file: Choose the file: Add





    b. Or create a new file
        Right-click a folder: Add: New Item…
        In the Add New Item Window
            Categories: Code
            Templates: either C++ File(.cpp) or Header File(.h)
            Name: Enter the a name for the file
            Click Add

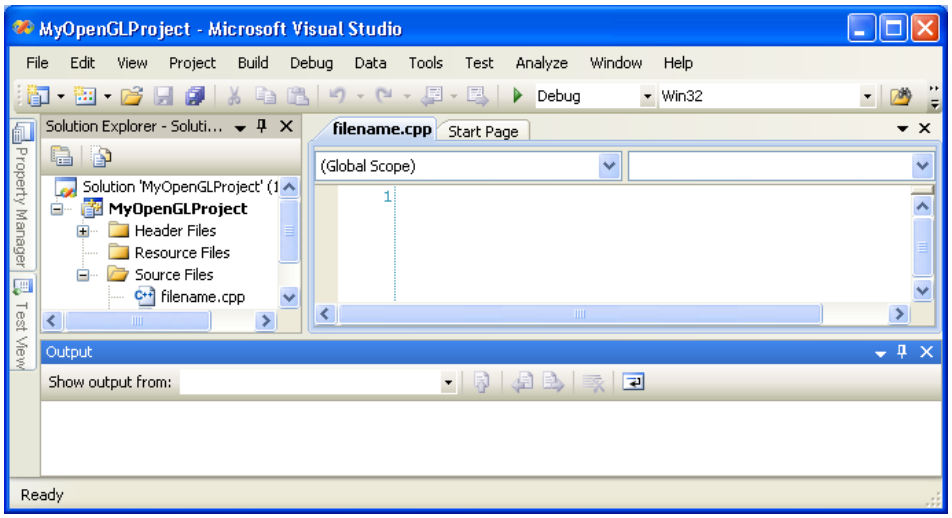




An existing file is added to, or an empty file is created in, the project

4. Begin Programming

Click a file in the Solution Explorer and edit it in the right column of the project window

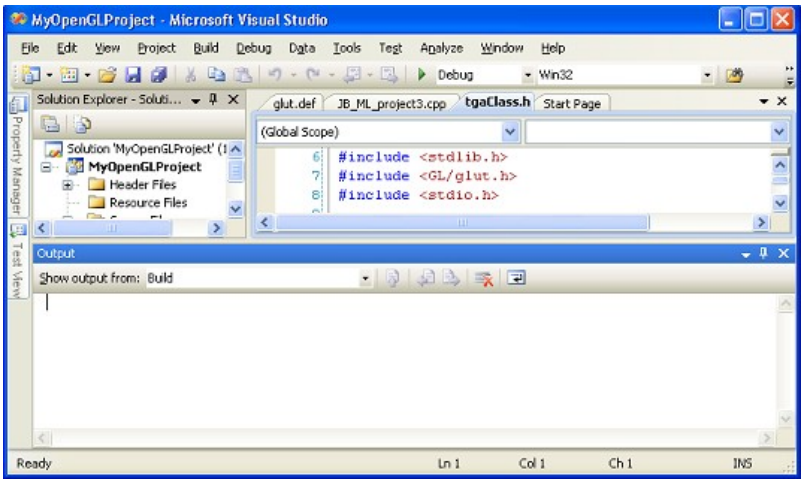


You must have glut installed to use OpenGL's glut libraries or the program will not compile

Your glut include statement depends on how you installed glut. Assuming glut32.dll is in C:\WINDOWS\system32\ do one of the following:

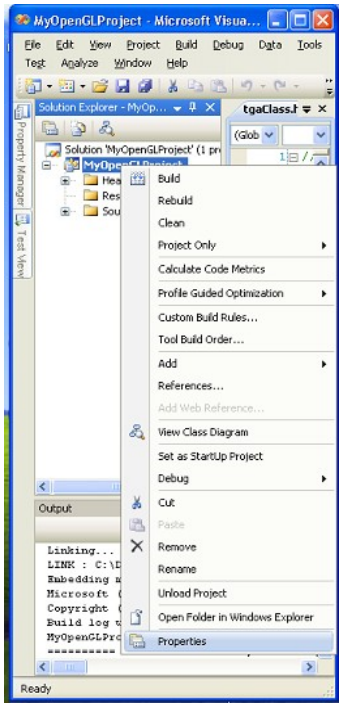
#include <GL/glut.h> or #include <GL\glut.h> (either will work with Visual Studio) if
glut32.lib is in C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib and
glut.h is in C:\Program Files\Microsoft SDKs\Windows\v6.0A\Include\gl
or if
glut32.lib is in C:\Program Files\Microsoft Visual Studio 9.0\VC\include and
glut.h is in C:\Program Files\Microsoft Visual Studio 9.0\VC\lib\GL

#include <glut.h> if
glut32.lib is in C:\Program Files\Microsoft Visual Studio 9.0\VC\include and
glut.h is in C:\Program Files\Microsoft Visual Studio 9.0\VC\lib

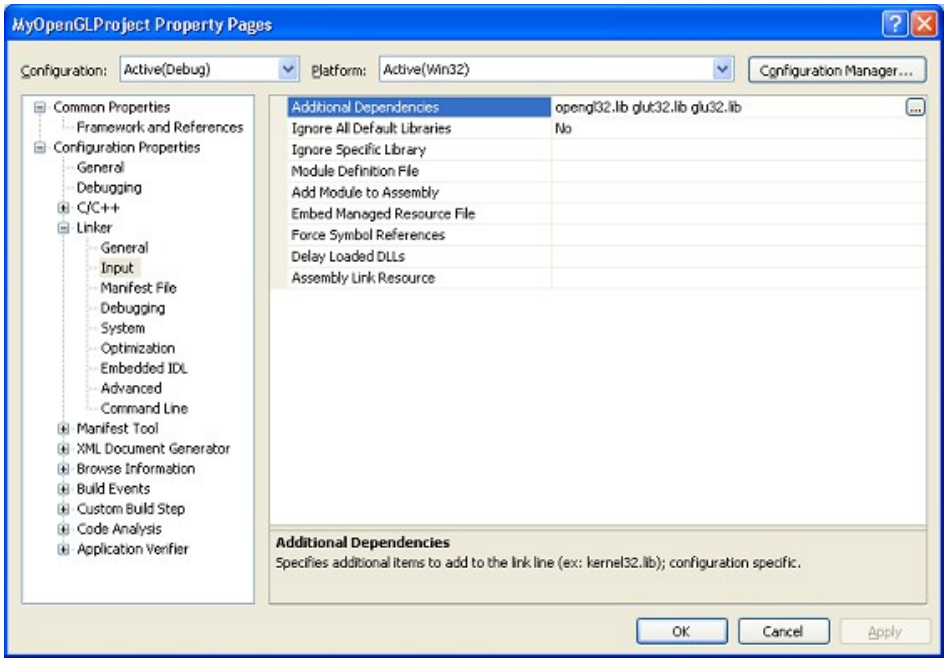


5. Adding Additional Dependencies

You may also need to tell Visual Studio about the additional dependencies for your project
Right-click on the top-level project folder: Properties

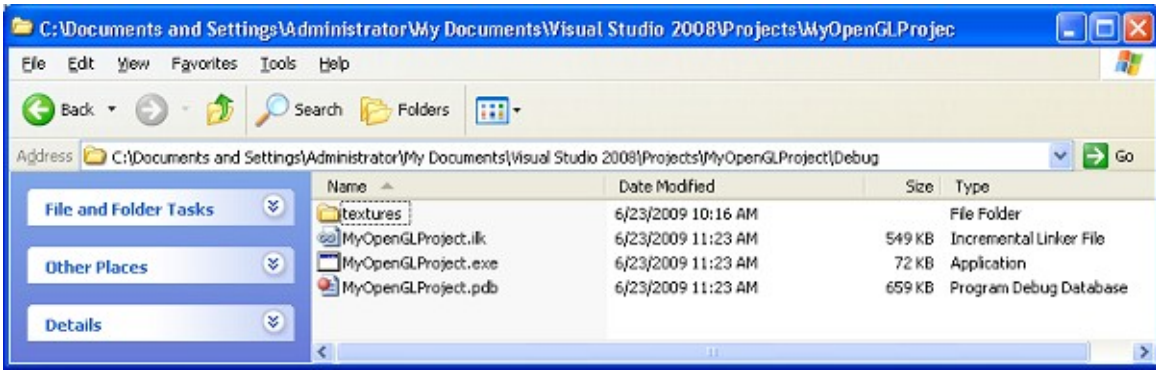


Add opengl32.lib glut32.lib glu32.lib to Configuration Properties: Linker: Input: Additional Dependencies field



6. Input Resource Files

Place input resource files needed by your project, or a folder containing them, in the same folder as the project executable ([ProjectName].exe). Double-click on the project executable to run the program.



Glut is available from: http://www.xmission.com/~nate/glut.html

References:

http://www-users.itlabs.umn.edu/classes/Spring-2009/csci4107/GlutSetupWin.html