

Installing and using GLUT on Windows with Visual Studios 2010

by Deborah R. Fowler

1. Download GLUT (link is <http://www.xmission.com/~nate/glut.html>)
we are using glut-3.7.6-bin.zip
2. Unzip the file
3. Put "glut32.dll" into C:\Windows\SysWOW64
4. Put "glut.h" into C:\Program Files (x86)\Microsoft SDKs\Windows\v7.0A\Include\gl
5. Put "glut32.lib" into C:\Program Files (x86)\Microsoft SDKs\Windows\v7.0A\Lib
6. Now inside Visual Studios 2010 go to

Project->(your-project-name)Properties
Configuration Properties->Linker->Input
And under Additional Dependencies add
glut32.lib; glu32.lib; opengl32.lib;

If you type them straight in, you must separate them with semicolons.

If you use the **dialog box** that pops up under edit you can type them in – in this case no semicolons are required:

glut32.lib
glu32.lib
opengl32.lib

7. Now in your project you can use **#include <gl/glut.h>**
(You do not need to include <windows.h> or <gl/GL.h> as glut.h already does so)