

# Compiling OpenGL programs with VC++

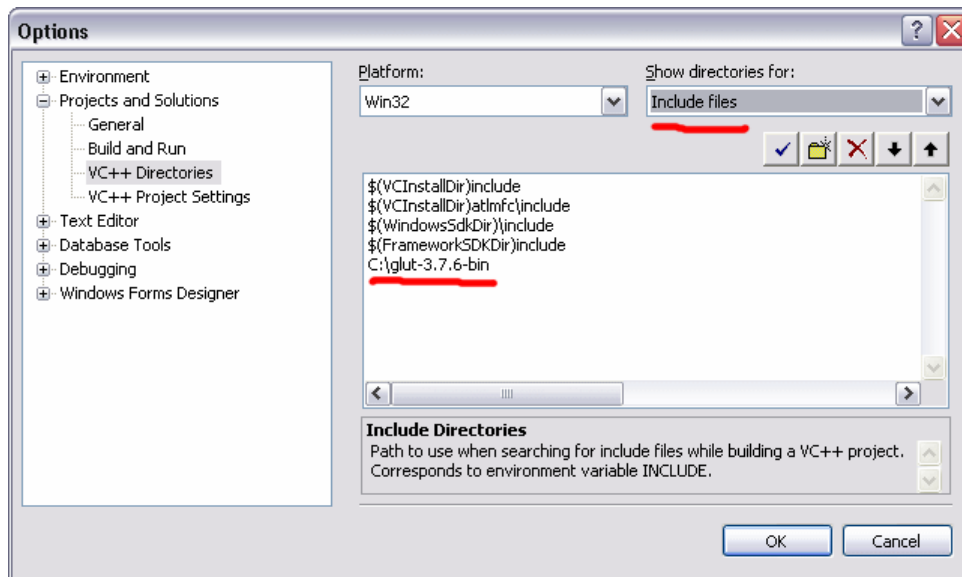
## 1. Download GLUT (The OpenGL Utility Toolkit) from

<http://www.xmission.com/~nate/glut/glut-3.7.6-bin.zip>

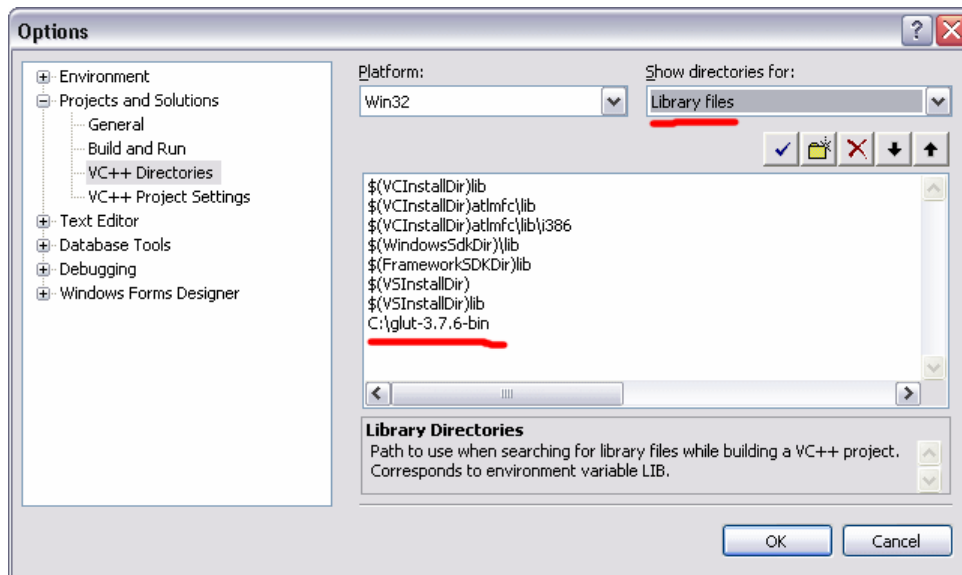
## 2. Unzip glut-3.7.6-bin.zip, for example in C:\glut-3.7.6-bin\

## 3. Configure VC++

- Go to **Tools -> Options** and select **Projects and Solutions -> VC++ Directories**
- Choose **Include files** and add C:\glut-3.7.6-bin directory



- Now choose **Library files** and add C:\glut-3.7.6-bin



- Add `C:\glut-3.7.6-bin` directory to the Windows PATH or just copy the DLL file `glut32.dll` to `c:\windows` directory

We are now ready to compile OpenGL programs

#### 4. Compile a simple program

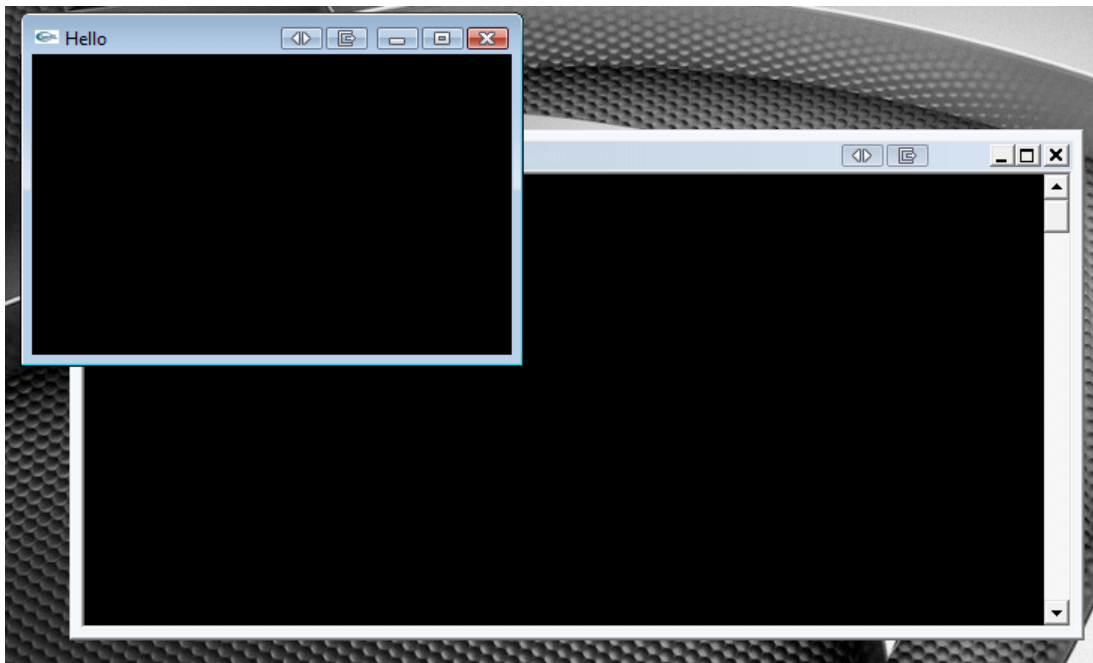
- Open VC++ and create a new project with **File->New->Project**, choose **Win32** and make sure that **Win32 Console Application** is selected
- Put a name like **hello**, click **OK** and then **finish**
- Copy and paste the following code in `hello.cpp`

```
#include "stdafx.h"
#include "glut.h"

void Hello(void)
{
    glClear (GL_COLOR_BUFFER_BIT);
    glFlush ();
}

void main(int argc, char** argv)
{
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
    glutInitWindowSize(320, 200);
    glutCreateWindow("Hello");
    glutDisplayFunc(Hello);
    glutMainLoop();
}
```

- Build the program using **Build->Build Solution (F7)**. Then Run the program using the play button (F5). You will get something like this



**Notes:**

- You can download MS Visual C++ Express Edition, that is completely free, from:  
<http://www.microsoft.com/express/vc/>
- You can also use any other C/C++ compiler