

Using GLUT with Visual C++ Express Edition

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This document details the steps to get GLUT working along with Visual C++ Express Edition.

1. Download and install Visual C++ Express Edition from <http://msdn.microsoft.com/vstudio/express/visualc/default.aspx>
2. The default install of Visual C++ Express Edition builds for the .Net platform. We'll need to build for the Windows platform since OpenGL and GLUT are not yet fully supported under .Net. For this we'll need the Microsoft Platform SDK.
3. Download and install Microsoft Platform SDK. Visual C++ Express Edition will need to be configured to build for Windows platform. All these instructions are available here: <http://msdn.microsoft.com/vstudio/express/visualc/usingpsdk/>
4. Now, we'll need GLUT. Download and unzip Nate Robin's Windows port of GLUT from here: <http://www.xmission.com/~nate/glut.html>
5. Add glut.h to the GL directory in the platform SDK/include.
6. In your Visual C++ Express Edition project properties -> Additional Linker Directories add the directory which has glut.lib
7. Add the glut.dll to the Windows System32 directory.
8. Your program which uses GLUT or OpenGL should compile under Visual C++ Express Edition now.