

## Introduction

This document describes how to install the two libraries GLEW and FreeGLUT on your own Windows computers.

<sup>35</sup><sub>17</sub> GLEW is a library that is needed to use the OpenGL 3.2 API

<sup>35</sup><sub>17</sub> FreeGLUT is a library used to create a rendering context (a window) as well as interaction with the window (mouse input, keyboard input, animation timers, etc).

The following description is taken from ( <http://openglbook.com/setting-up-opengl-glew-and-freeglut-in-visual-c/> )<sup>1</sup>.

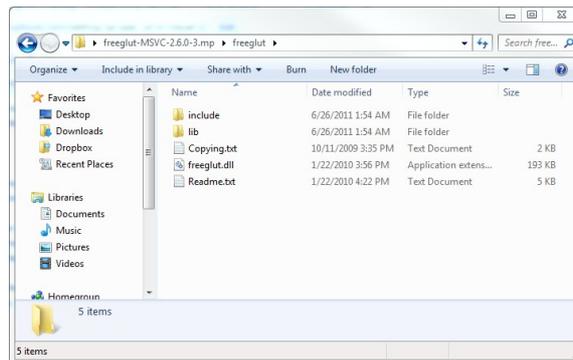
We will use the 32-bit versions (also on 64-bit Windows).

### Step 1: Get the Libraries

- 1.) Download the binary version for MSVC of FreeGLUT from this website ( <http://www.transmissionzero.co.uk/software/freeglut-devel/> ), make sure the version you get it 2.8.1 or higher (**freeglut 2.8.1 MSVC Package**).
- 2.) Download the latest 32-bit binary version of GLEW from their site ( <http://glew.sourceforge.net/> ).

### Step 2: Copy the Libraries

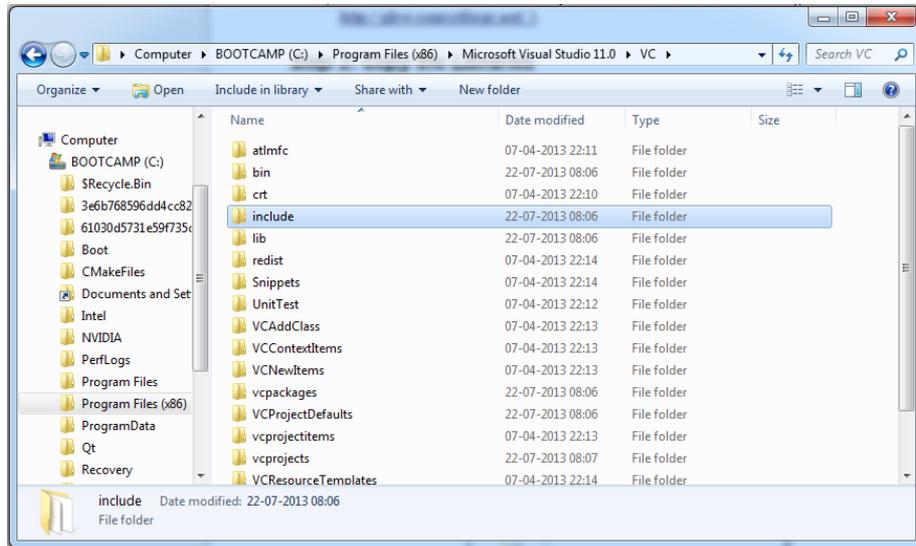
Decompress the files you just downloaded and open up the folder for FreeGLUT:



Open up another explorer window, and type **%PROGRAMFILES%** in the address bar, or **%PROGRAMFILES(X86)%** only if you're on a 64-bit system. Find the sub folder **Microsoft Visual Studio 11.0\VC** (from now on called the VC folder):

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<sup>1</sup> Slightly modified – now copying the dlls to Window System 32

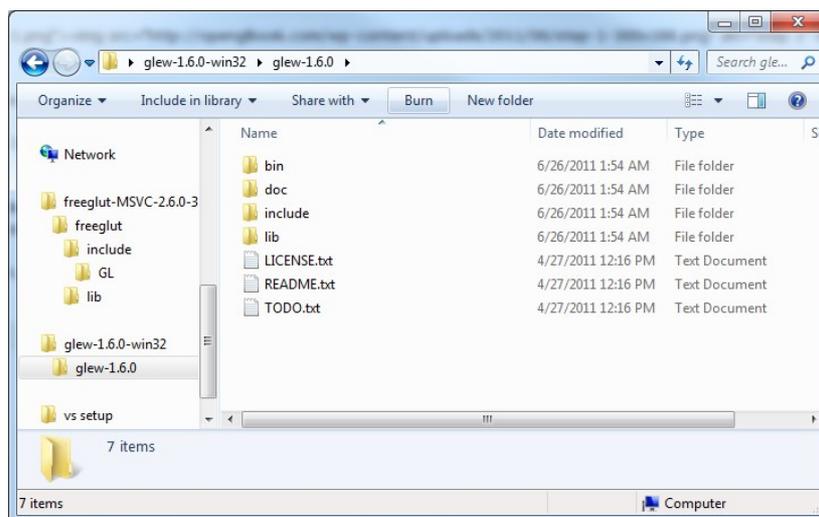


Copy the **freeglut.lib** from FreeGLUT's **lib** folder into the VC's **Lib** folder.

Copy the contents from FreeGLUT's **include\GL** folder into the VC's **Include\GL** folder (you have to create the GL folder yourself if it does not exist).

Copy the **freeglut.dll** from the FreeGLUT's **bin** folder into **c:\Windows\System32** (on a 32 bit windows) or **c:\Windows\SysWOW64** (on a 64 bit Windows)

Now, in the Explorer window currently pointed to FreeGLUT's location, navigate to the location where you extracted GLEW:



Copy the contents from GLEW's **lib\Release\win32** folder into the VC's **Lib** folder.

Copy the contents from GLEW's **lib\Release MX\win32** folder into the VC's **Lib** folder.

Copy the contents from GLEW's **include\GL** folder into the VC's **Include\gl** folder.

Copy the contents from the GLEW's **bin\Release\Win32** folder into **c:\Windows\System32** (on a 32 bit windows) or **c:\Windows\SysWOW64** (on a 64 bit Windows)

Copy the contents from the GLEW's **bin\Release MX\Win32** folder into **c:\Windows\System32** (on a 32 bit windows) or **c:\Windows\SysWOW64** (on a 64 bit Windows)