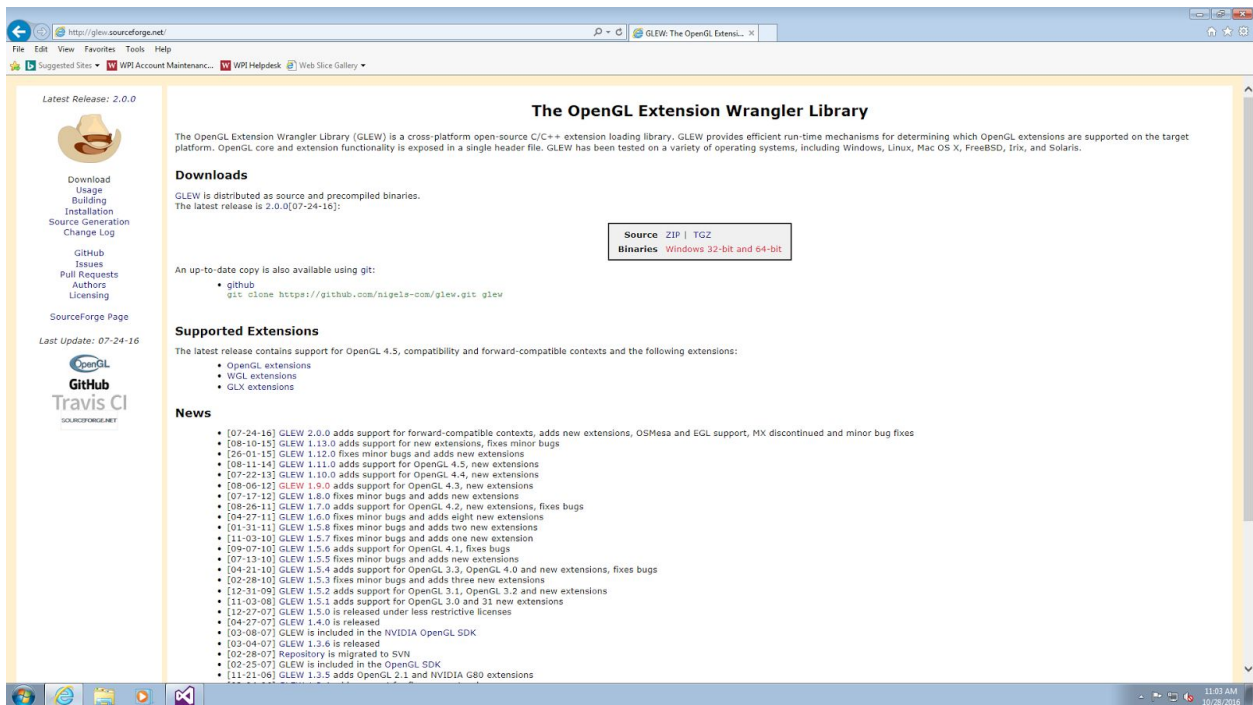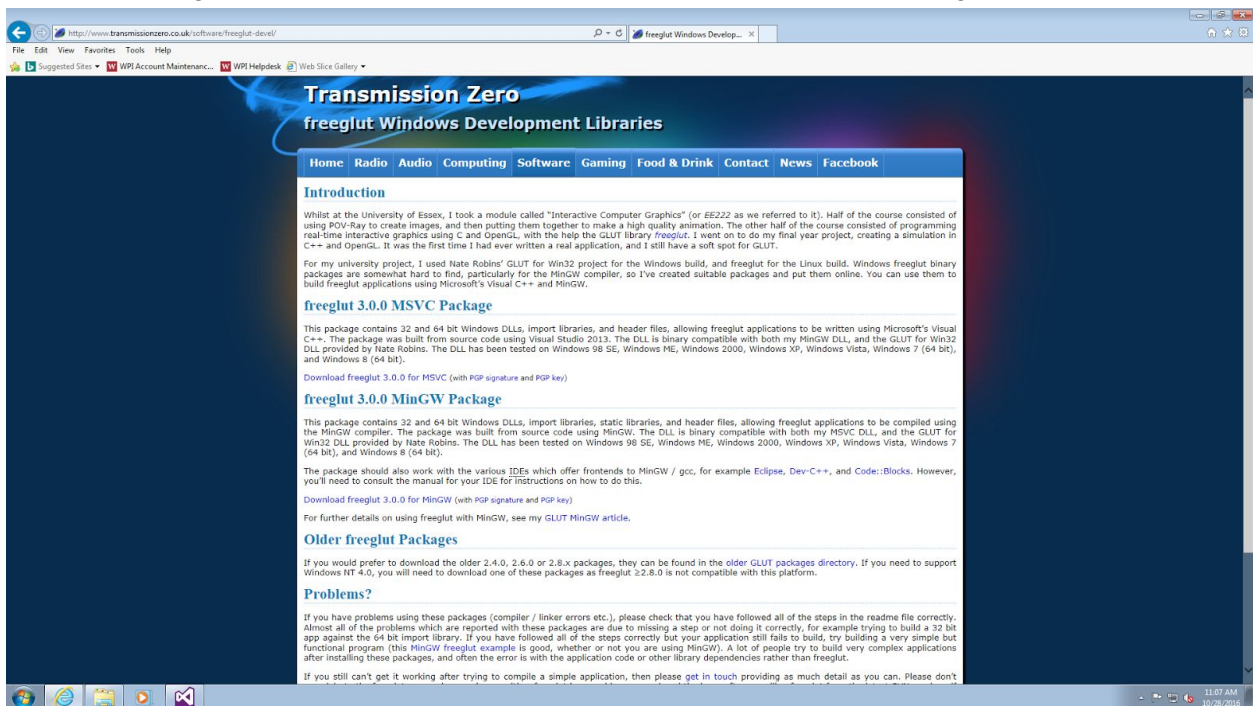# Using Glew and Glut with MSVC
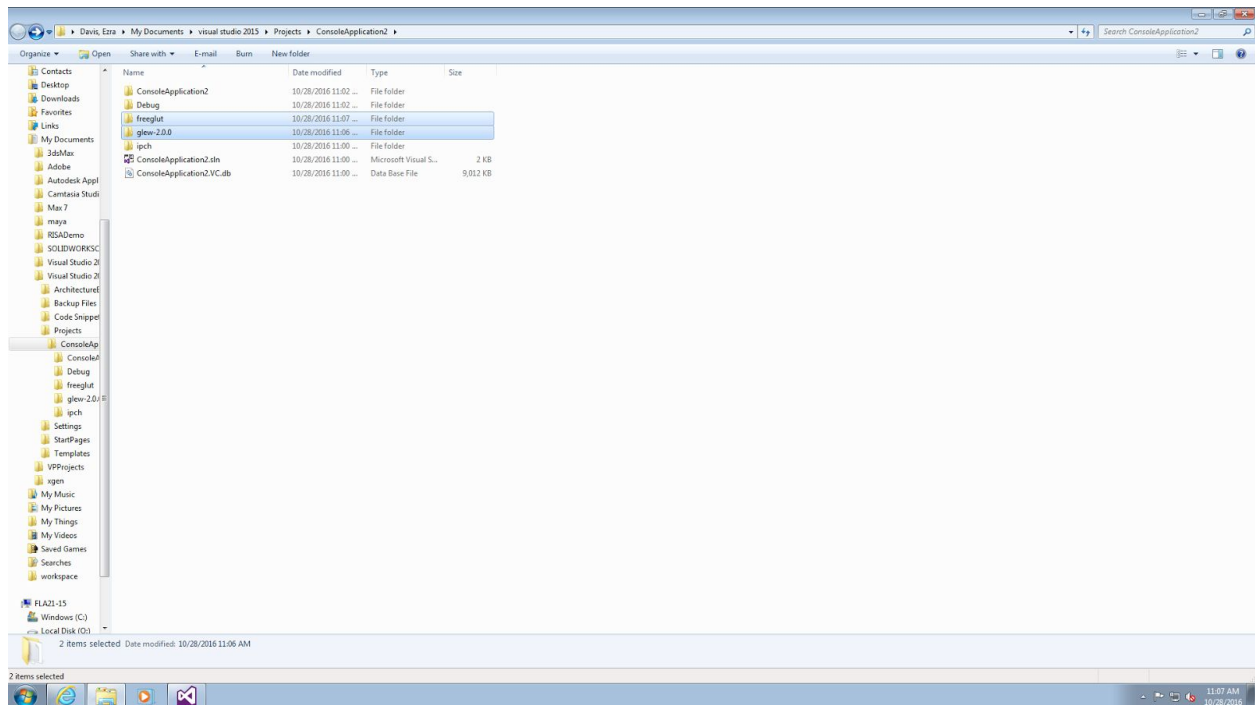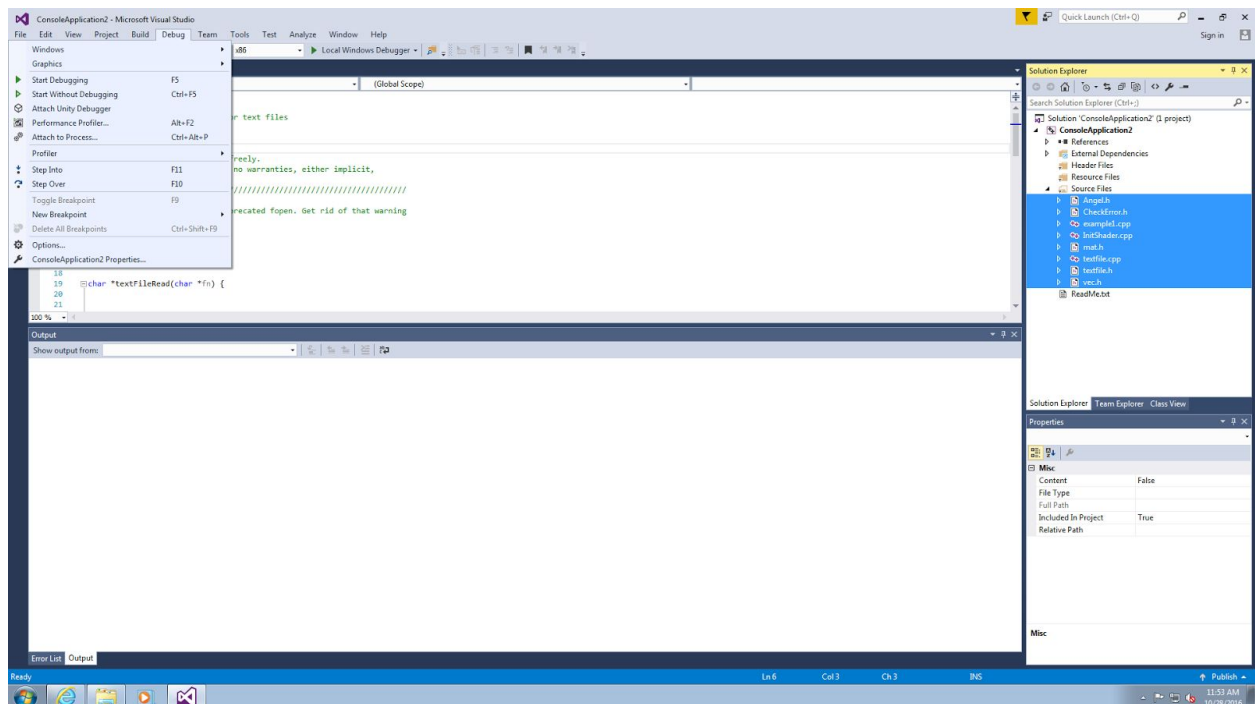
Download GLEW from glew.sourceforge.net

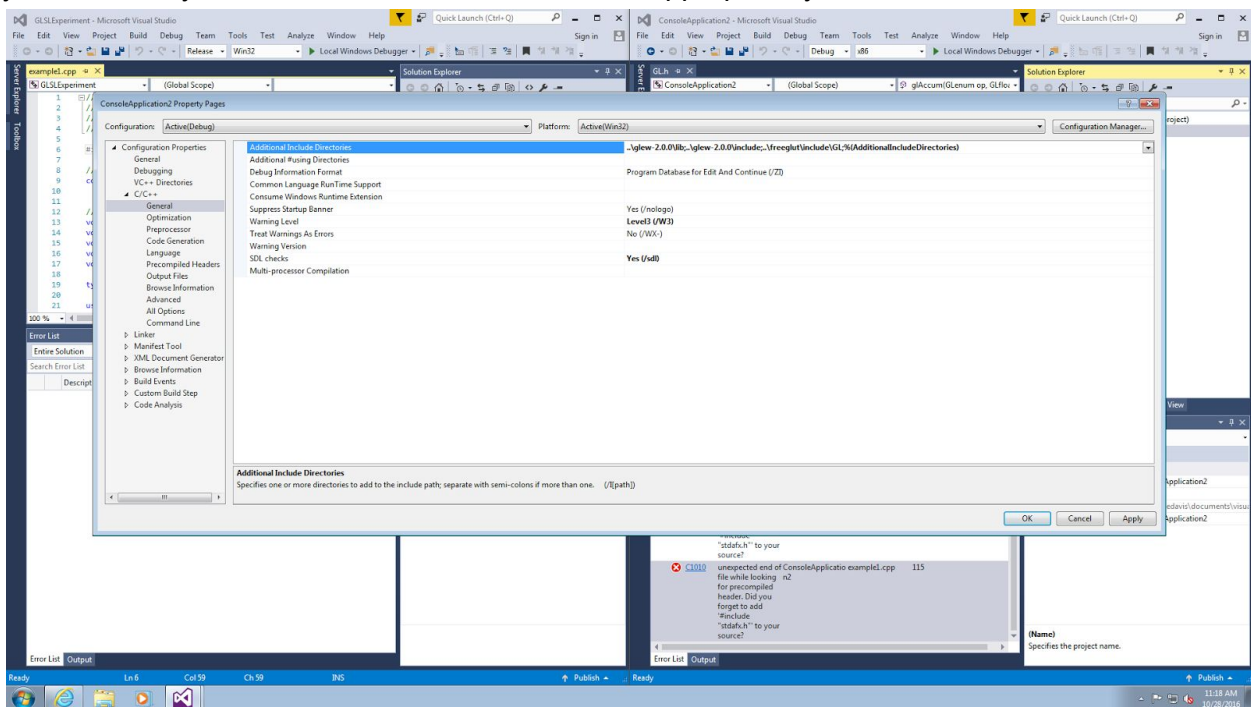## Download freeglut for windows from transmissionzero.co.uk/software/freeglut-devel/

Extract both downloads into your project folder. Make sure the directory structure is similar to the image below.
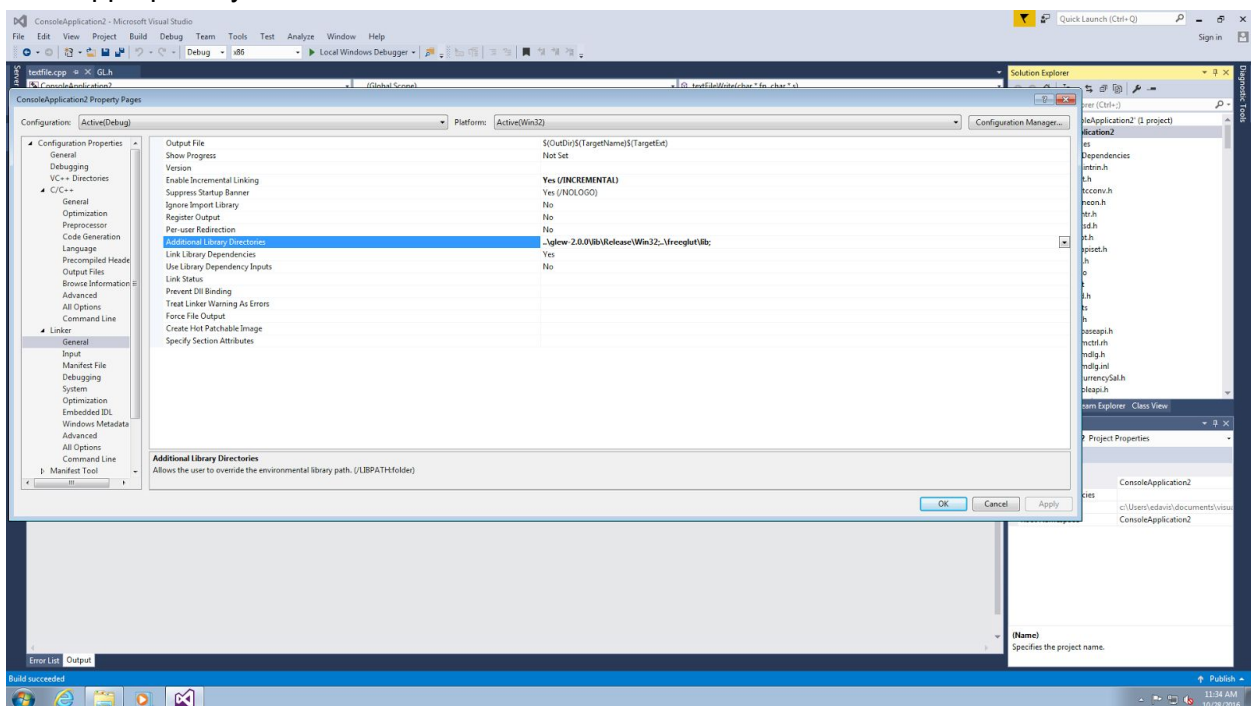

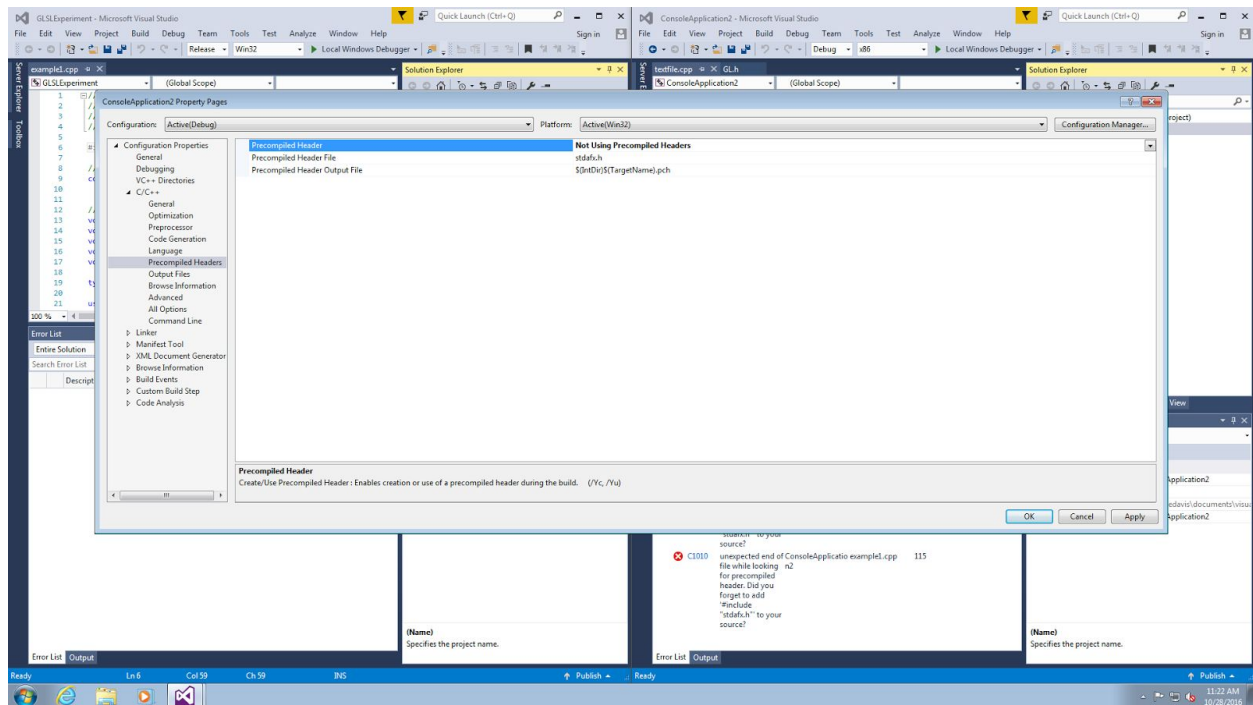After importing the required .cpp and .h files into your project, navigate to Debug-Application Properties.

Under C/C++ - General, Set Additional include Directories to
"..\glew-2.0.0\lib;..\glew-2.0.0\include;..\freeglut\include\GL;%(AdditionalIncludeDirectories)". If
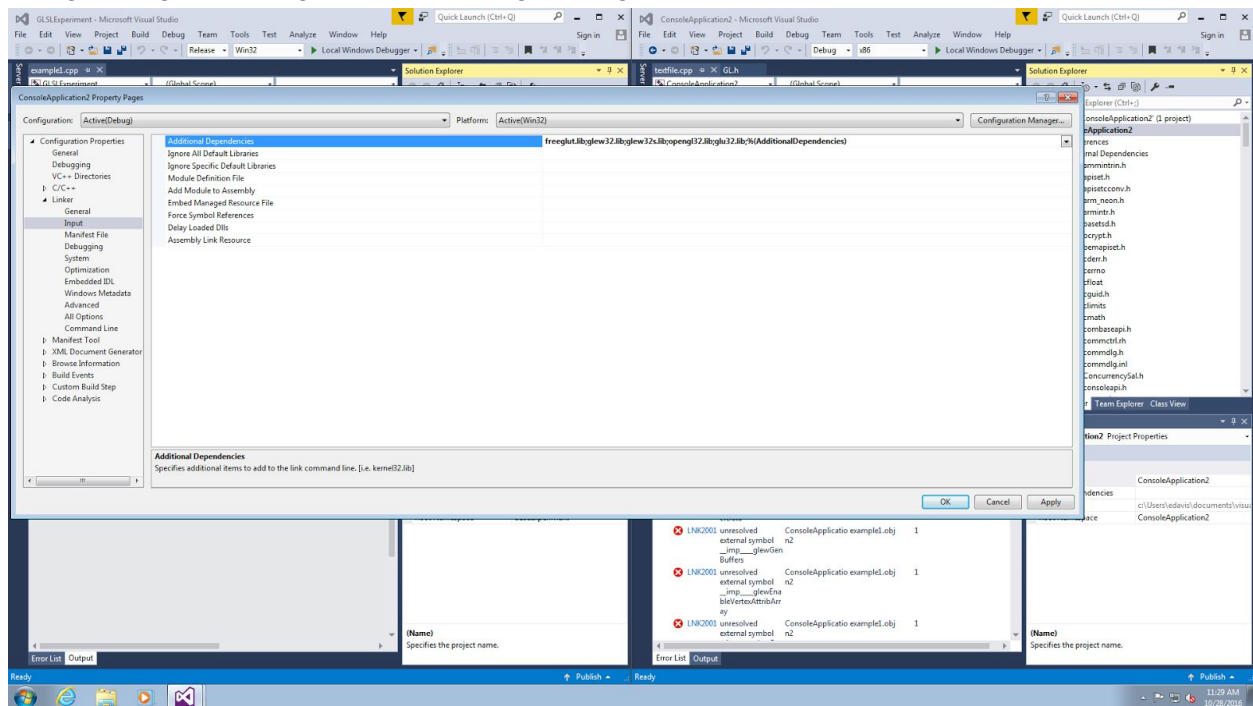you renamed your folders, make sure to set them appropriately.

Under Linker - General, set Additional Library Directories to
"..\glew-2.0.0\lib\Release\Win32;..\freeglut\lib;". If you changed your folders, make sure to set
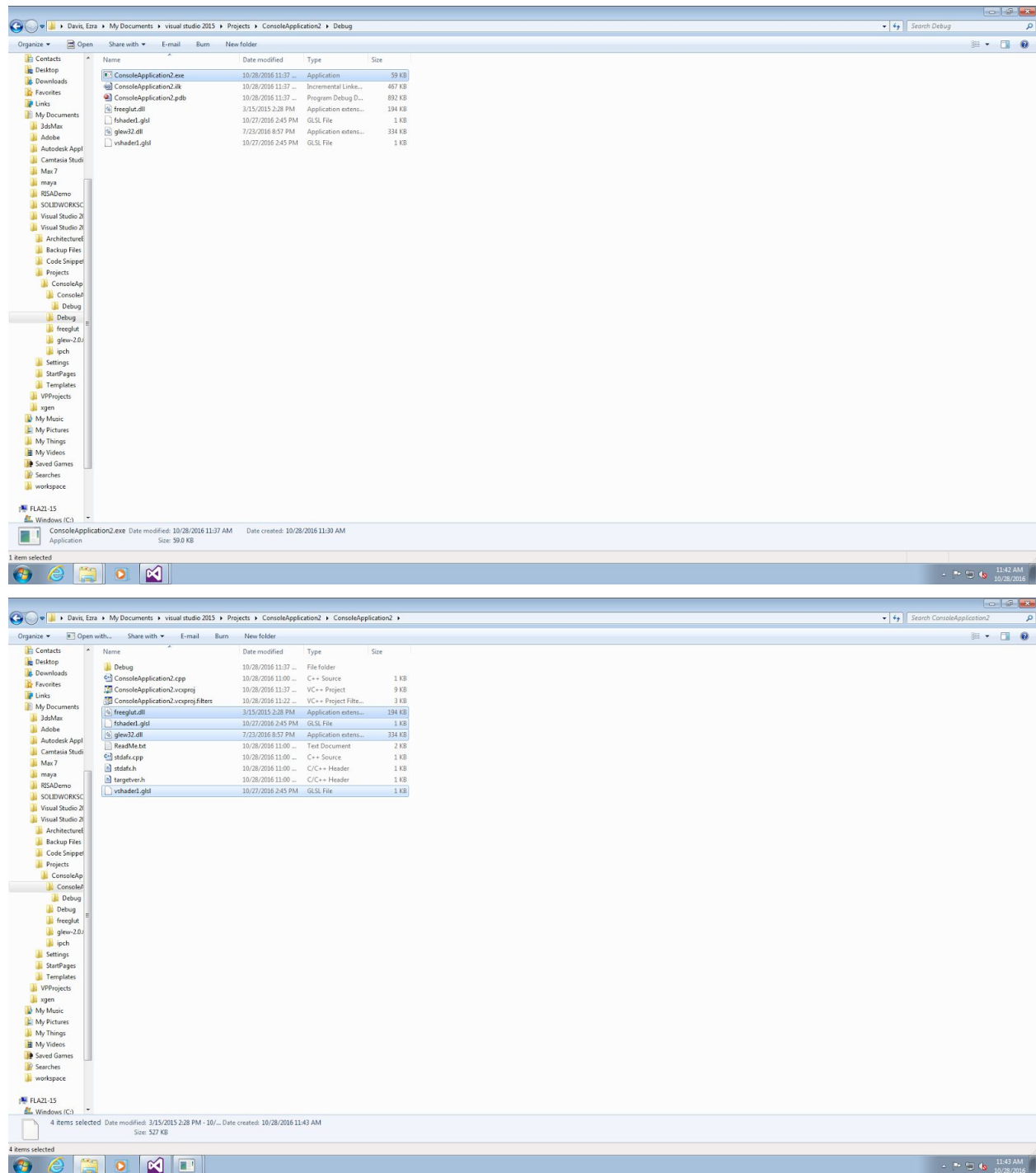them appropriately.

Under C/C++ - Precompiled Headers, set Precompiled Header to "Not Using Precompiled Headers"

Under Linker - Input, set Additional Dependencies to "freeglut.lib;glew32.lib;glew32s.lib;opengl32.lib;glu32.lib;%(AdditionalDependencies)"

Make sure to Copy the .glsl shaders and the freeglut and glew32 dll files into their appropriate places. The dll files can be found in the glew-2.0.0 and freeglut folders you extracted.

At this point, compiling and running the application should succeed. Congrats.