

# Dev C++ and OpenGL for Windows

- Download Dev-C++ (latest edition is 4.9.9.2)
  - Downloaded from <http://www.bloodshed.net/dev/devcpp.html>.
- Install Dev-C++.
- Download glut.3.7.6+.DevPak.
  - Downloaded from <http://www.nigels.com/glt/devpak>.
- Install the glut Package.
  - In Dev C++ open the package manager:
    - Tools->Package Manager
    - Package->Install Package
    - Browse to where you downloaded the DevPak.
    - Add the package.
    - Exit the package manager.
- Compiling
  - Using Dev C++: make a new project:
    - File->New->Project...
    - Select the *Empty Project* type from the Basic tab window
    - Enter a name for the project.
  - Adding the .cpp file to the project:
    - Project->add to project
    - select your .cpp file
  - Define the linker options:
    - Project->Project options
    - In the Parameters tab add the following line in the Linker pane:
      - `-lglut32 -lglu32 -lopengl32 -lwinmm -lgdi32`
- Compile and run the project! (Hotkey - F9)