

Preparing GLUT for use with Visual Studio 2003 on Windows XP

1. Go to www.xmission.com/~nate/glut.html, download **glut-3.7.6-bin.zip**, and unzip it. You will find the files **glut.h**, **glut32.lib**, and **glut32.dll**.

2. Copy **glut.h** to

C:\Program Files\Microsoft Visual Studio .NET 2003\VC7\PlatformSDK\Include\gl

3. Copy **glut32.lib** to

C:\Program Files\Microsoft Visual Studio .NET 2003\VC7\PlatformSDK\Lib

4. Copy **glut32.dll** to

C:\WINDOWS\SYSTEM32

5. Edit the file **glut.h**:

Go to line 146, which should be this:

```
extern _CRTIMP void __cdecl exit(int);
```

Comment that line out, and insert this line instead:

```
_CRTIMP __declspec(noreturn) void __cdecl exit(int);
```