Folder references:

glut.h: 'C:\Program Files (x86)\Microsoft Visual Studio 10.0\VC\include\GL\'

glut32.lib: 'C:\Program Files (x86)\Microsoft Visual Studio 10.0\VC\lib\'

glut32.dll: 'C:\Windows\System32\'

For 64-bit machines, you will want to do this.

glut32.dll: 'C:\Windows\SysWOW64\'

Same pattern applies to freeglut and GLEW files with the header files in the GL folder, lib in the lib folder, and dll in the System32 (and SysWOW64) folder.

1. Under Visual C++, select Empty Project.

2. Go to Project -> Properties. Select Linker -> Input then add the following to the Additional Dependencies field:

opengl32.lib

glu32.lib

glut32.lib