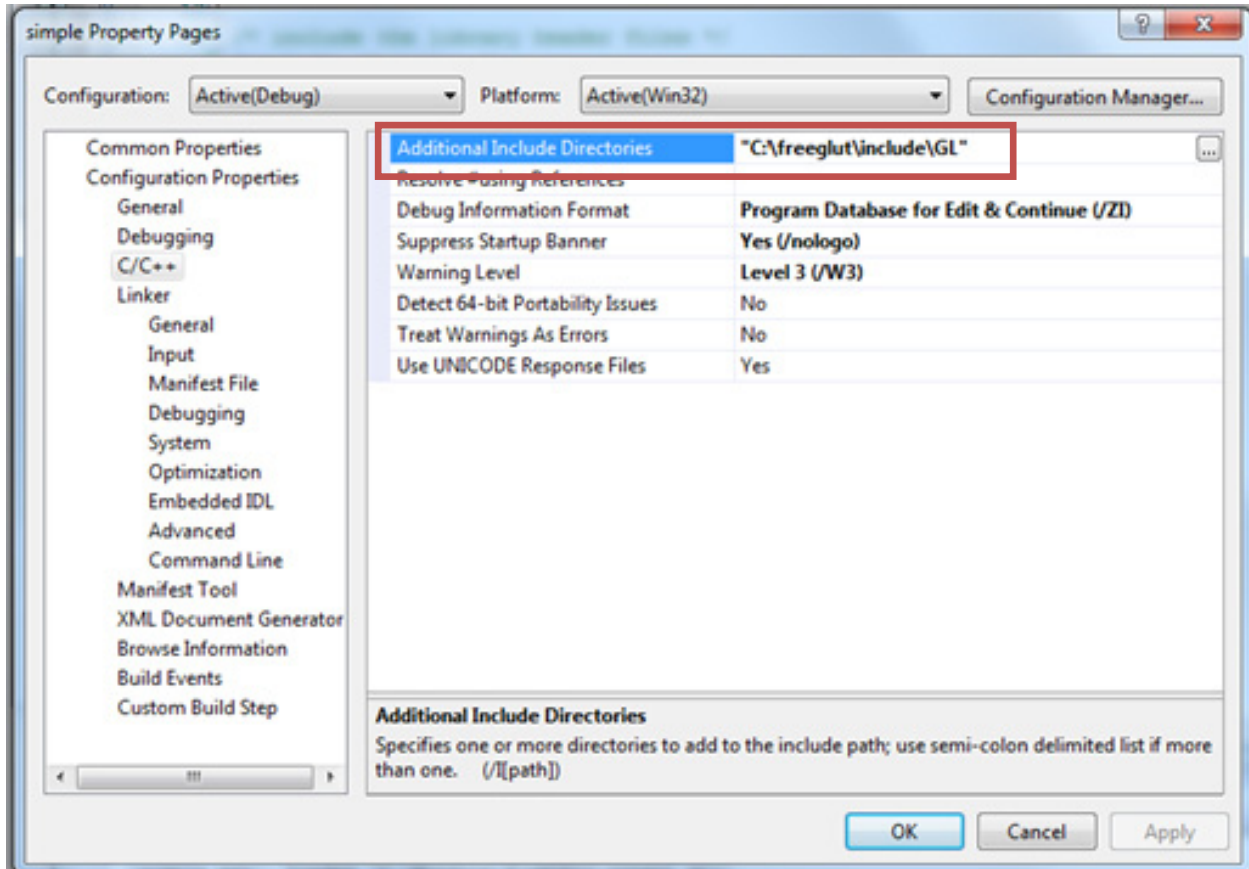


In your programs:

```
/* include the library header files exactly like this... */  
#include <fre glut.h>
```

In your Project Properties:

1. Add "C:\fre glut\include\GL" to Additional Include Dependencies



2. Add "C:\freelut\lib" to Additional Library Dependencies

