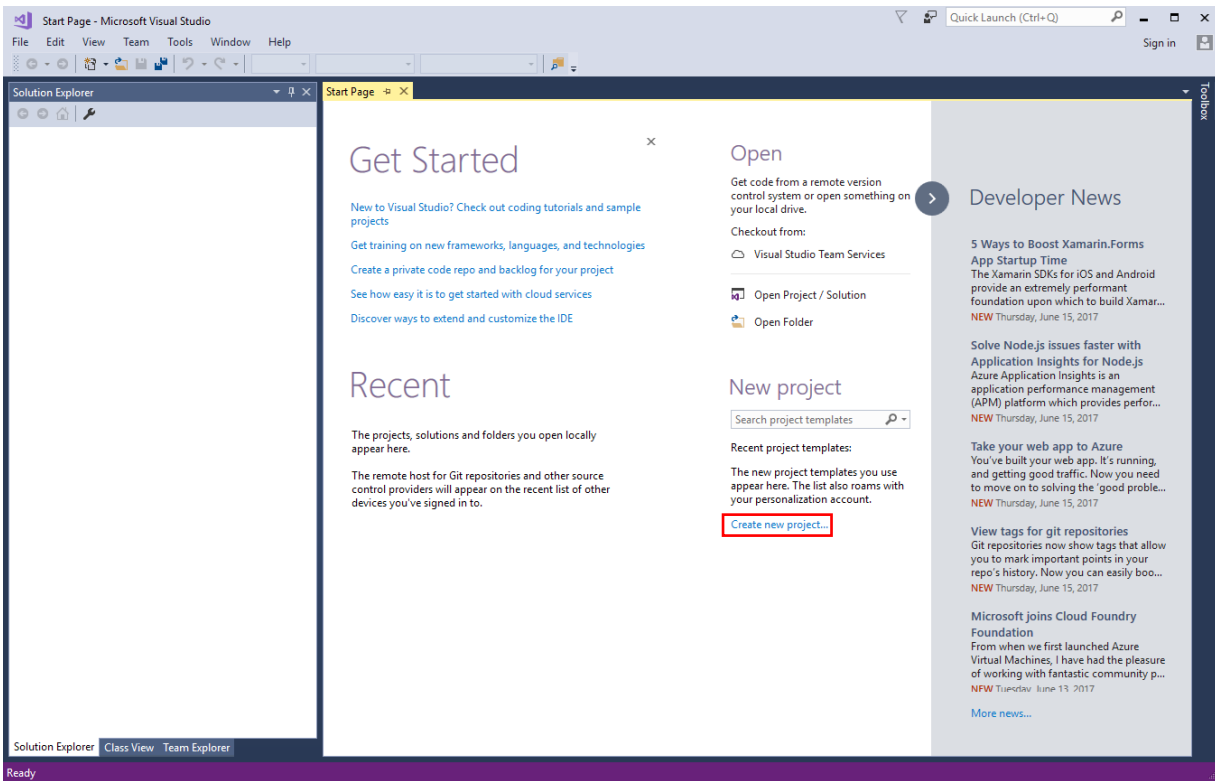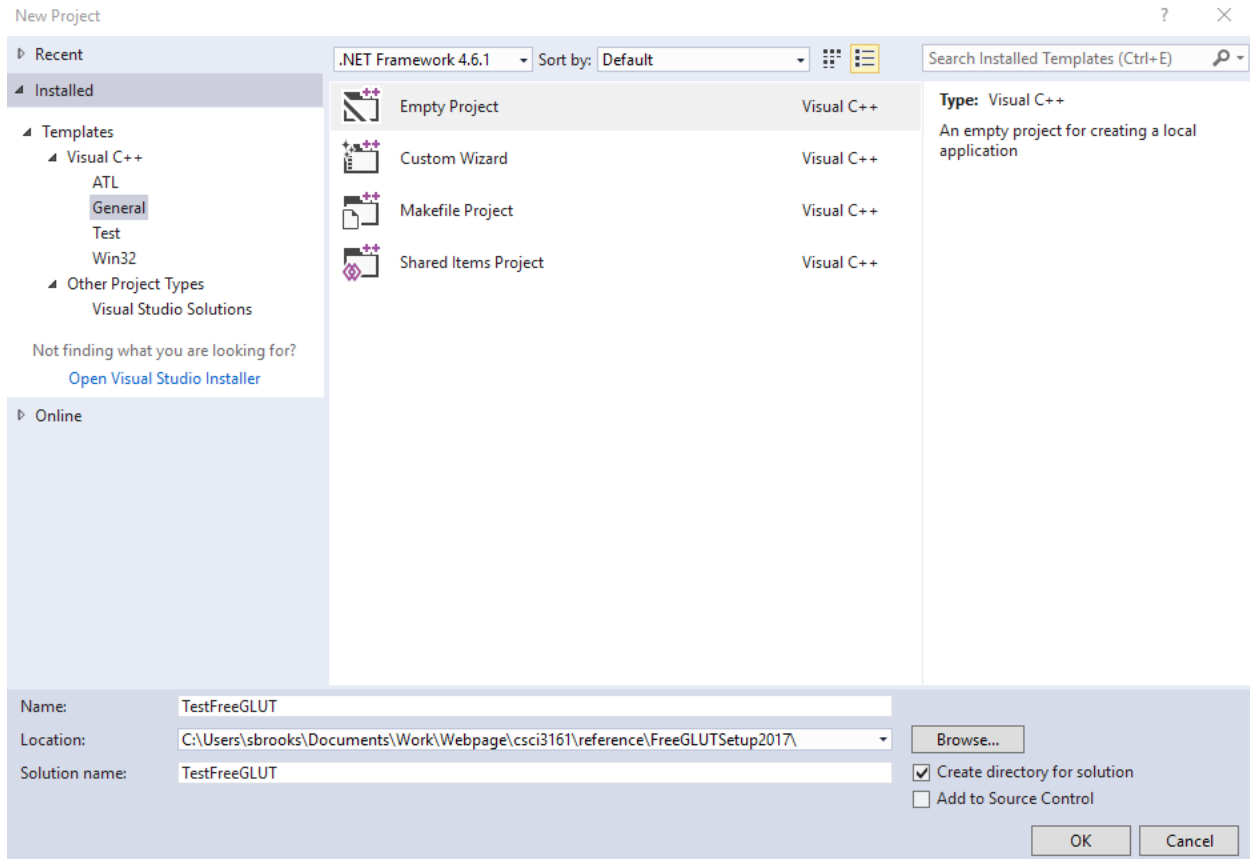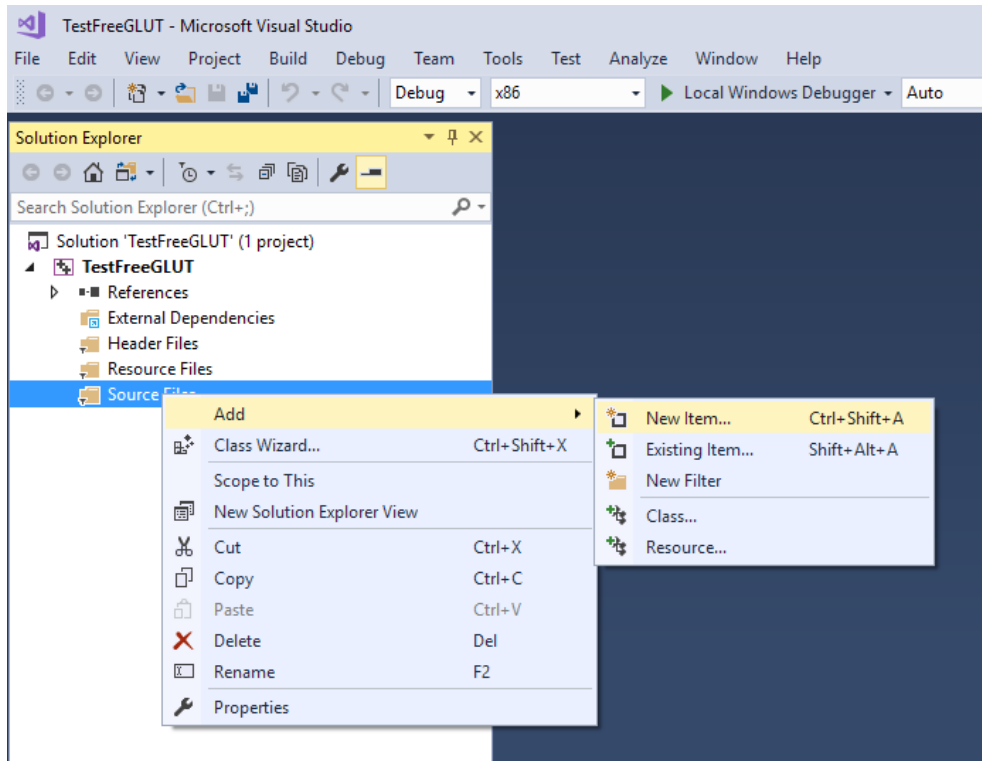- Start up Visual Studio

- Create a new project:
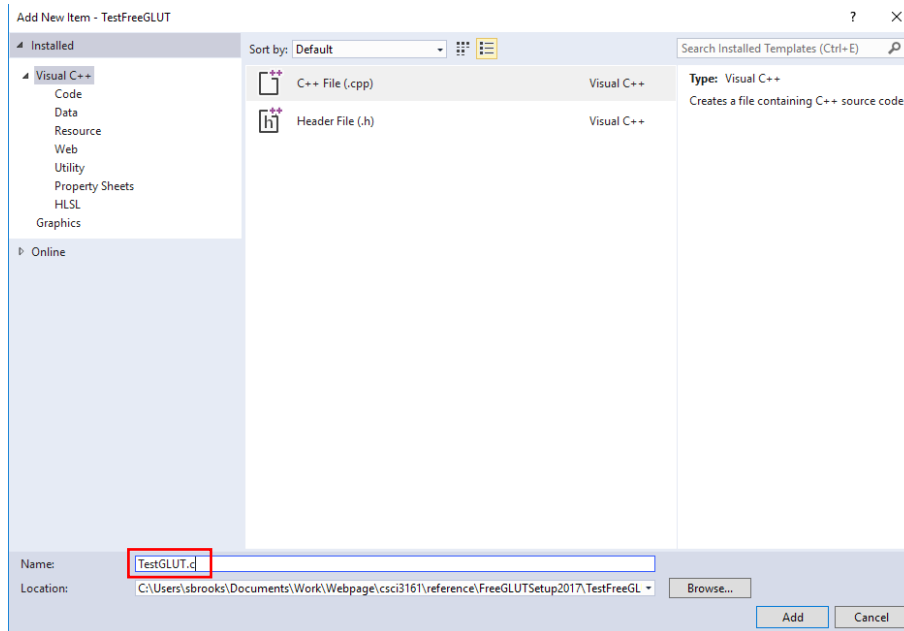
- Create a new project:
    - Select "Visual C++" > "General"
    - Select "Empty Project"
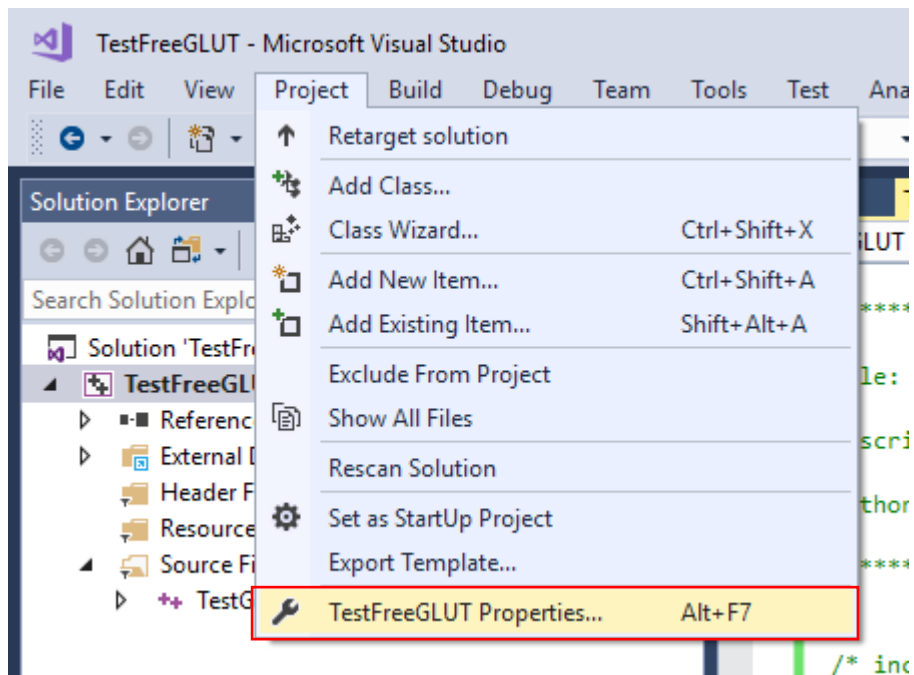   - Select the Target Location
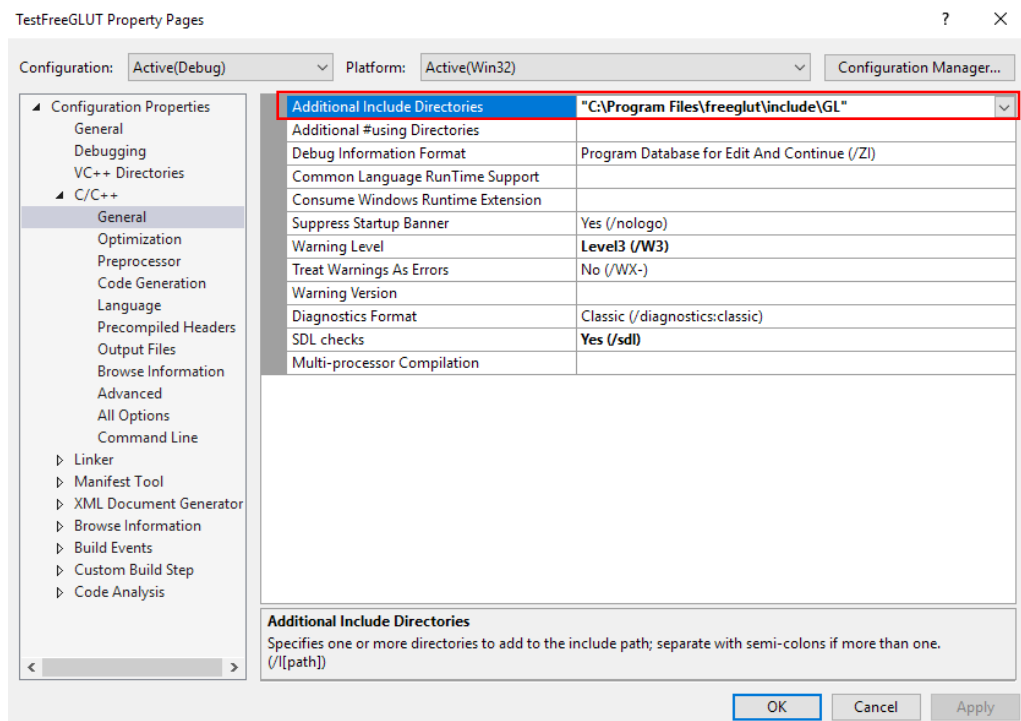   - Enter the project name

- Add a "New item…"

- Create a new C++ file, but **rename the ending to ".c"**
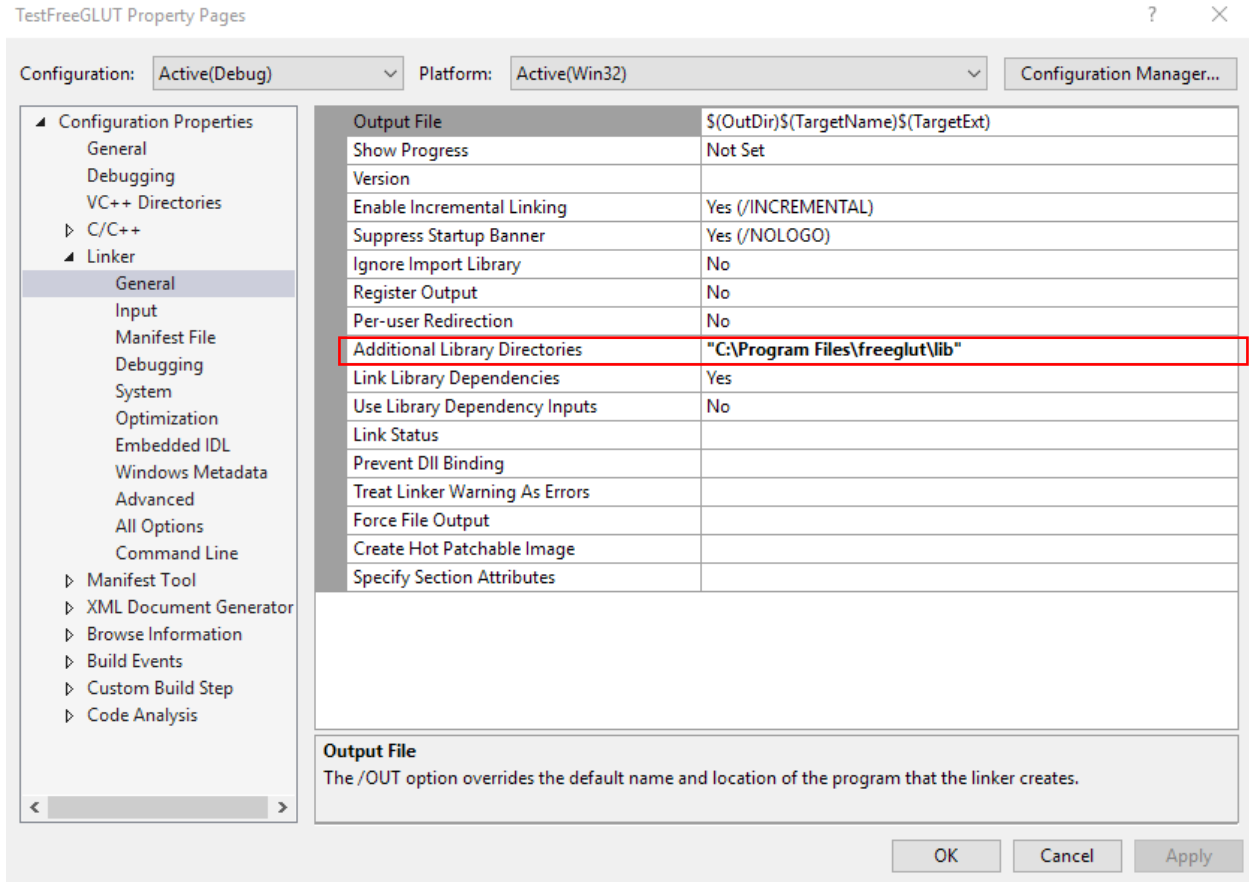
- Open your Project's Properties:

- Add "C:\Program Files\freeglut\include\GL" to "Additional Include Directories" in "C/C++"

- Add "C:\Program Files\freeglut\lib" to "Additional Library Directories" in "Linker"

- **Note:** if you didn't put the "freeglut\" directory into the "C:\Program Files\" directory then you will have to adjust the above accordingly.