

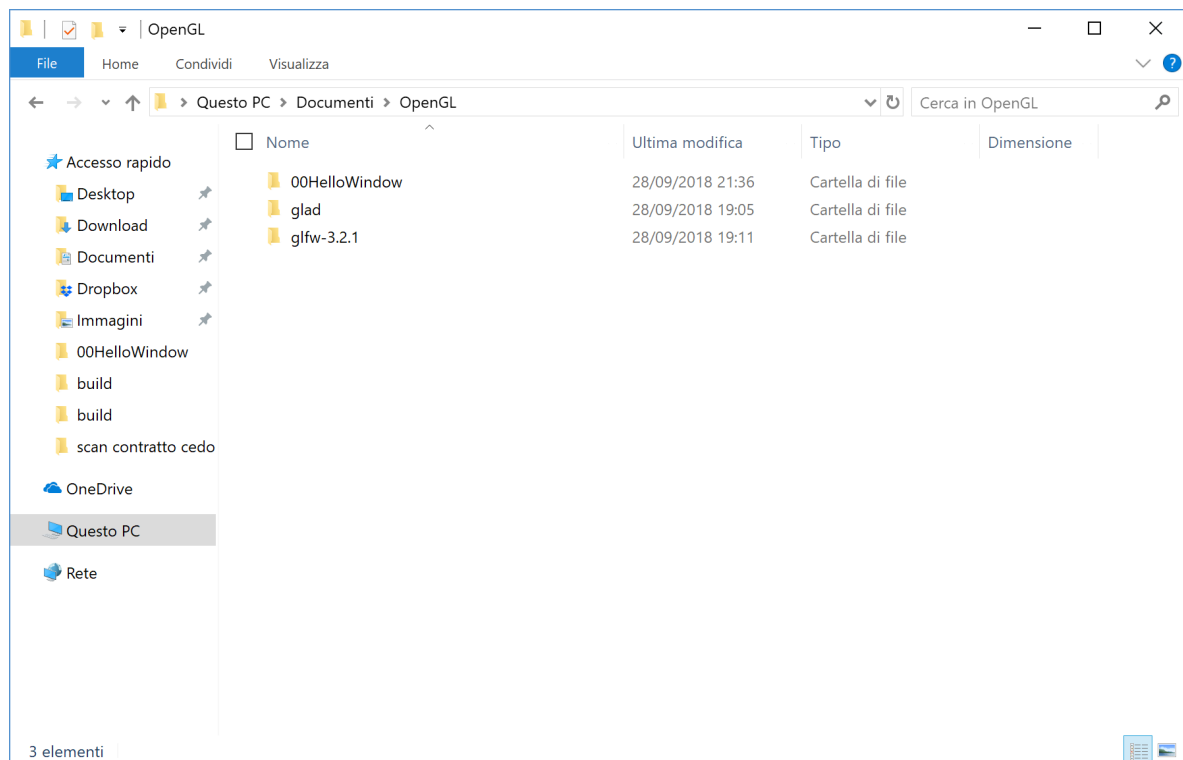
Configuration of OpenGL core profile examples under Windows

Required software

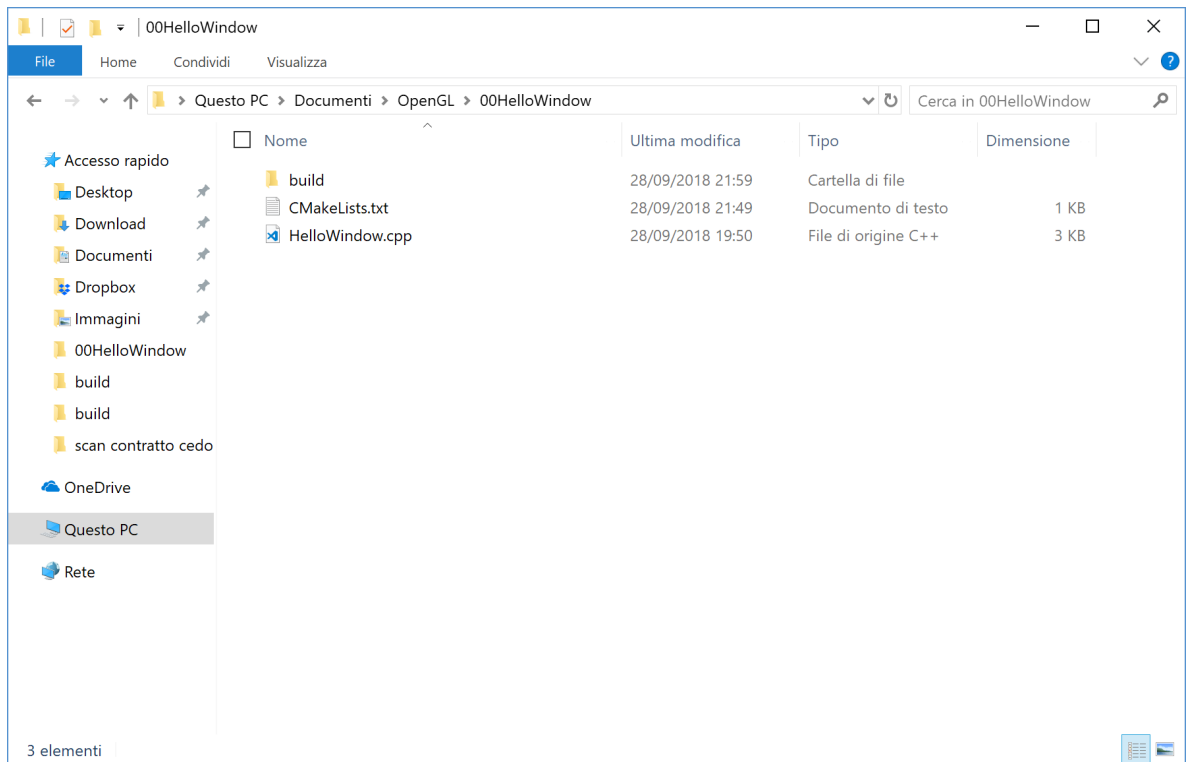
- **GLFW3** – sources distribution, not binaries (<https://github.com/glfw/glfw/releases/download/3.2.1/glfw-3.2.1.zip>)
- **GLAD** – for 3.3 OpenGL version (<https://glad.dav1d.de/>)
- **CMake** 3.12.2 (<https://cmake.org/files/v3.12/cmake-3.12.2-win64-x64.msi>)
- **Visual Studio 2017** (<https://visualstudio.microsoft.com/thank-you-downloading-visual-studio/?sku=Community&rel=15>)

Instructions

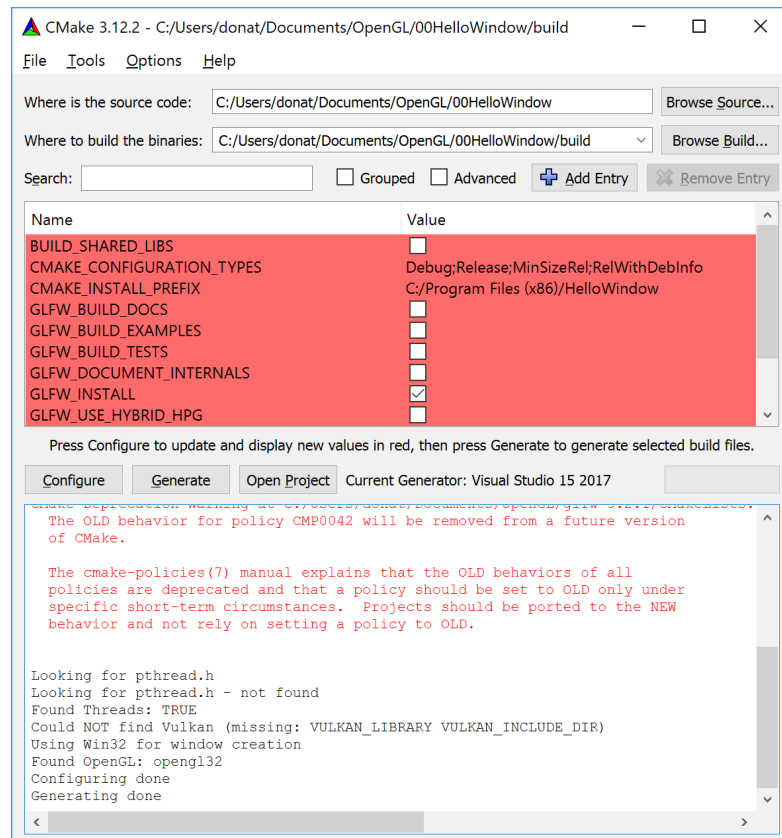
1. Chose a path within which to put OpenGL core profile examples and uncompress both GLFW and GLAD inside it.
2. Download and uncompress the Windows version of the 00HelloWindow application (https://www.mat.unical.it/~donato/teaching/2018-2019/cg/gl_examples_windows/00HelloWindow.zip) and uncompress it into the above path. Files should be like in the image below.



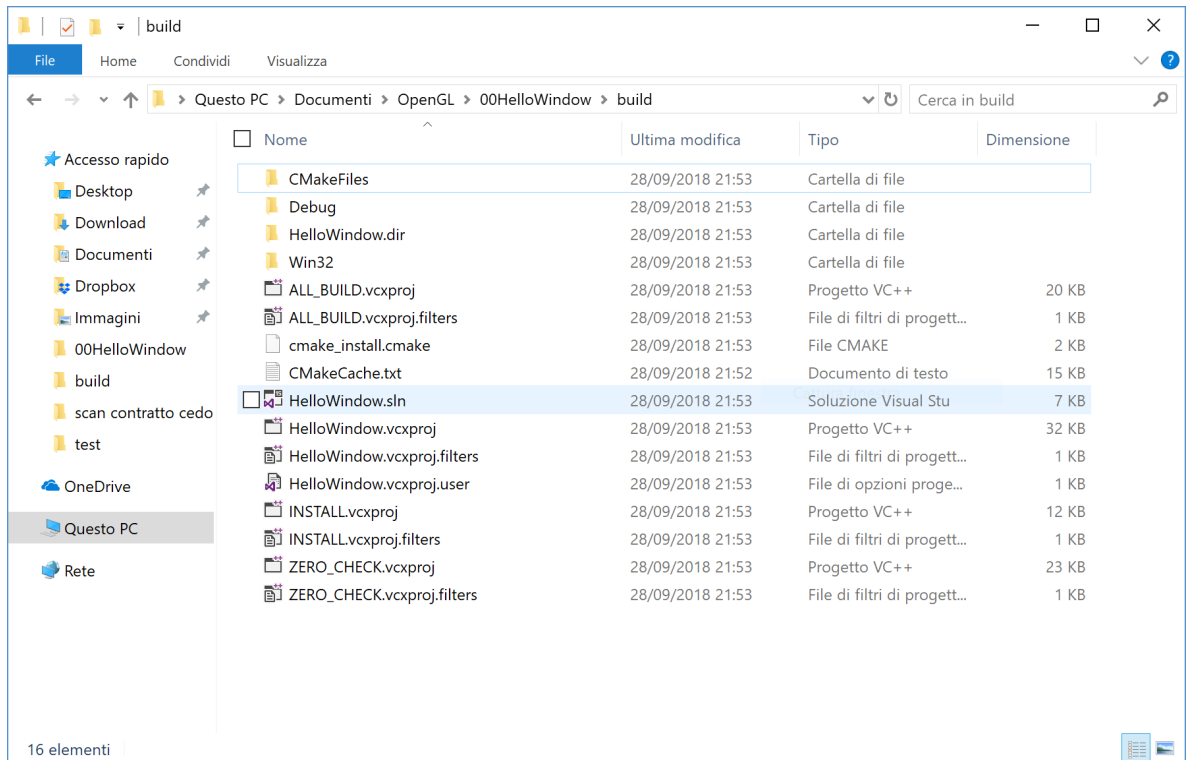
while the content of the 00HelloWindow should be like in the following screenshot.



3. Configure and build the project with CMake (press the Configure and then the Generate buttons). Please, ignore possible warnings due to Cmake and GLFW3



4. Open the solution you will find in the build directory



5. Compile the Visual Studio solution.

