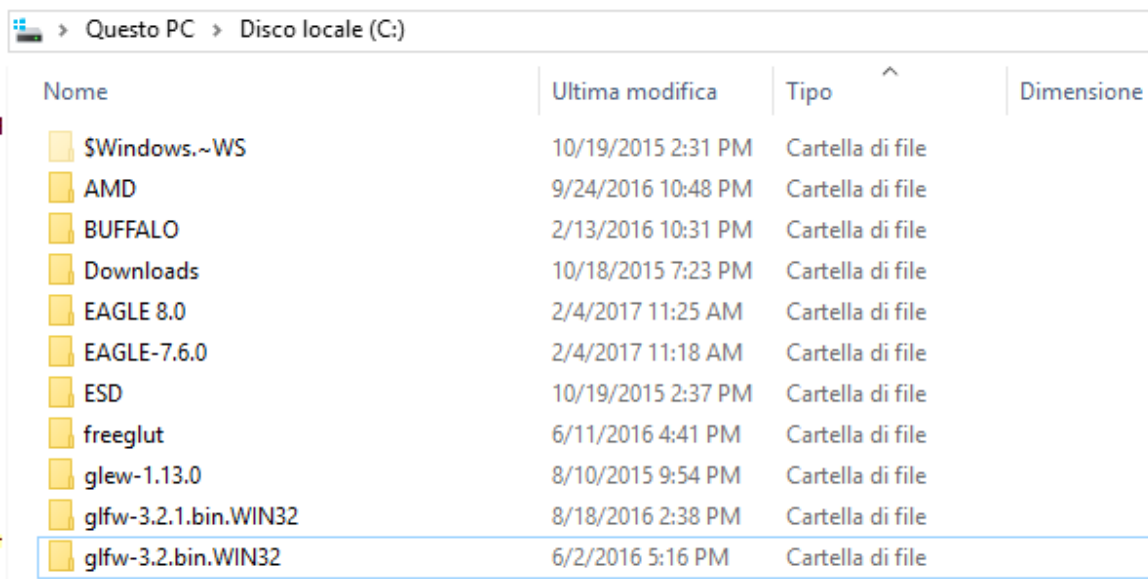


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This guide will explain how to use GLFW libraries on Microsoft Visual Studio C++ 2015.

The first step is to download Windows precompiled libraries of GLFW, on this website:
<http://www.glfw.org/download.html>

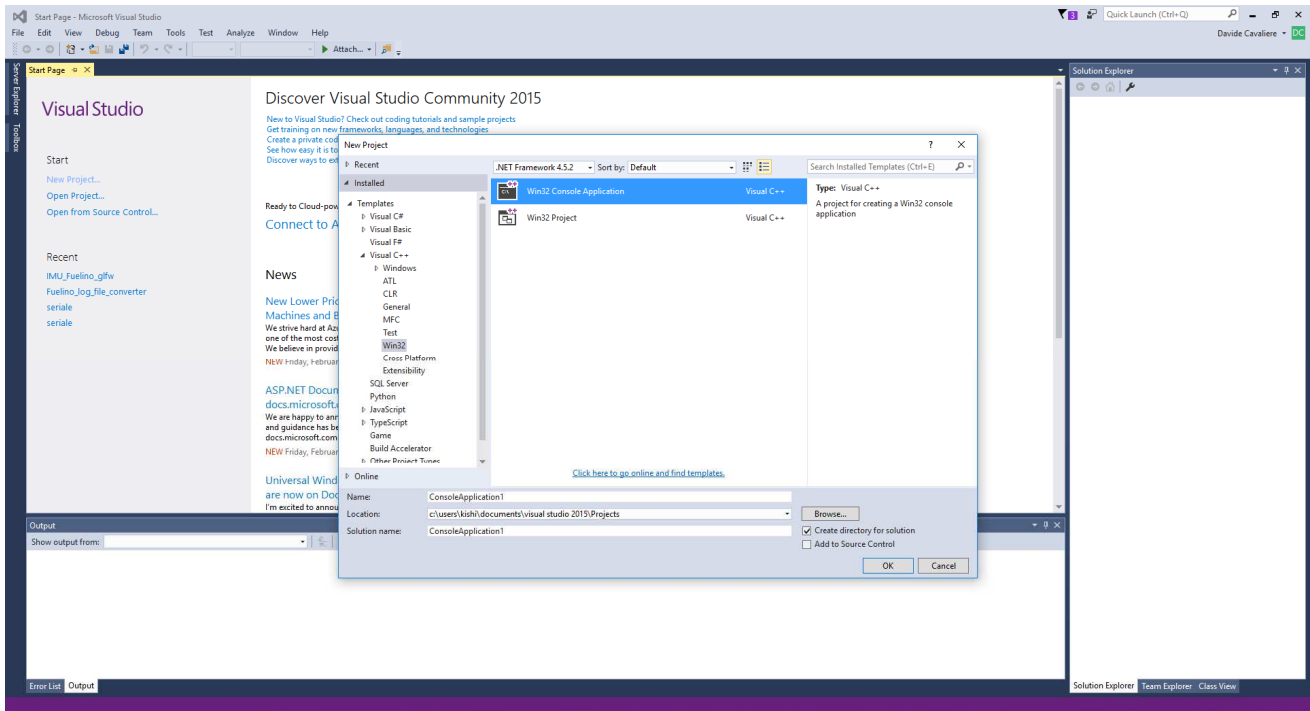
Then, extract the ZIP file in the C:\ folder. In my case, I got a folder called “glfw-3.2.1.bin.WIN32”.



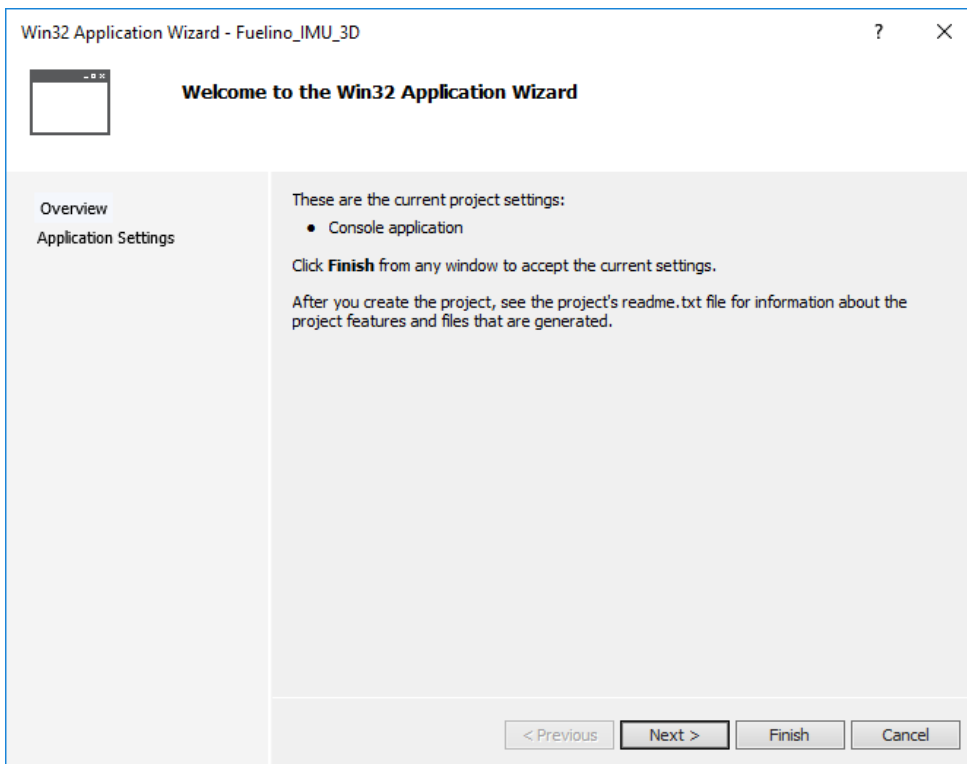
The screenshot shows a Windows File Explorer window titled "Questo PC > Disco locale (C:)". It displays a list of folders in the C:\ drive. The folders are listed in a table with columns for "Nome", "Ultima modifica", "Tipo", and "Dimensione". The folder "glfw-3.2.1.bin.WIN32" is highlighted with a blue border.

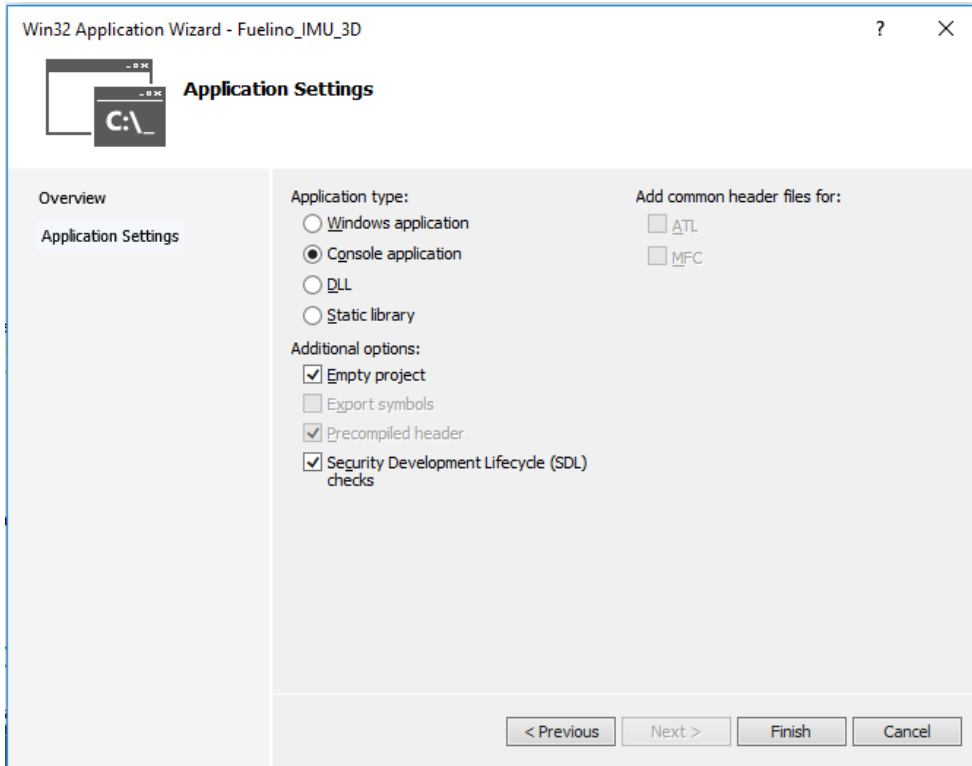
Nome	Ultima modifica	Tipo	Dimensione
\$Windows.~WS	10/19/2015 2:31 PM	Cartella di file	
AMD	9/24/2016 10:48 PM	Cartella di file	
BUFFALO	2/13/2016 10:31 PM	Cartella di file	
Downloads	10/18/2015 7:23 PM	Cartella di file	
EAGLE 8.0	2/4/2017 11:25 AM	Cartella di file	
EAGLE-7.6.0	2/4/2017 11:18 AM	Cartella di file	
ESD	10/19/2015 2:37 PM	Cartella di file	
freeglut	6/11/2016 4:41 PM	Cartella di file	
glew-1.13.0	8/10/2015 9:54 PM	Cartella di file	
glfw-3.2.1.bin.WIN32	8/18/2016 2:38 PM	Cartella di file	
glfw-3.2.bin.WIN32	6/2/2016 5:16 PM	Cartella di file	

Then, open Visual Studio C++ 2015 and create a new project of type “Win32 Console Application”. Choose the name that you want.



Click on “Next” and then select “empty project”.



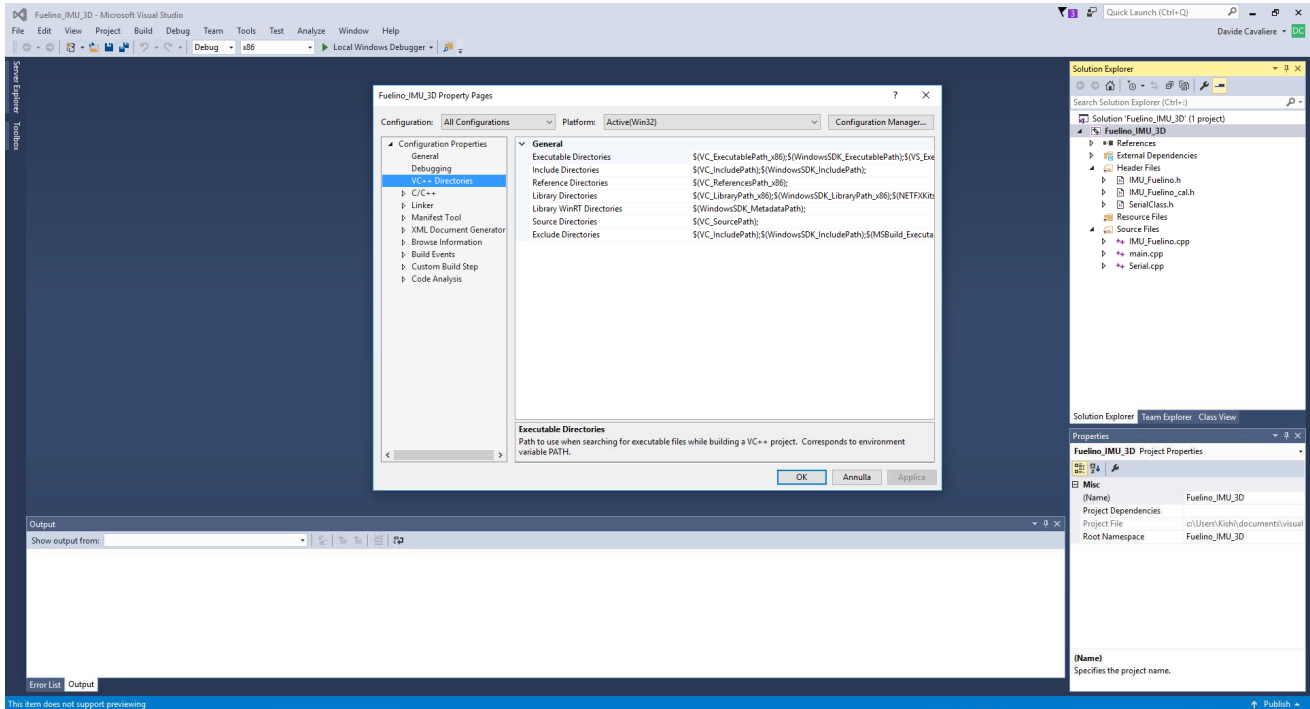


Copy the source files (“h” and “cpp” files) or create them.

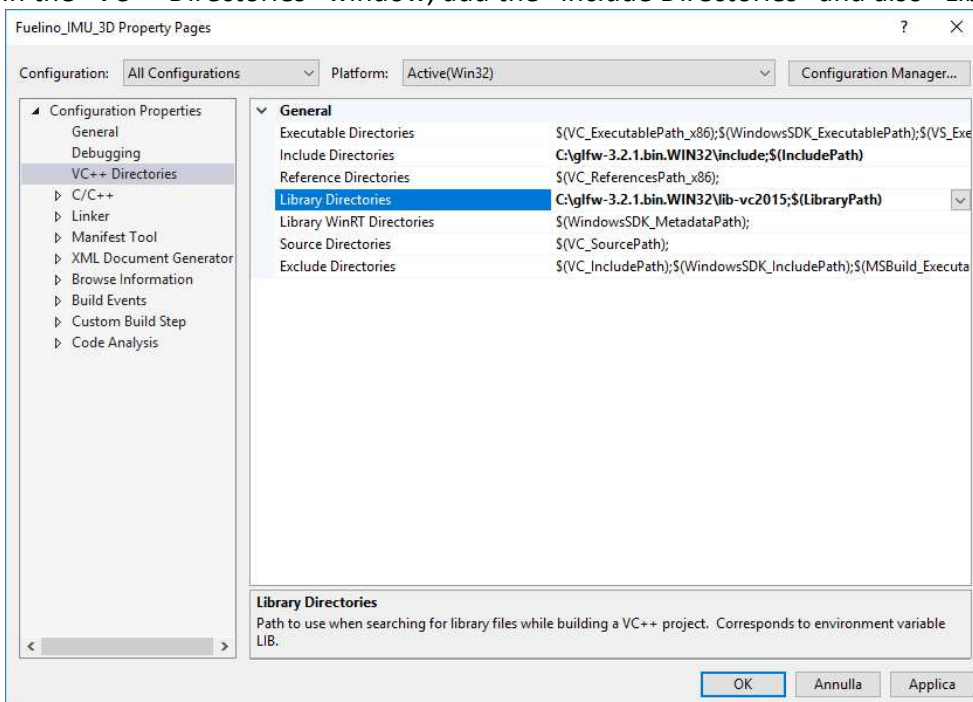
Questo PC > Documenti > Visual Studio 2015 > Projects > Fuelino_IMU_3D > Fuelino_IMU_3D

	Nome	Ultima modifica	Tipo	Dimensione
	Fuelino_IMU_3D.vcxproj	2/15/2017 8:07 AM	VC++ Project	8 KB
	Fuelino_IMU_3D.vcxproj.filters	2/15/2017 8:07 AM	VC++ Project Filte...	1 KB
	IMU_Fuelino.cpp	2/14/2017 7:05 PM	C++ Source File	21 KB
	IMU_Fuelino.h	2/14/2017 4:44 PM	C/C++ Header	4 KB
	IMU_Fuelino_cal.h	2/14/2017 7:25 PM	C/C++ Header	4 KB
	main.cpp	2/14/2017 11:20 PM	C++ Source File	14 KB
	Serial.cpp	12/7/2015 10:26 PM	C++ Source File	4 KB
	SerialClass.h	3/24/2015 11:18 AM	C/C++ Header	2 KB

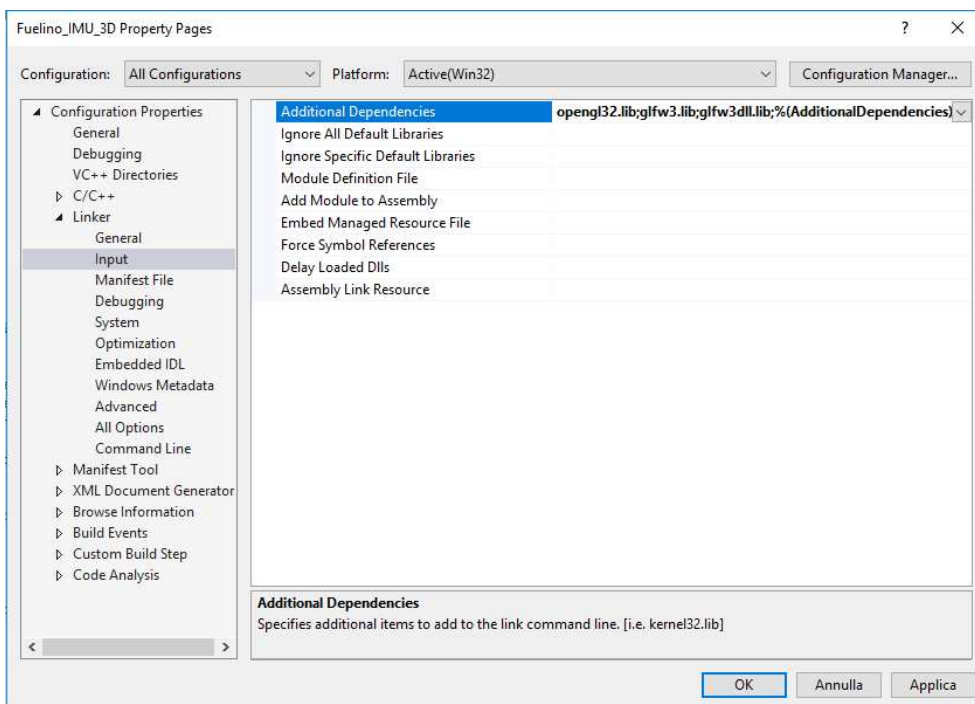
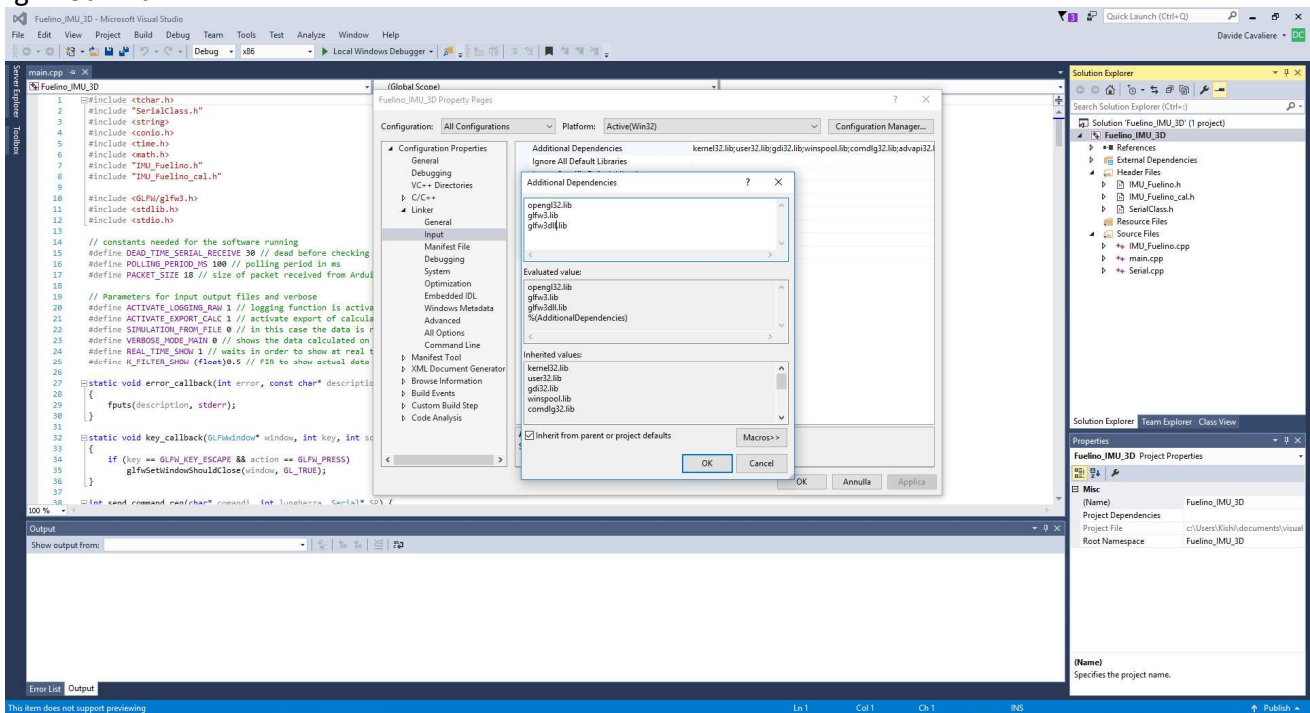
Include the source and header files in the project (below on right side). Then, right click on the project name, and select “Properties”. The following screen will appear.



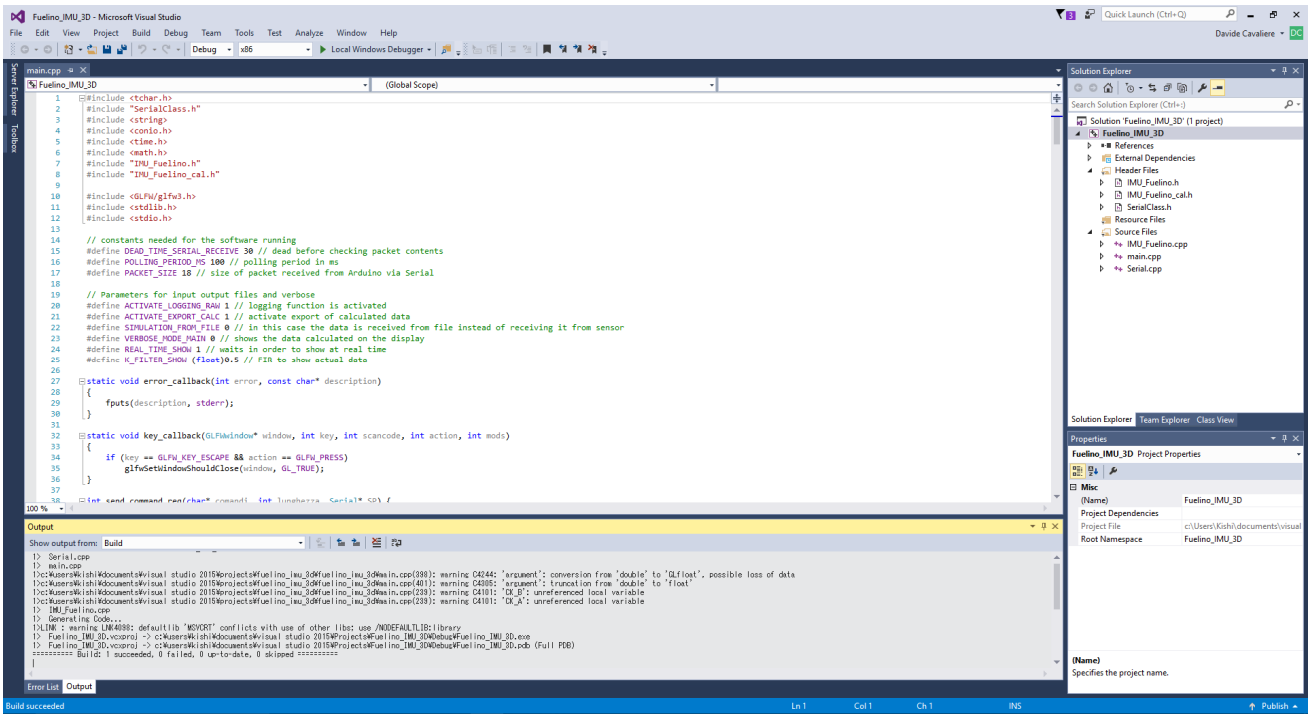
In the “VC++ Directories” window, add the “Include Directories” and also “Library Directories” as below.



In the “Linker” and “Input” folder, add the “*.lib” files listed below: “opengl32.lib”, “glfw3.lib”, “glfw3dll.lib”.



Compile your project (Build). You should not get any error. Don't forget to include "GLFW/glfw3.h".



Run your project. The following window should appear. Source code is available here: <http://www.monocilindro.com/category/electronics/imu-inertial-measurement-unit/>

