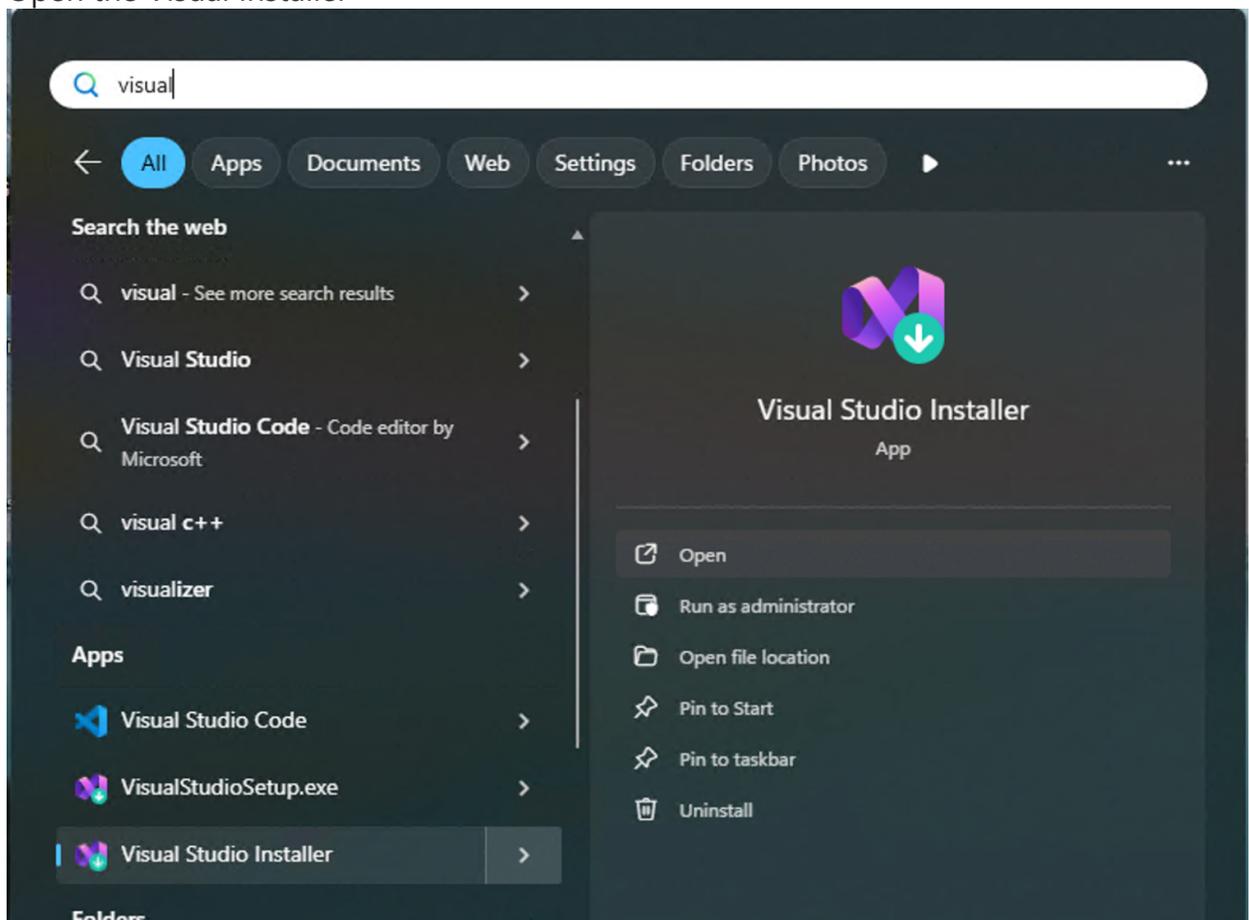


GlutSTBMiniAudio-Template

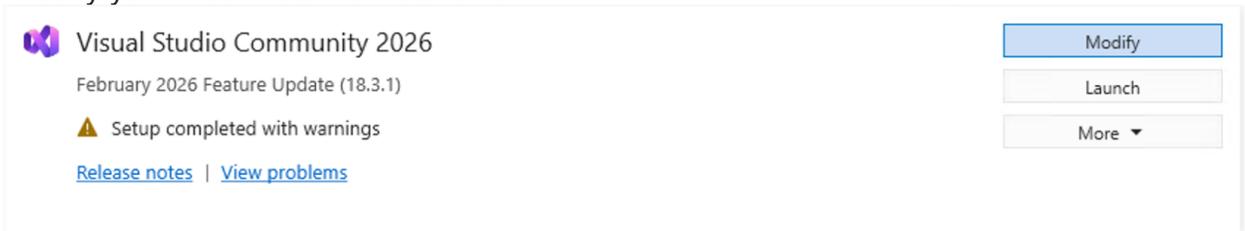
Setup

For Windows

1. Install Visual Studio
Make sure you have installed Visual Studio, not Visual Studio Code, you need the MSVC Compiler installed which is bundled and accessible with Standard Visual Studio
2. Open the Visual Installer



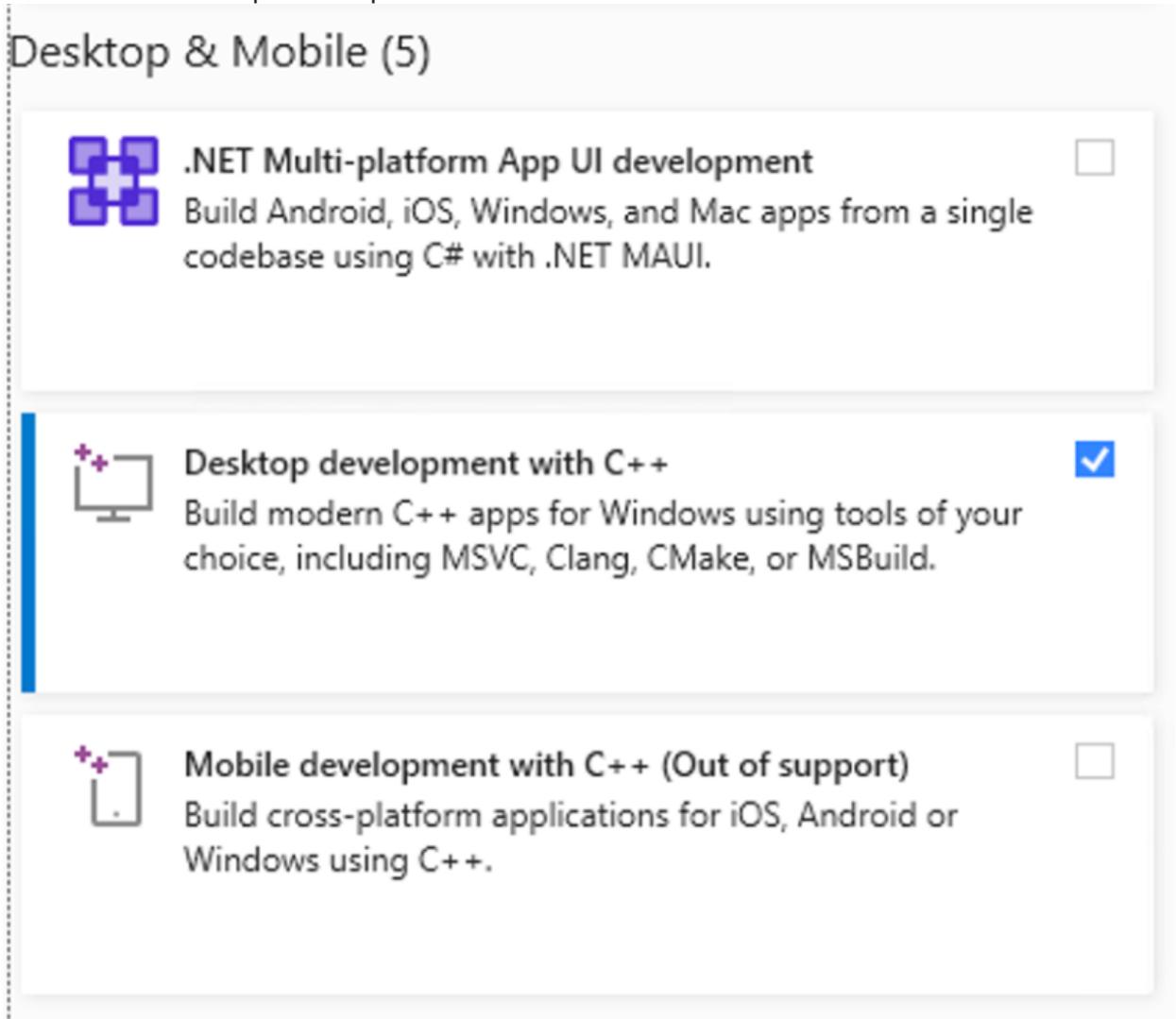
3. Modify your Visual Studio Installation



Visual Studio Community 2026
February 2026 Feature Update (18.3.1)
⚠ Setup completed with warnings
[Release notes](#) | [View problems](#)

Modify
Launch
More ▾

4. Make sure "Desktop Development with C++" is installed

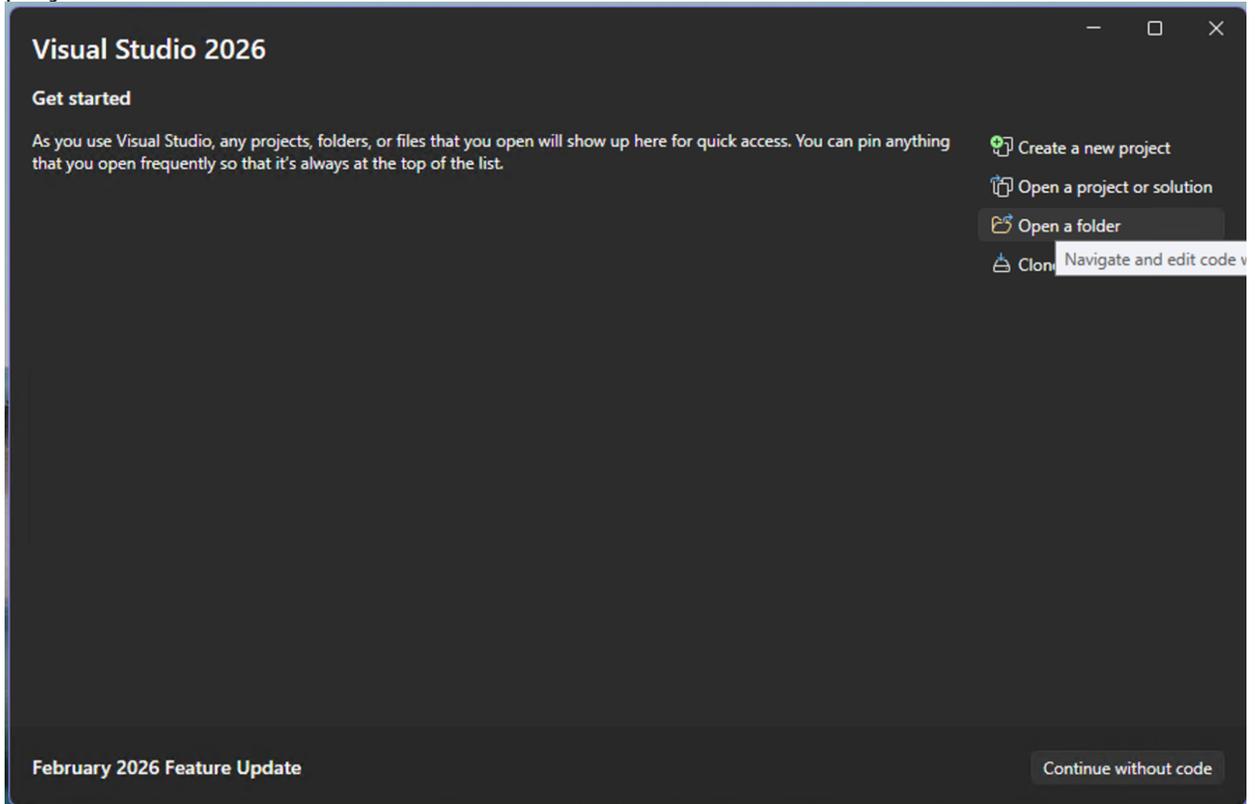


Desktop & Mobile (5)

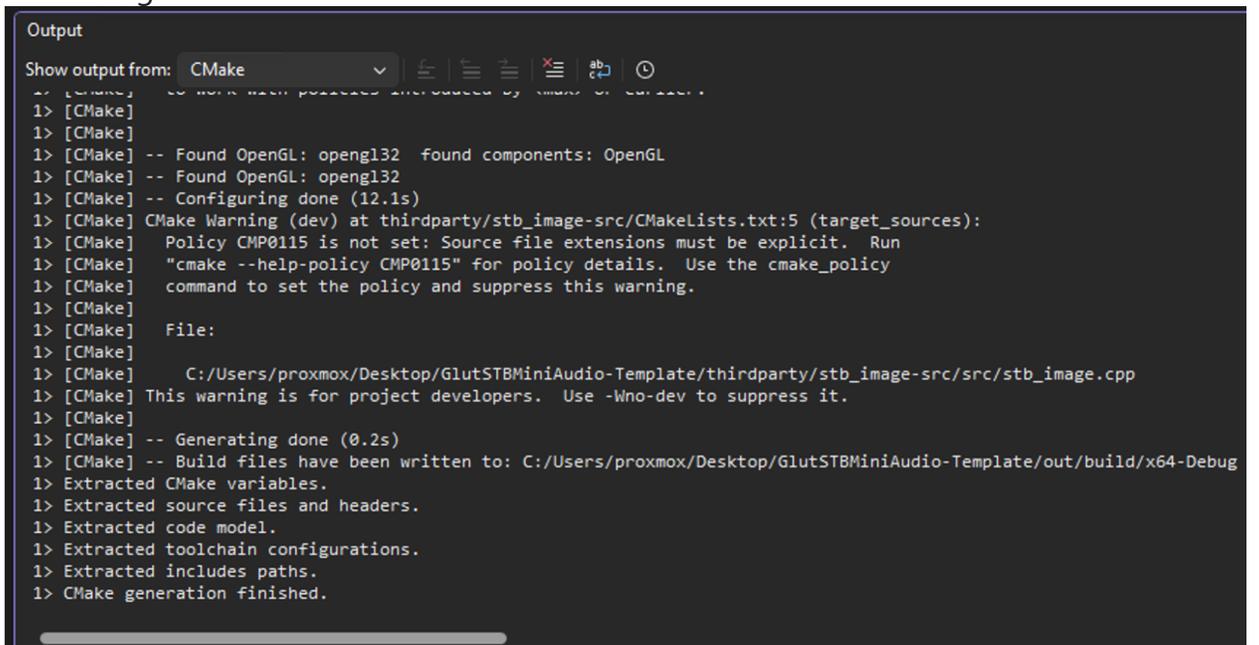
-  **.NET Multi-platform App UI development**
Build Android, iOS, Windows, and Mac apps from a single codebase using C# with .NET MAUI.
-  **Desktop development with C++**
Build modern C++ apps for Windows using tools of your choice, including MSVC, Clang, CMake, or MSBuild.
-  **Mobile development with C++ (Out of support)**
Build cross-platform applications for iOS, Android or Windows using C++.

5. Once installed open Visual Studio and select "Open a folder", then find and select the folder of this

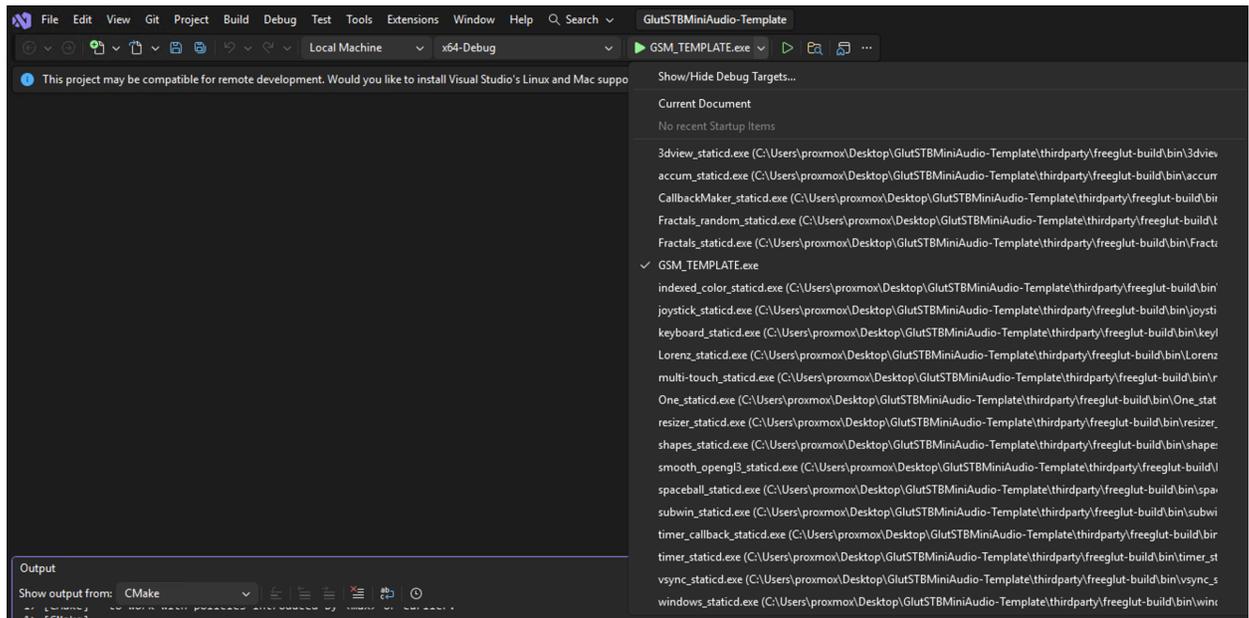
project



6. When the project opens, CMake should immediately start installing thirdparty dependencies. Please make sure you see "*CMake generation finished*" before continuing.



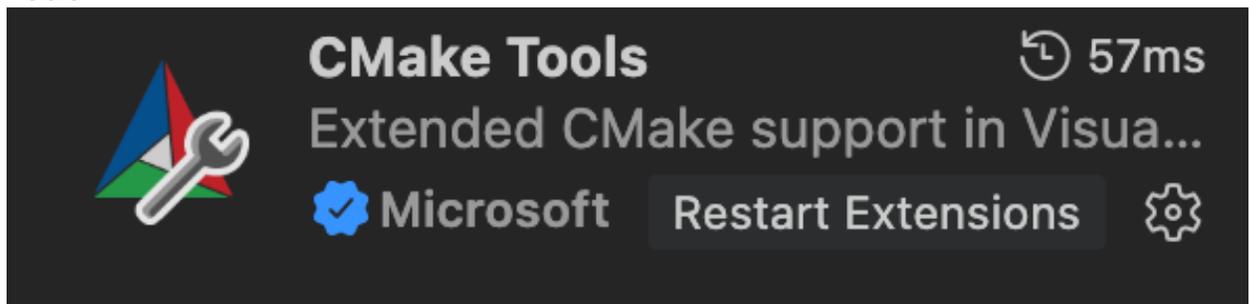
7. Finally select the correct Target from the Target list, to the right of the run button.



8. Finally press the run button and the application should just work

For MacOS

1. There are many different ways to use CMake on Mac or Linux. Visual Studio works great, but its a [Command Line Interface](#) application so it's easy to use anywhere.
However, for this guide, install Visual Studio Code and [Brew](#). Brew is like apt for MacOS, if you don't want to install it, find some way to install CMake.
2. Open this project in Visual Studio Code.
3. In the extensions tab, find and install "CMake Tools"



4. You may need to reload the project, so do that with CMD+Shift+P, search for "*Reload Window*", and Press *enter*
5. When the project opens, it should immediately start downloading the libraries that this project needs. Please wait until it completes or you see "*CMake generation finished*" in the console.
6. Once CMake has finished configuring, press Shift+F5 (You may also need to press fn depending on how your mac is setup), and the application will run.

CLI

To compile the project with normal cmake, it's stupid easy.

```
cmake .; make;
```

The binary should be in the root of the project after it is installed so run

```
./GSM_TEMPLATE
```