


# Building fox-1.4.34 on Windows

## Windows platform

1. Download/Extract the fox-1.4.34.zip archive (available in SLAC in V:\Glast\_Software\Toaster\GLAST\_EXT\VC8\fox)
2. Start Visual C++ and open the fox/windows/vcpp/win32.dsw workspace
3. Choose foxdll project
4. Define "HAVE\_OPENGL" symbol to include OpenGL support
  - a. Goto Project->Properties
    - i. Under the Configuration Properties
      1. Goto C/C++->PreProcessor
        - a. In the right pane, "Preprocessor Definitions" add "HAVE\_OPENGL"
5. Build foxdll
  - a. goto Build -> build foxdll

 Additional documentation can be found in the file, "INSTALL," in the fox-1.4.34.zip archive.