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Subject: Re: Use TheIDE on Windows Subsystem for Linux v2  
Posted by [frederik.dumarey](#) on Tue, 06 Feb 2024 20:00:13 GMT  
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Hey Koldo,

Didn't try this one yet :? .

I tried some things out, and what is happening?

I can load the OpenGL example, but when compiling it is missing the GL Utilities (glu header files).

This could be quickly solved by installing them using:

```
sudo apt install libglu1-mesa-dev freeglut3-dev
```

I think the OpenGL client will use the GLX (X11 extensions for OpenGL), so this should work technically without any problem.

Other than that, while I tried to run the application, I get a console error:

```
/home/administrator/.cache/upp.out/reference/CLANG.Debug.Deb ug_Full.Gui.Shared/OpenGL:  
error while loading shared libraries: libGLU.so.1: cannot open shared object file: No such file or  
directory
```

I thought the libglu1-mesa library would solve this issue, but I'm stuck here.

Who can help us out?

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