

Setting up an Eclipse Workspace for JetDog

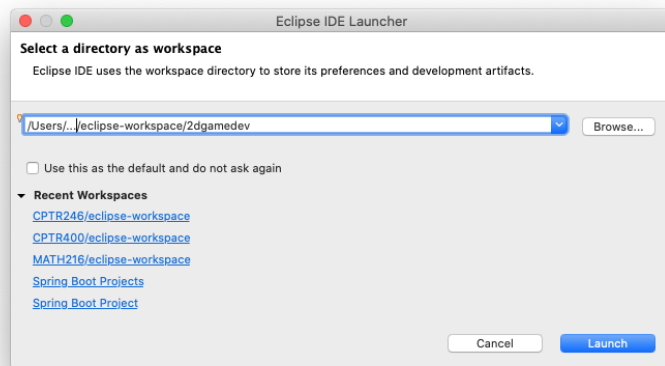
Install the Eclipse IDE

Download the package for your machine: www.eclipse.org

Follow the instructions to install it.

Creating a Workspace.

In Eclipse, the first step is to create a workspace. When you start Eclipse for the very first time, you will be asked to create a workspace in your home folder. Eclipse will propose something like `/Users/.../eclipse-workspace`. It is recommended that you use a meaningful name for your workspace such as “2dgamedev” within your eclipse-workspace (e.g. “/User/.../eclipse-workspace/2dgamedev”).

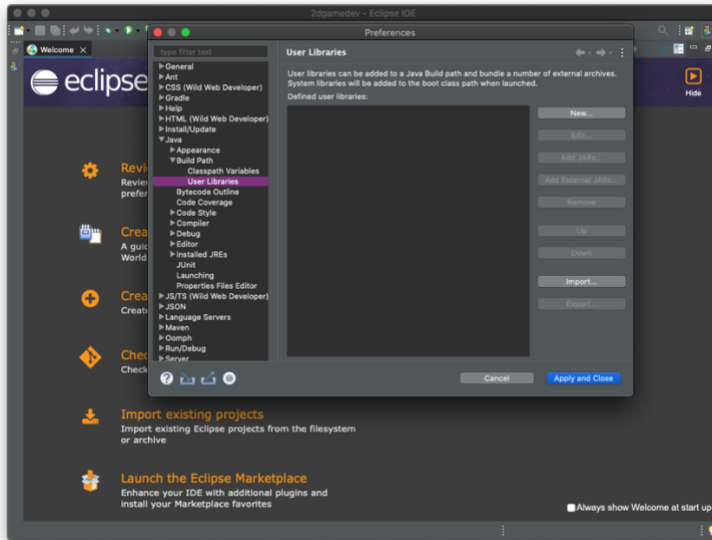


Download the Sources.zip (or the Sources.tar.gz) file from GitHub and unarchive it. You should see a `jetdog-lib-xxx.jar` and a `jetdog-javadoc-xxx.zip` file. Do not unarchive the jar file or uncompress the zip files. Relocate the files into a stable folder that eclipse can refer to, such as “User/.../eclipse-workspace/user-libraries”.

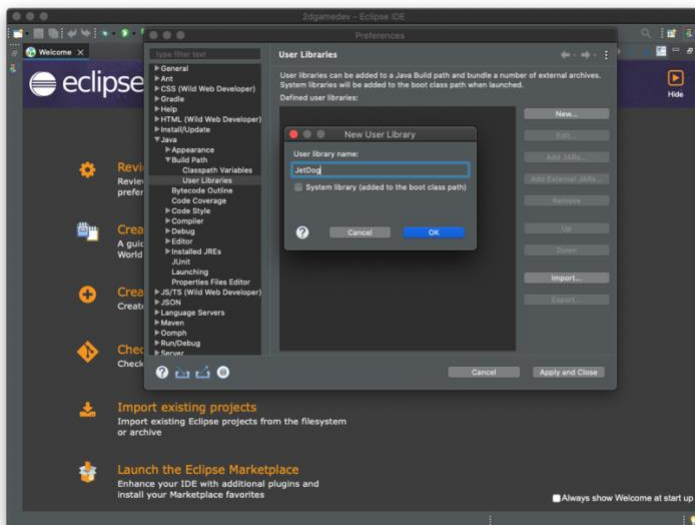
Creating a JetDog User Library.

The next step is to create a User library for JetDog and have your Projects refer to it.

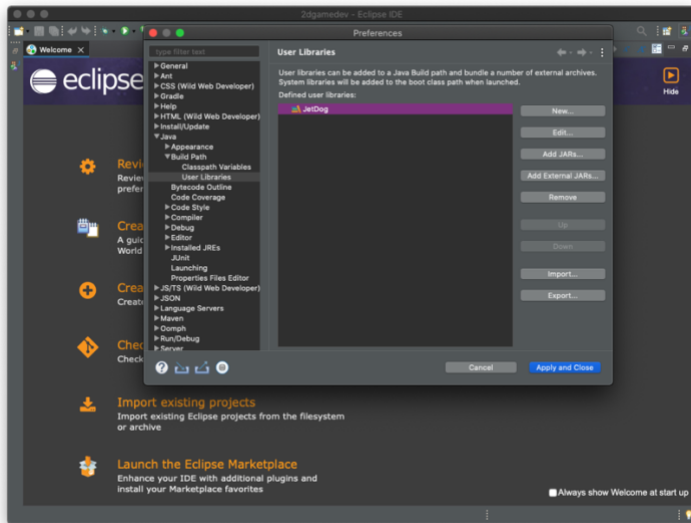
Click on the Eclipse menu and select Preferences. Select Java, and then select User Libraries under the option that says Build Path.



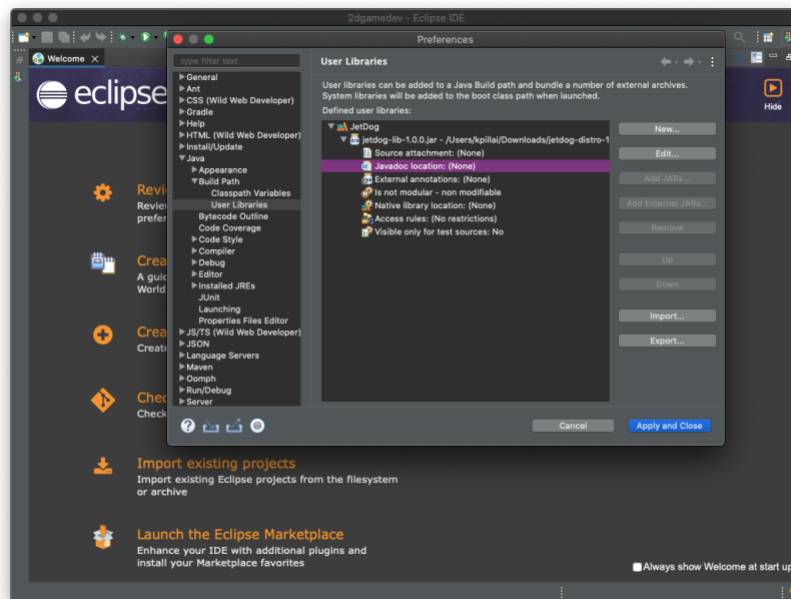
Create a new user library by clicking on the “New” button and when prompted, enter JetDog as the name of the user library.



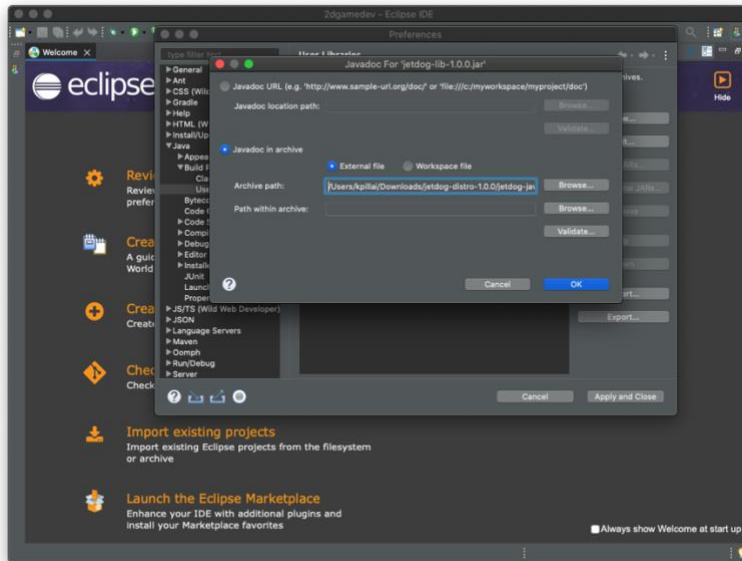
In the panel that says, “Define user libraries”, you should now see JetDog listed. The next step is to add external jar files to the JetDog library that was created in Eclipse.



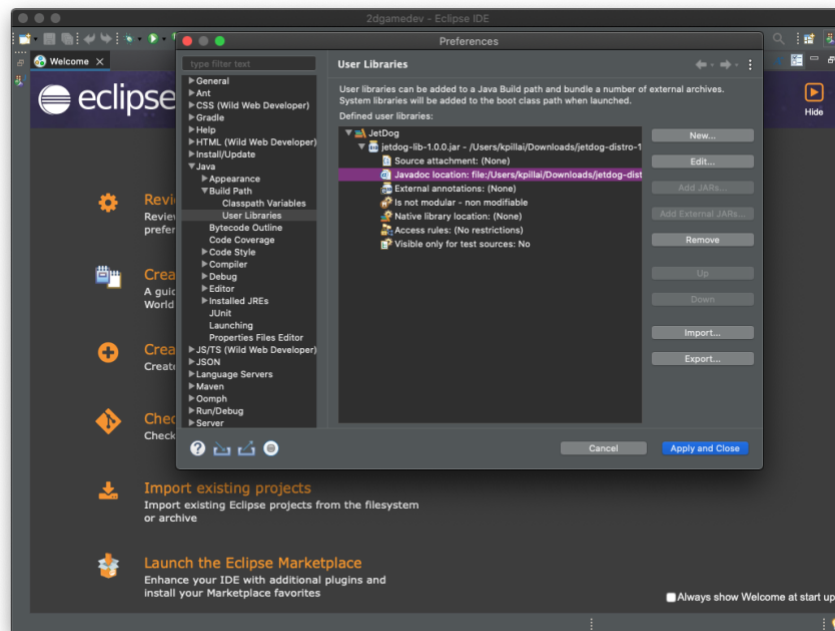
On the Preferences Window of Eclipse that lists JetDog as a user library, select JetDog and click on “Add External JARS”. Select the jetdog-lib-xxx.jar file that you had downloaded. You should now see more information under the JetDog user library in Eclipse.



Select “Javadoc location:” under JetDog and click on Edit. Select the radio button that says, “Javadoc in archive” and select “External File”.

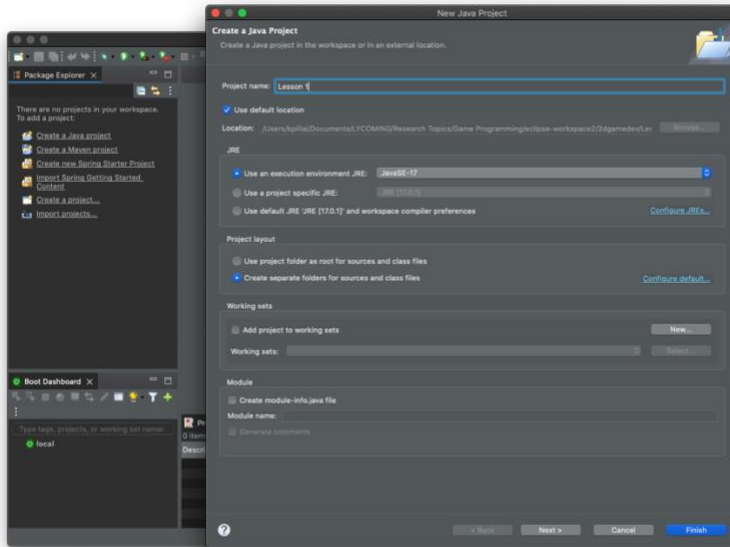


Browse and locate the jetdog-javadoc-xxx.zip file. Click Okay and now you should see JetDog user library listed in Eclipse with a Javadoc location defined. Click on “Apply and Close”.

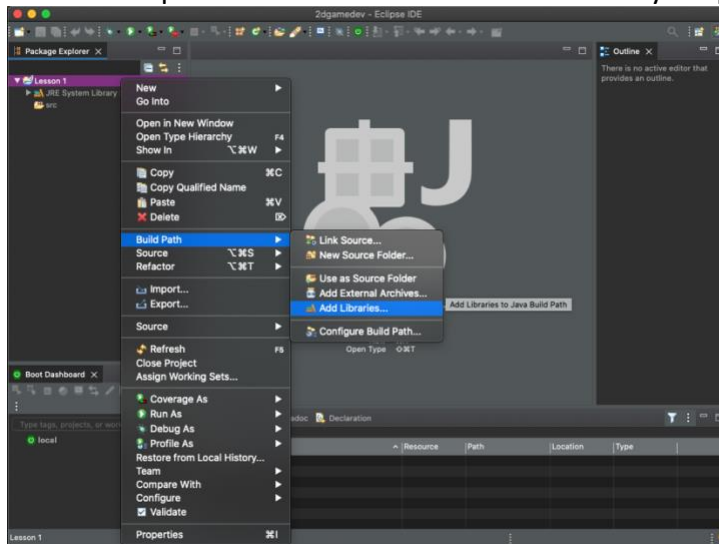


Creating a Project

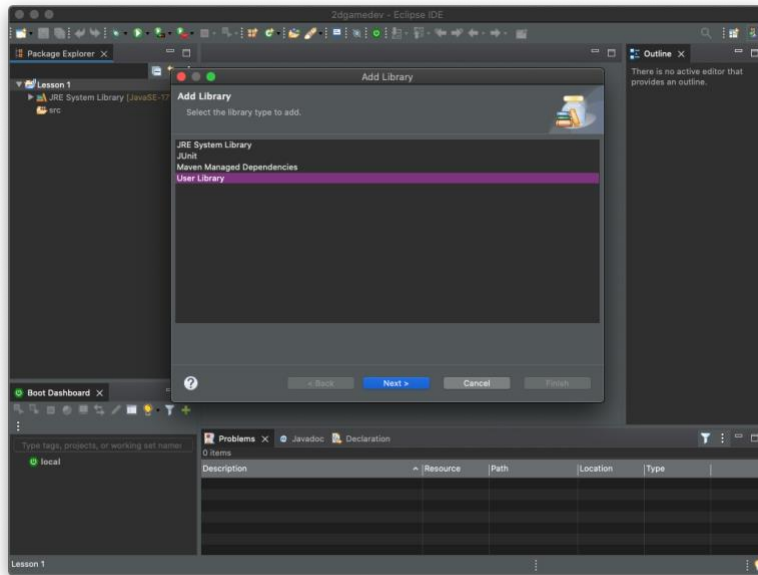
Once you launch Eclipse, you will be presented with a “Welcome” screen. If you are new to Eclipse, please complete the Tutorials provided on the Welcome page before continuing. If you are familiar with Eclipse, you may dismiss the Welcome screen by clicking the “x” on the tab that says “Welcome”. Create a new Java Project in Eclipse by clicking on the link in the displayed “Package Explorer” panel. Use the Project name “Lesson 1”.



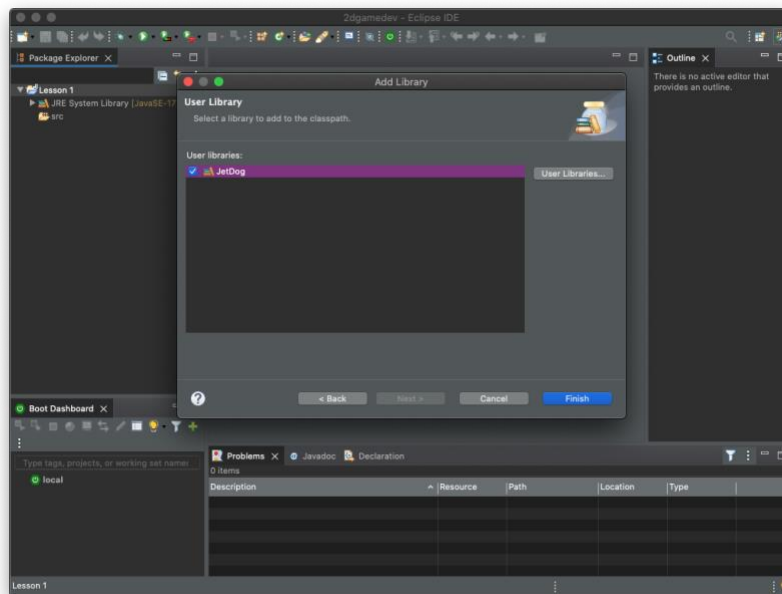
You will get an error at the top of the panel saying it is an invalid module name. We will not be using modules for this development. In the Module section of the Panel, uncheck “Create module-info.java file, which will remove the error. Click on “Finish” to complete the project creation step. You should see “Lesson 1” listed in your package explorer panel this point.



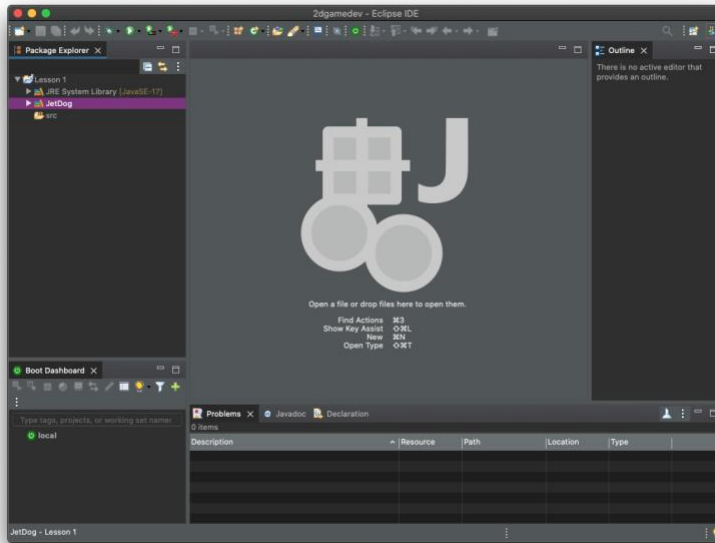
With “Lesson 1” selected, right click (Control + Click) to bring up the menu for the Project. Select “Build Path” and then “Add Libraries...”. Select “User Libraries” and “Next”.



Select JetDog from the list, and click on “Finish” to complete your setup. At this point, you should see your “Lesson 1” project refer to JRE and JetDog libraries are shown.



You are ready to start developing JetDog games using Eclipse. Your code will be situated under the “src” folder.



You have created a JetDog user library, and any new development you do can refer to the API by simply adding the JetDog library to the build path of the project.