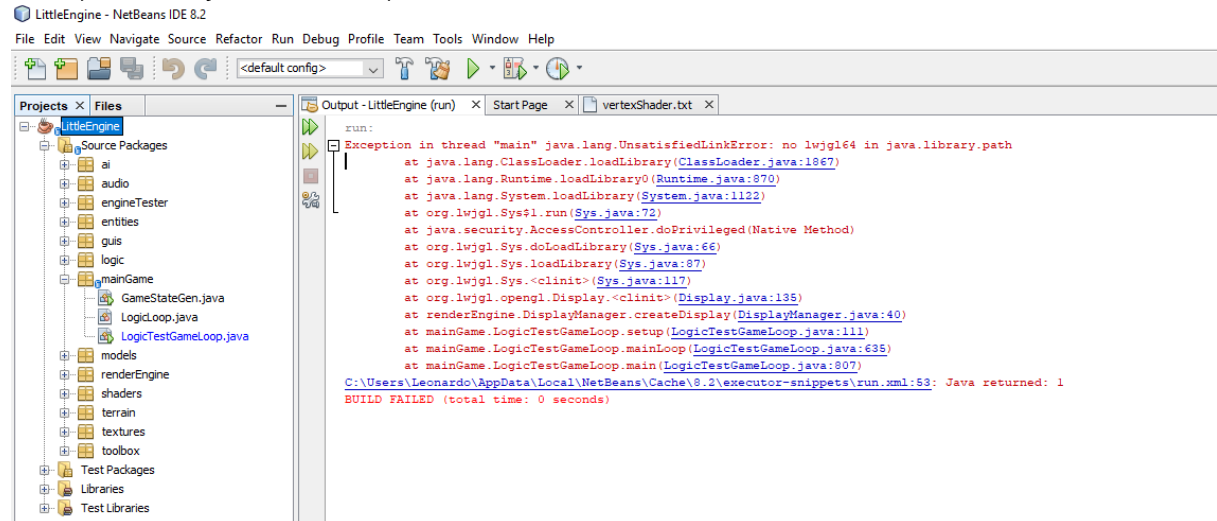


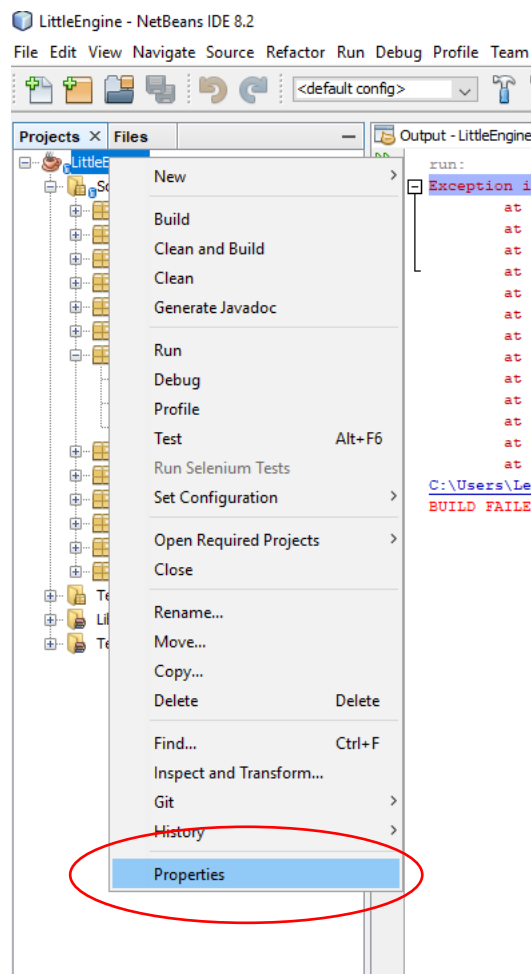
## Java.lang.UnsatisfiedLinkError fix

Dear reader. In this document we will fix the `Exception in thread "main"`  
`java.lang.UnsatisfiedLinkError: no lwjgl64 in java.library.path` exception.

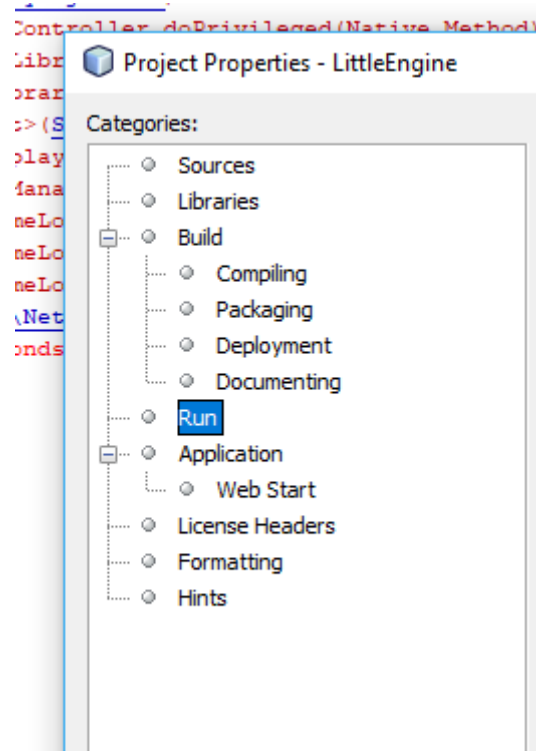
When you first try to run the project, the output window looks like this. No panic, this is actually normal. Netbeans is searching for a certain natives. You have to configure the VM options to your own file path.



First, right click on LittleEngine in your project explorer and click on *properties*.

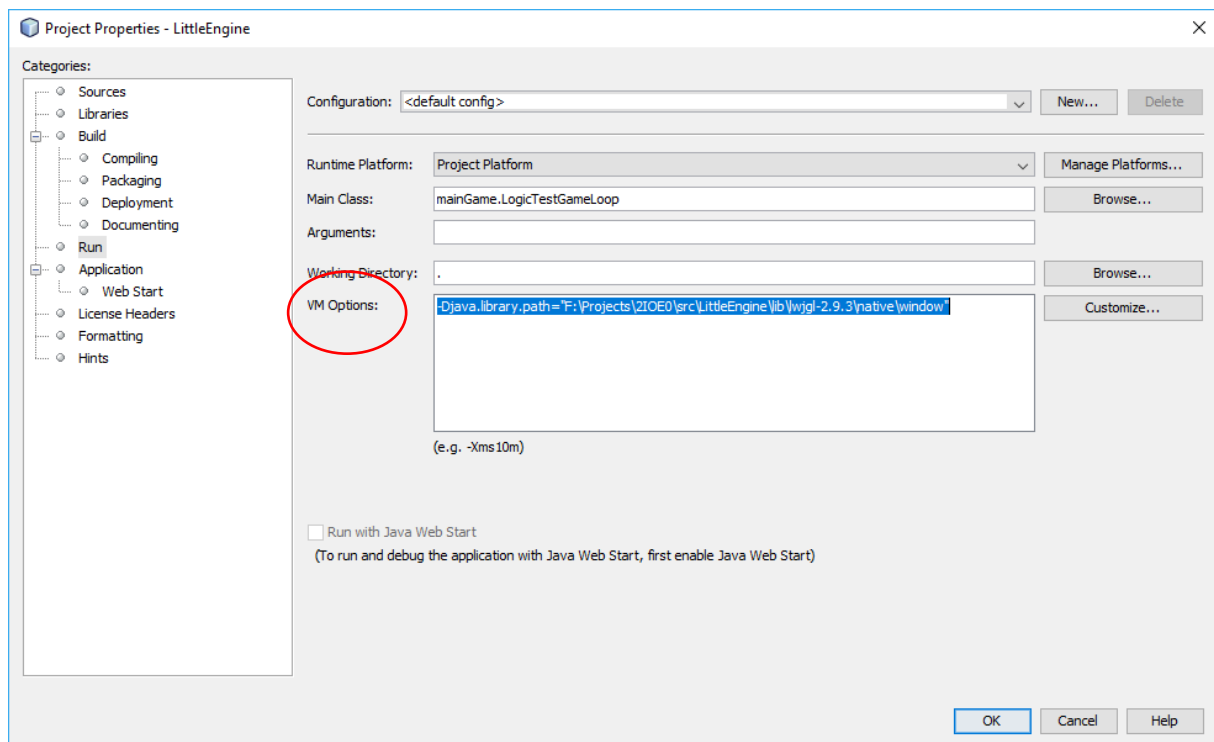


A window will open, click on run



Goto VM options. Here a file path is stored, for example -  
`Djava.library.path="W:\Wrong\Path\To\Project\LittleEngine\lib\lwjgl-2.9.3\native\windows"`

This path needs to be set to your own path. For example -  
`Djava.library.path="F:\Projects\2IOE0\src\LittleEngine\lib\lwjgl-2.9.3\native\window"`



Now the issue is fixed. The game can now be ran successfully