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# Game Development Platform Setup

## Setup the Development Environment

1. Unzip tools/apache-maven-3.0.5-bin.zip to tools/apache-maven-3.0.5.
2. Unzip tools/apache-ant-1.8.2-bin.zip to tools/apache-ant-1.8.2.
3. Create an environment variable for Maven. Add M2\_HOME and set the value to the tools/apache-maven-3.0.5 directory. If you unzipped this package to C:/GameDevelopmentPlatform then you would set the value as C:/GameDevelopmentPlatform/tools/apache-maven-3.0.5
4. Create an environment variable for Ant. Add ANT\_HOME and set the value to the tools/apache-ant-1.8.2 directory. If you unzipped this package to C:/GameDevelopmentPlatform then you would set the value as C:/GameDevelopmentPlatform/tools/apache-ant-1.8.2
5. Create an environment variable for Java. Add JAVA\_HOME and set the value to your Java SDK directory. Typically this installs to C:/Program Files (x86)/Java/jdk1.6.0\_XX or C:/Program Files/Java/jdk1.6.0\_XX.

When setting the value, if your JSDK directory is located in a path containing spaces, use the shortended form for those directories to prevent issues when the JAVA\_HOME is used from the command line. Example: Set the value to C:/Progra~1/Java/jdk1.6.0\_45. For 64-bit systems where the 32-bit Java is installed in C:/Program Files (x86), use C:/Progra~2/Java/jdk1.6.0\_45.

1. Add Maven to the system path. Add %M2\_HOME%/bin to your path.
2. Add Ant to the system path. Add %ANT\_HOME%/bin to your path.
3. Add Java to the system path. Add %JAVA\_HOME%/bin to your path.
4. Run the Maven install.bat script provided in the setup/maven directory. This script installs custom Maven plug-ins as well as libraries used during development.