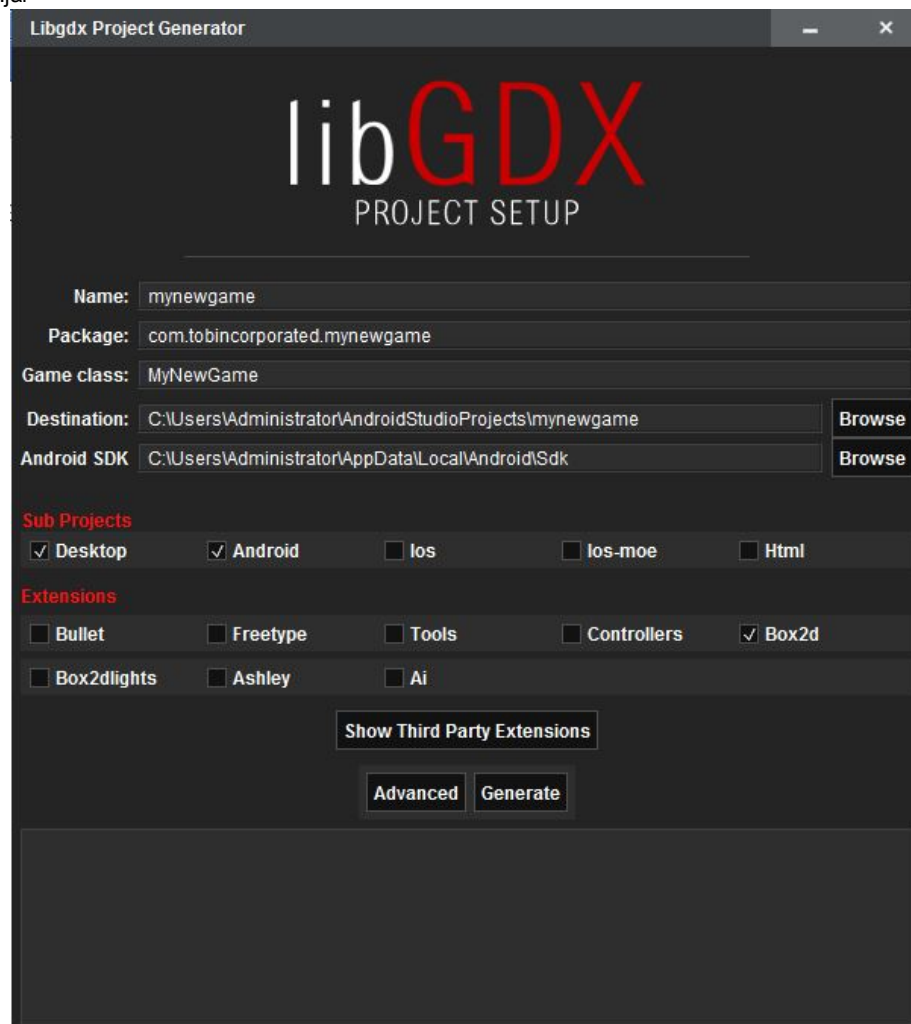


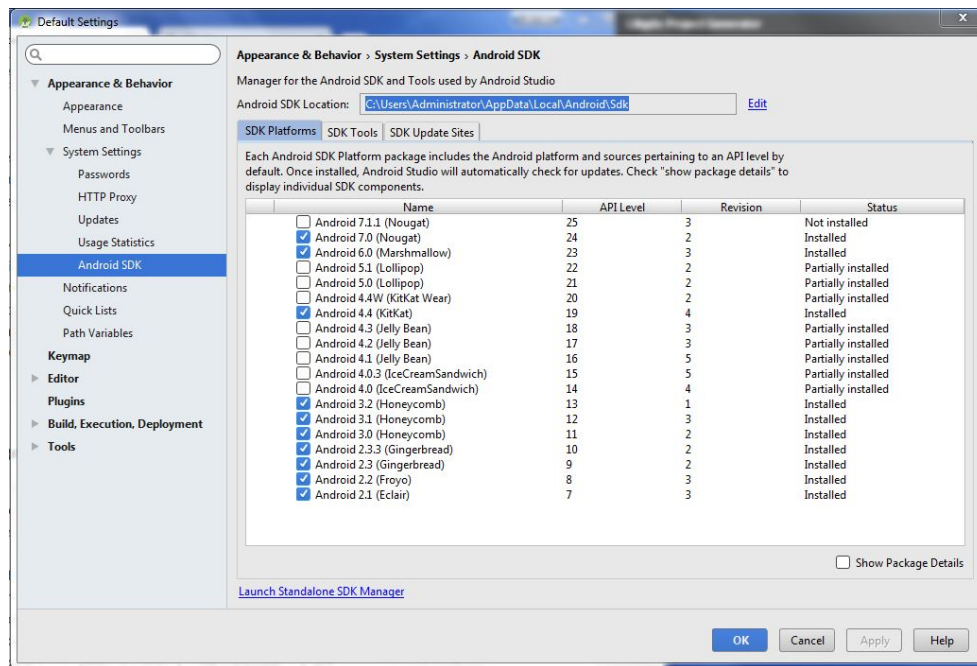
Starting a libGDX project

Generating a libGDX project

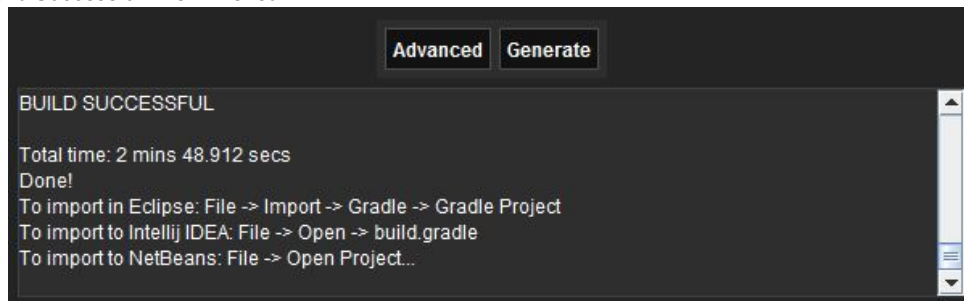
1. Download libGDX
 - [Go to this link](http://libgdx.badlogicgames.com/download.html) (<http://libgdx.badlogicgames.com/download.html>)
 - Click Download Setup App and download the setup app, **gdx-setup.jar**
2. Open the file, gdx-setup.jar



3. Give it an all lower-case, no space **name**
4. Give it a package, like com.lastname.**name**. The name should match the Name you gave it in step 3
5. Game class should be the **Name**, but it should begin with a capital letter
6. Destination should be your AndroidStudioProjects**name** (C:\Users\Student\AndroidStudioProjects**name**)
7. Open your SDK Manager

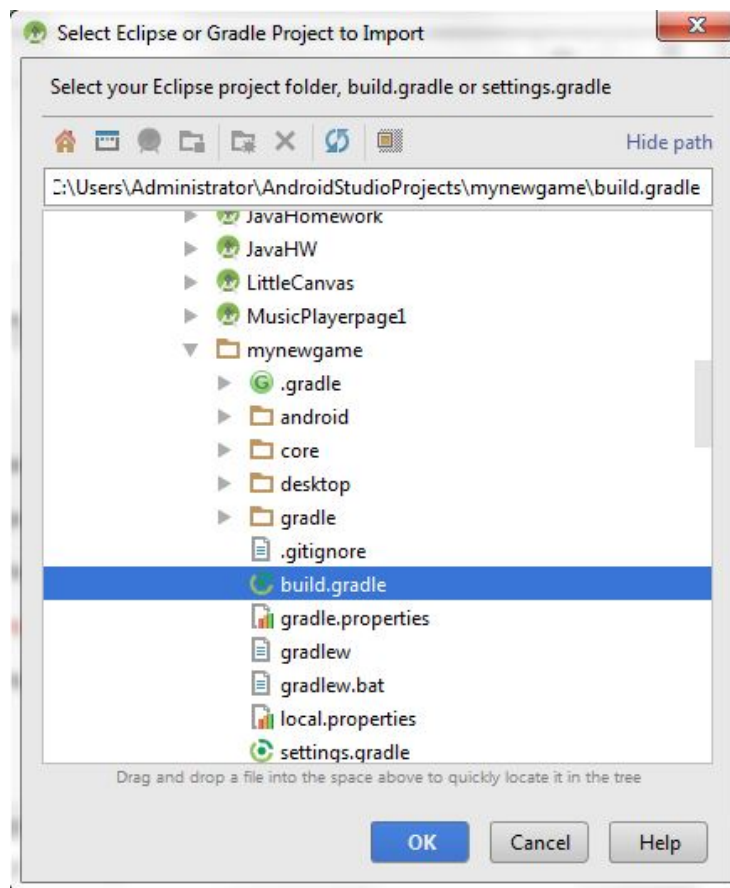


8. Check SDK Path at the top
9. Back in libGDX copy the SDK path for your libGDX SDK
10. In Sub Projects, you can uncheck iOS and HTML.
11. Under Extensions, make sure Box2D is the only checked box
12. Click Generate
13. If there are any popups, agree to use your newer versions of the software
14. Make sure it says Build Successful when finished

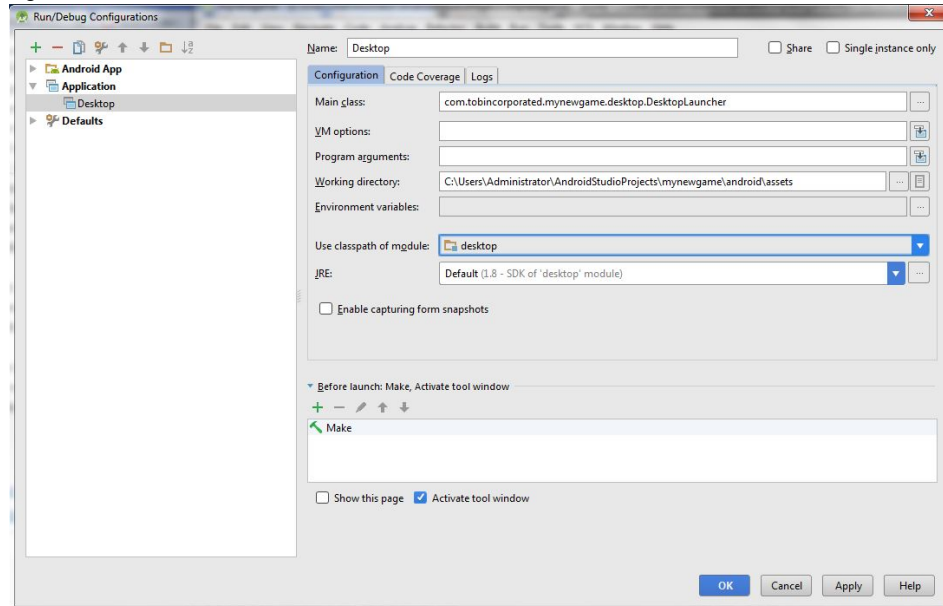


Importing a libGDX project

1. From the Android Studio launcher window, select Import Project



2. Locate the project Destination folder that you created in step 6 above
3. Inside the project folder, select **build.gradle**, and hit OK
4. Add a Desktop Run configuration



1. Next to the Run button at the top, select Edit Configurations from the dropdown menu
 2. Click Add new configuration, select Application
 3. For Name, use Desktop
 4. For Main class, select "..." choose Desktop launcher and hit ok
 5. Working Directory: in your project folder, select the android/assets, and click OK
 6. For Use classpath of module, select desktop
 7. Hit OK
5. You may now choose between desktop and android configurations to run your project. Android configuration will run the project the same way we've run projects in the past, on a mobile device or emulator. If you select desktop to run, it will run the project in a window on your desktop natively. Try click run with the desktop configuration with the default project.

