

Project 3

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jMonkeyEngine SDK 3.1.0

9/18/17

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Installation


First, I navigated to the jMonkeyEngine releases, and found the latest stable release (3.1.0) and downloaded the Windows 64-bit version.

Latest release

3.1-stable-FINAL









80f2257

jMonkeyEngine SDK 3.1.0 Stable

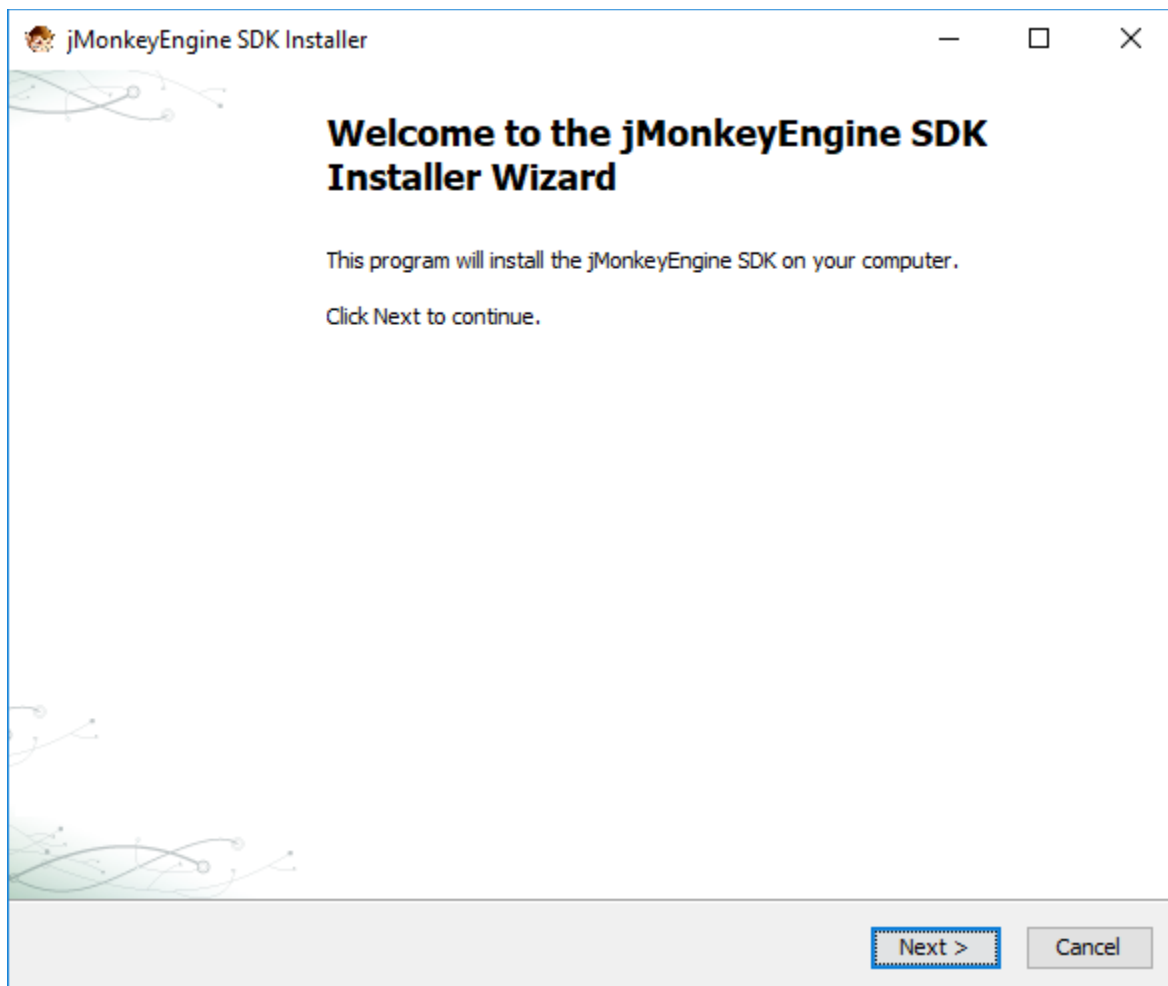
 MeFisto94 released this on Feb 19 · 53 commits to master since this release

TODO: Enter Version description here

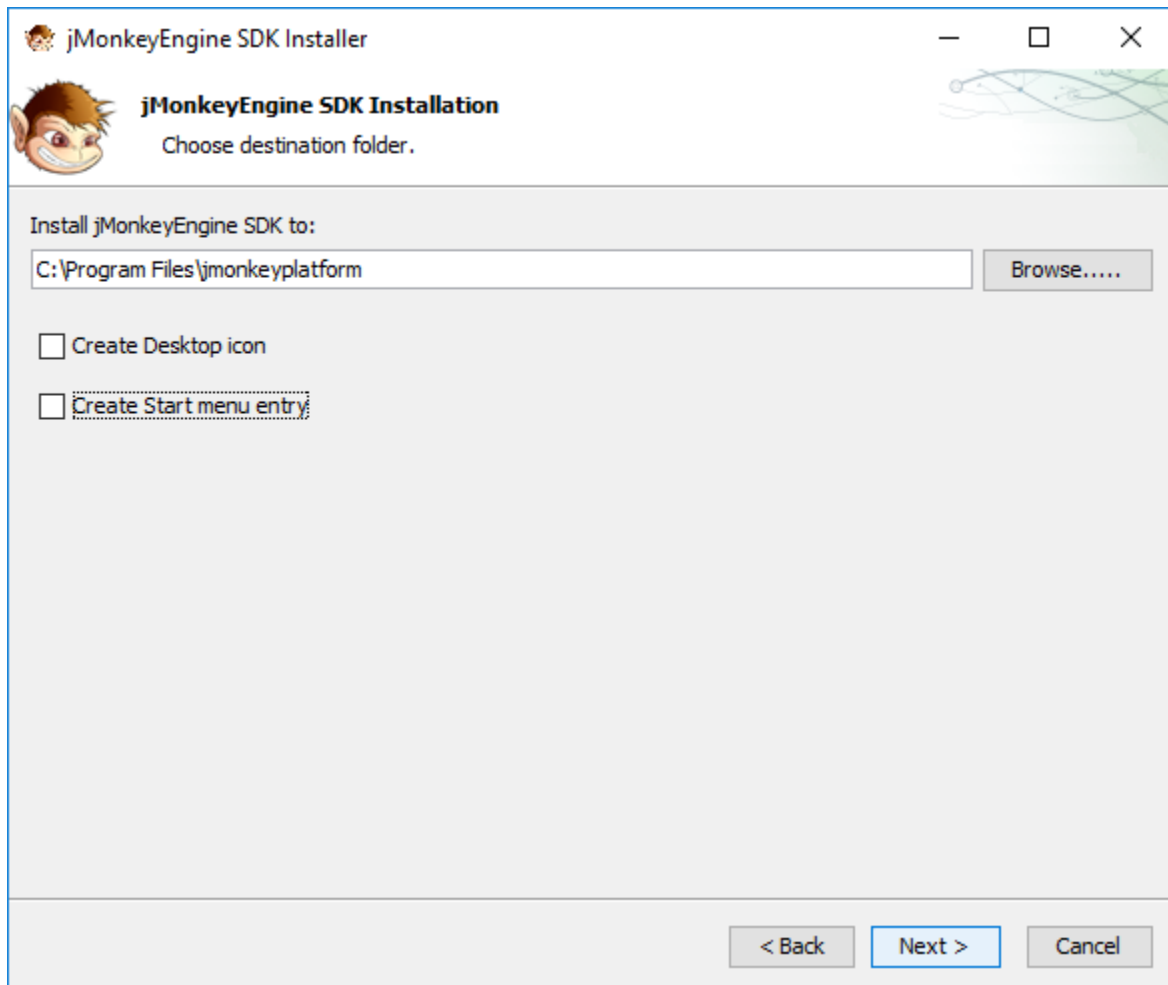
Downloads

	jmonkeyplatform-linux-x64.sh
	jmonkeyplatform-linux-x86.sh
	jmonkeyplatform-macosx.tgz
	jmonkeyplatform-windows-x64.exe
	jmonkeyplatform-windows-x86.exe
	jmonkeyplatform.zip
	Source code (zip)
	Source code (tar.gz)

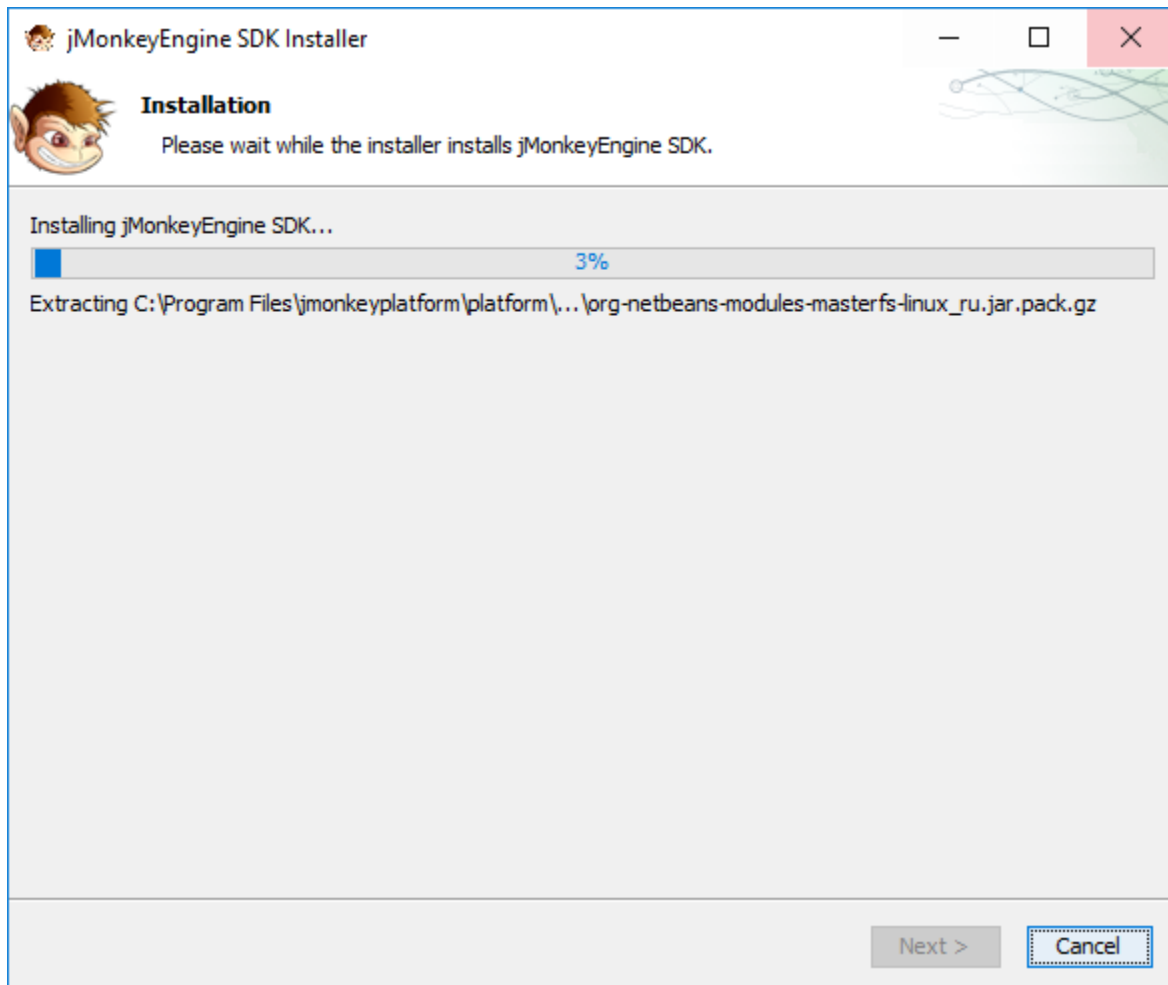
Next, once the download finished, I opened the installer.



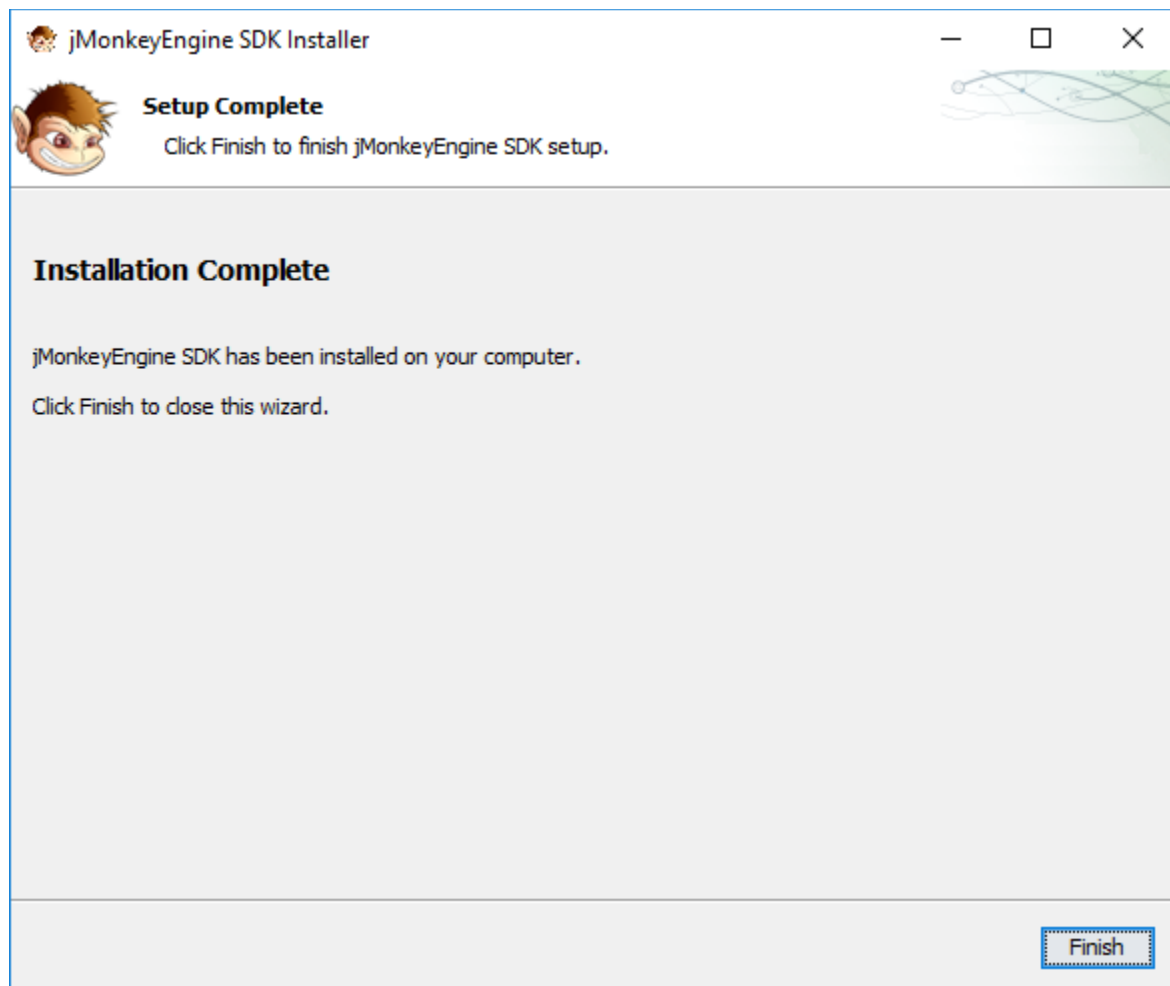
After we accept the terms of service and license agreement, we then need to select an install location. I decided to just leave the default install location.



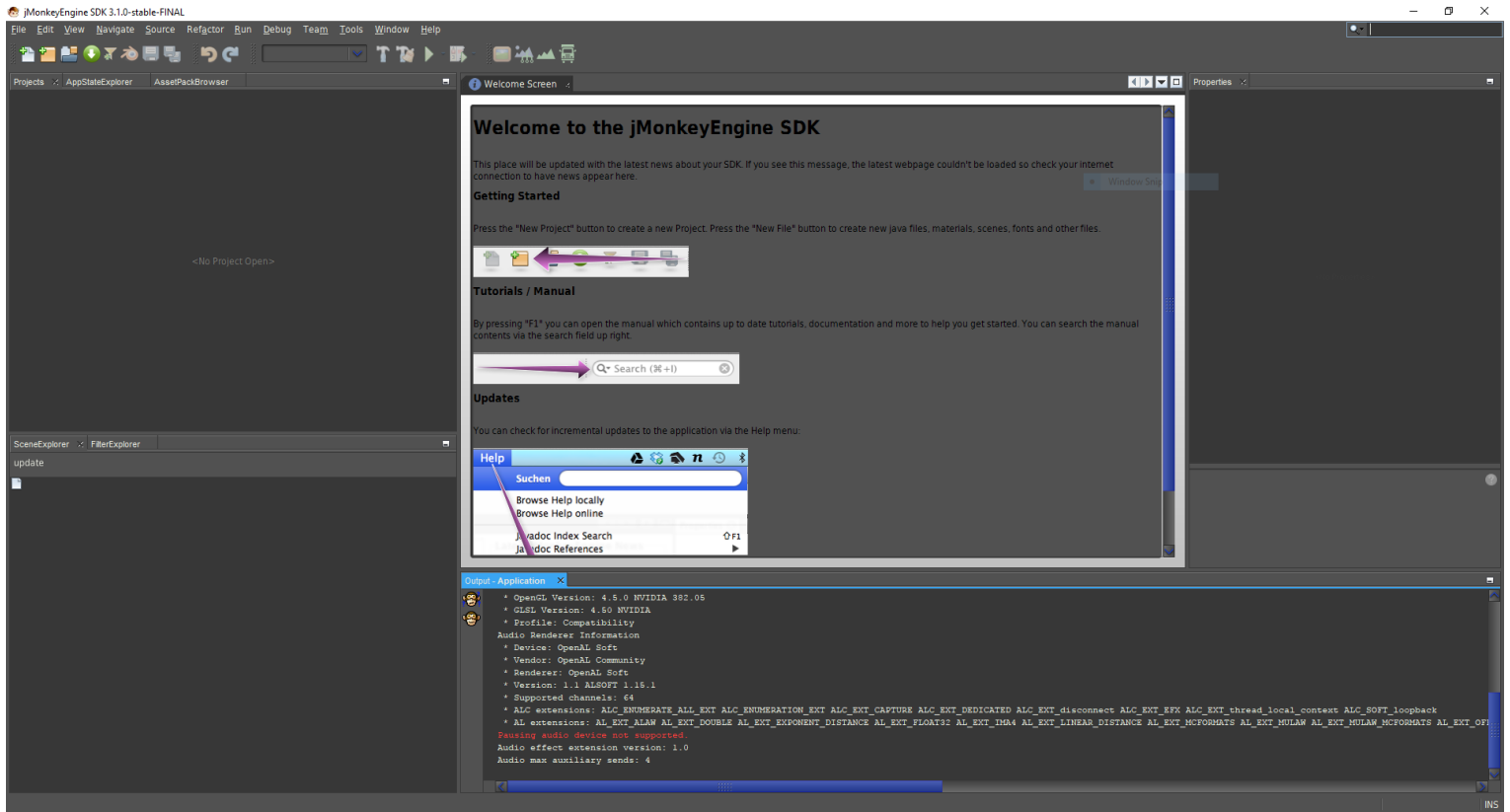
Once we select a location for it to install, we can then install! It will then install all the necessary files for the engine, in the location you selected previously.



Now, the installation is complete!

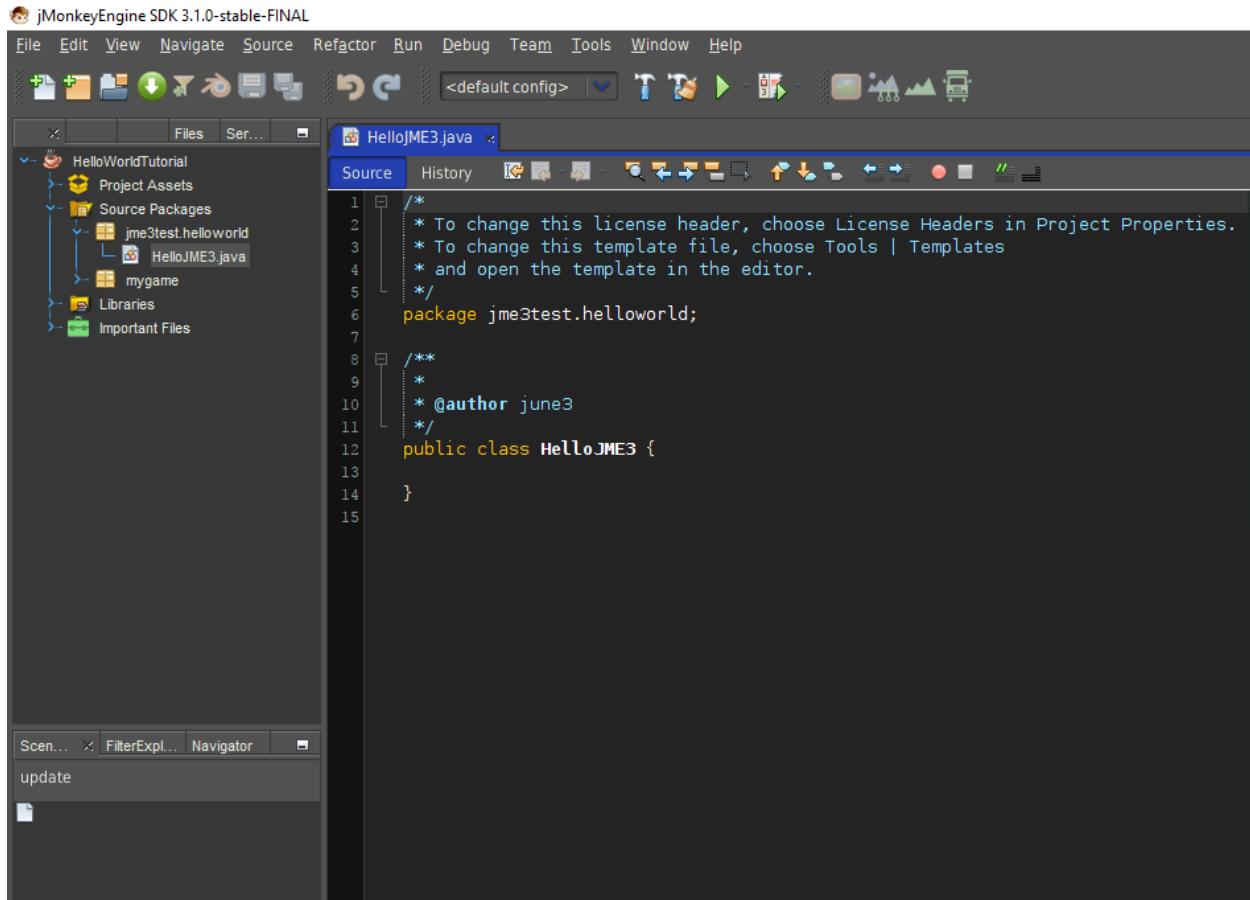


I can now open the jMonkeyEngine SDK to start developing my own projects!

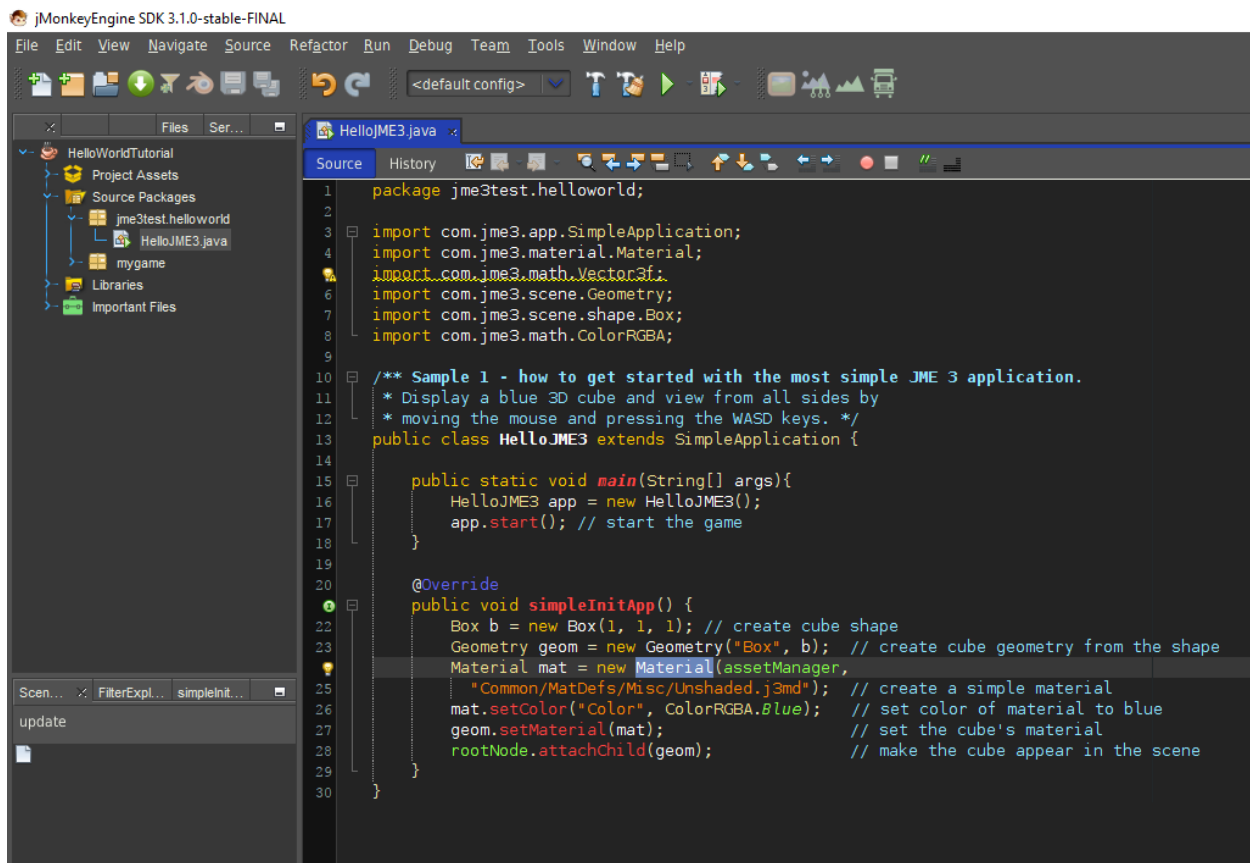


Hello World Tutorial

First, I need to setup a new project, called “HelloWorldTutorial”. I then need to create a class named “HelloJME3” in the package of “jme3test.helloworld”. Once, I have done all of that, my project looks like this.



Next, I need to replace all the code in “HelloJME3” with the given code from the tutorial.



The screenshot shows the jMonkeyEngine SDK 3.1.0-stable-FINAL IDE. The left sidebar displays the project structure for 'HelloWorldTutorial', including 'Project Assets', 'Source Packages', 'jme3test.helloworld', 'HelloJME3.java', 'mygame', 'Libraries', and 'Important Files'. The main editor window shows the source code for 'HelloJME3.java'. The code is as follows:

```
1 package jme3test.helloworld;
2
3 import com.jme3.app.SimpleApplication;
4 import com.jme3.material.Material;
5 import com.jme3.math.Vector3f;
6 import com.jme3.scene.Geometry;
7 import com.jme3.scene.shape.Box;
8 import com.jme3.math.ColorRGBA;
9
10 /** Sample 1 - how to get started with the most simple JME 3 application.
11  * Display a blue 3D cube and view from all sides by
12  * moving the mouse and pressing the WASD keys. */
13 public class HelloJME3 extends SimpleApplication {
14
15     public static void main(String[] args){
16         HelloJME3 app = new HelloJME3();
17         app.start(); // start the game
18     }
19
20     @Override
21     public void simpleInitApp() {
22         Box b = new Box(1, 1, 1); // create cube shape
23         Geometry geom = new Geometry("Box", b); // create cube geometry from the shape
24         Material mat = new Material(assetManager,
25             "Common/MatDefs/Misc/Unshaded.j3md"); // create a simple material
26         mat.setColor("Color", ColorRGBA.Blue); // set color of material to blue
27         geom.setMaterial(mat); // set the cube's material
28         rootNode.attachChild(geom); // make the cube appear in the scene
29     }
30 }
```

Then, when running the program, we see the following window. We've now setup a basic game!

