## SETTING UP IN ECLIPSE

To get the code working in an Eclipse project you need to set up a project with the **lwjgl**, **lwjgl_utils**, and **PNGDecoder** jars added to the build path, along with the relevant **LWJGL natives**.

In case you've forgotten how to set up a LWJGL project, you can find a tutorial on how to do that here: https://youtu.be/Jdkq-aSFEA0

You can download PNGDecoder here: http://twl.l33tlabs.org/dist/PNGDecoder.jar

The 5 code folders ("src", "Resources", "Engine", "ColladaParser" and "Animation") are found in the "**code**" folder.

Add these 5 source-code folders into your project's folder (delete the original "src" and "bin" folders first).

Then in Eclipse refresh your project. You'll then need to indicate that the "**Resources**", "**Engine**", "**ColladaParser**" and "**Animation**" folders are source folders. To do this just right click on each of them, go to *"Build Path"* and click *"use as source folder"*. See image below.
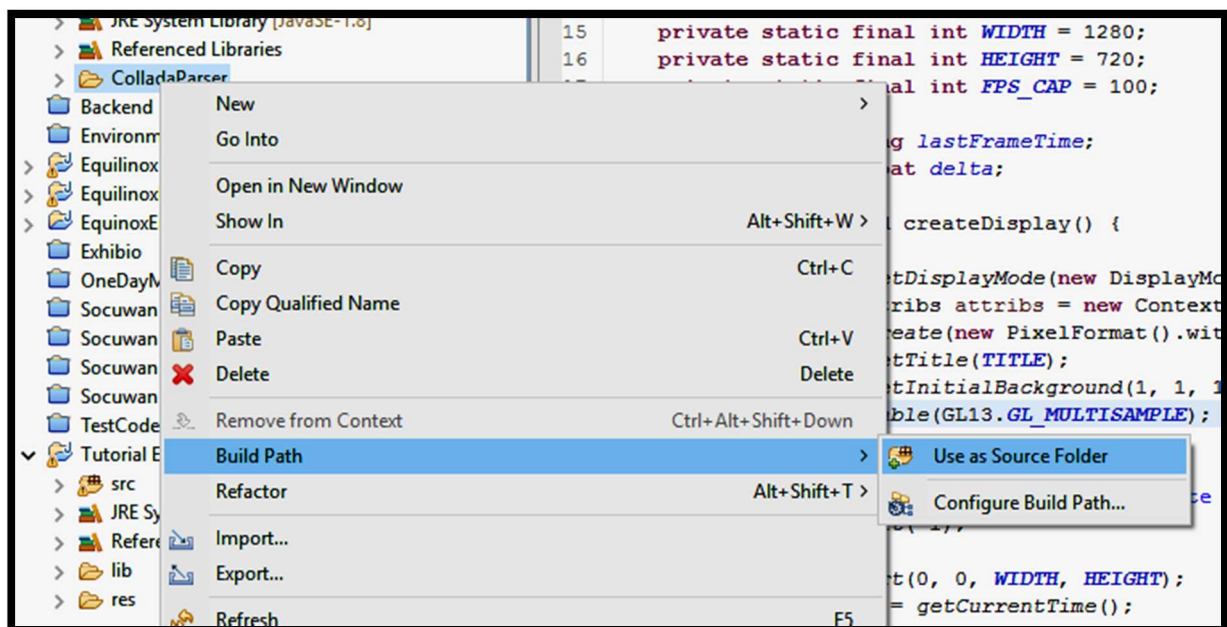


Let me know if you have any problems!

## GENERAL INFO ABOUT THE CODE

Basically all the code is commented now, except for the collada parser code, which I'll try and comment before I do the tutorial about it.

### COMMONLY USED TERMS IN THE COMMENTS

**Local/Bone-space**       In relation to the parent joint.

**Model-space**       In relation to the model's origin.

**Bind/Bind-pose**       The original position of the joints, without any animation/transform applied.