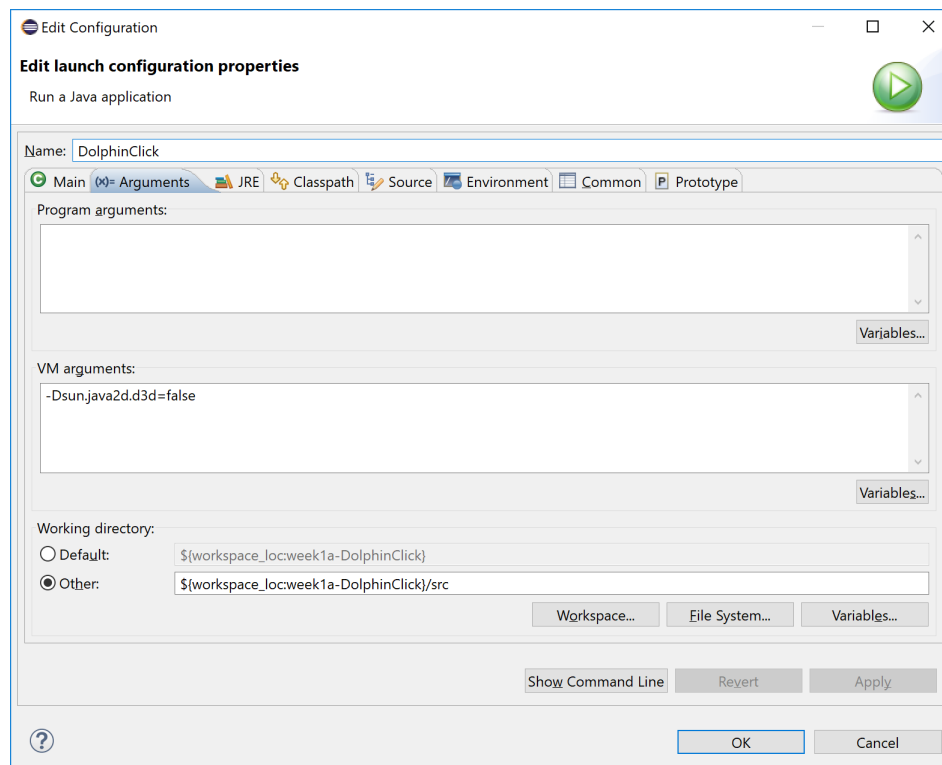# Making CSC 165 Code Work in Eclipse

You can make **example program "DolphinClick"** (available at the "Home → Handouts" section of Canvas) run under Eclipse with following steps:

- Open Eclipse. Hit **File → New → Java Project** and give the project name **week1a-DolphinClick**.

- Copy **myGame** and **assets** directories from the downloaded program to **week1a-DolphinClick\src under Eclipse** by right clicking on **src** and hit **Paste**.
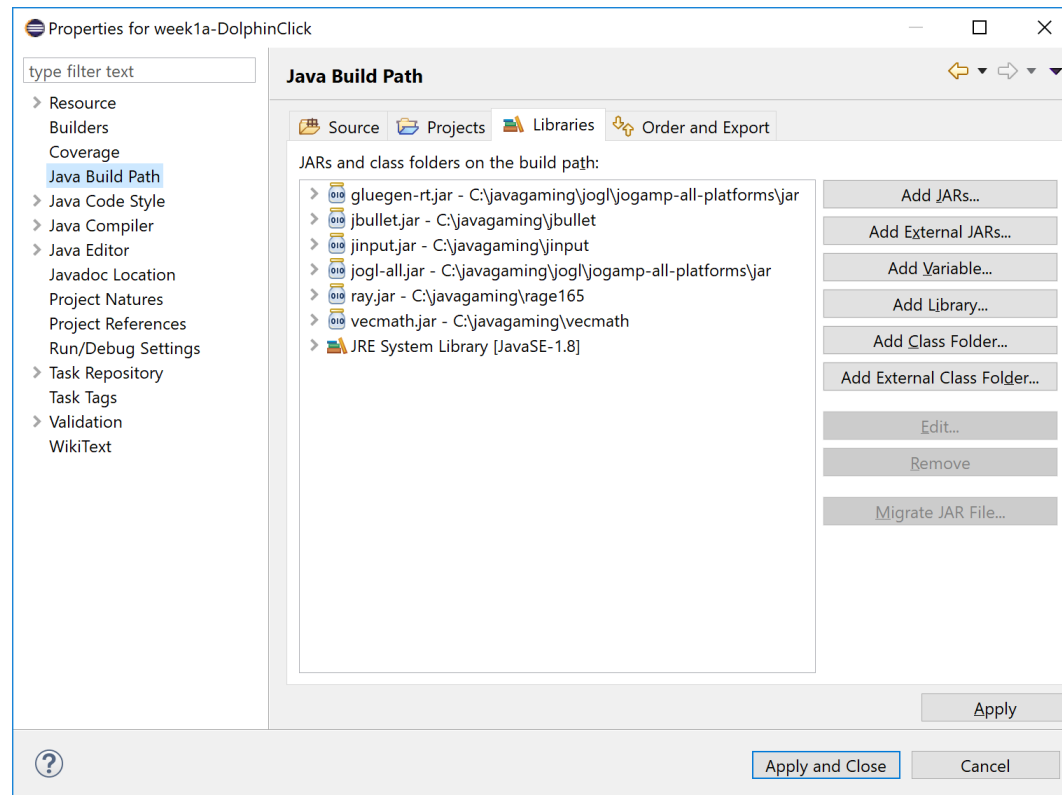
Making CSC 165 Code Work in Eclipse (cont.)

- Right click on the week1a-DolphinClick and hit **Properties →
Run/Debug Settings,** hit **New**, select **Java Application**, and name
this new configuration as **DolphinClick,** select **myGame.MyGame**
as **Main class**, and then hit **Arguments** tab and add

  -Dsun.java2d.d3d=false to VM arguments and change the
working directory of your project to

  ${workspace_loc:week1a-DolphinClick}/src as shown below:

Making CSC 165 Code Work in Eclipse (cont.)

- Right click on the week1a-DolphinClick and hit **Properties → Java Build Path → Libraries → Add External JARs,** then add**, jbullet.jar, jinput.jar, glugen-rt.jar, jogl-all.jar, ray.jar,** and **vecmath.jar**. If they are under C:\javagaming, this window would look like this:

- Go to **Run → Run Configurations → DolphinClick** under **Java Application** to compile and run your program in Eclipse**.**
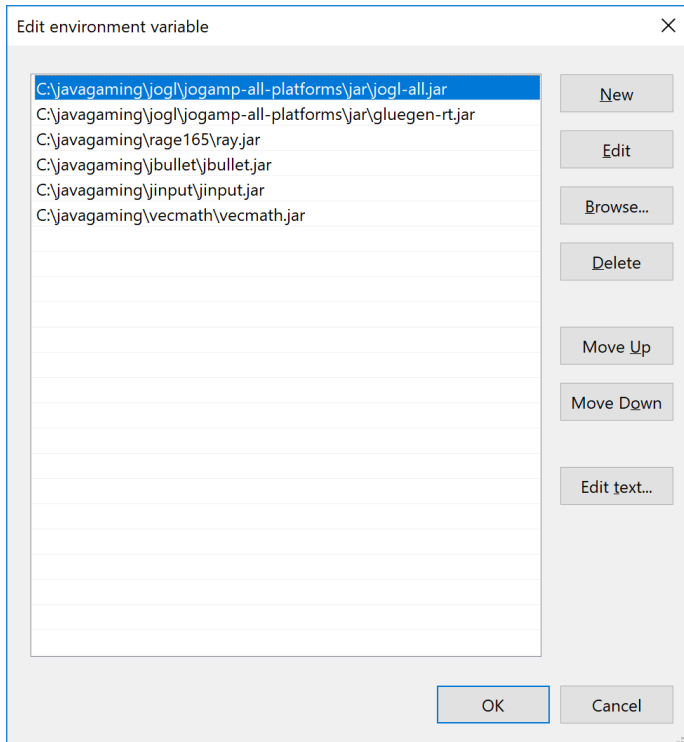
Running CSC 165 Eclipse Project from Command Line

You can compile and run your Eclipse project from command prompt with following steps:

- Open command prompt and go to the directory you saved your Eclipse project (i.e., **week1a-DolphinClick**).

- Get into **week1a-DolphinClick/src** directory.

- Compile your project by typing **javac myGame/MyGame.java**.

- If javac.exe cannot be found add bin directory under your JDK directory to your **Path** system environment variable (go to **Control Panel → System → Advanced System Settings → Environment Variables,** then find/add **Path** system environment variable and add path to the bin directory under your JDK, e.g., **C:\Program Files\Java\jdk1.8.0_192\bin**)**.**

Running CSC 165 Eclipse Project from Command Line (cont.)

- If javac.exe cannot find related classes, make sure that you have added **jbullet.jar, jinput.jar, glugen-rt.jar, jogl-all.jar, ray.jar,** and **vecmath.jar** to **CLASSPATH** system environment variables as indicated in "Installing Required Software" handout. If these jar files are under C:\javagaming, CLASSPATH would look like this:

Note: If javac.exe cannot find your own classes under myGame directory, also add the current directory (indicated by a single period ".") to your CLASSPATH.

- Run your program by

java -Dsun.java2d.d3d=false myGame.MyGame