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Installing Java 3D on Windows using zipped archive

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I am trying to install Java 3D 1.5.2 on Windows manually using a zipped archive available from [here](#). The installation instructions in the README-unzip.html file within the archive are as follows:

Windows

The 1.5.2 release of the Java 3D API for Windows 2000, Windows XP (x86 or amd64), and Windows Vista runs on JDK version 1.5.0 and higher. To manually install this release, do the following:

1. Download and unzip j3d-1_5_2-XXX.zip (using Windows Explorer or an unzip tool such as WinZip) to a temporary download folder, for example, c:\Downloads. This will create a j3d-1_5_2-XXX subfolder in your download folder where the downloaded files can be found. The file you need for manual installation is j3d-jre.zip.
2. Create a folder for the j3d jar files and native libraries, for example, C:\Users\myhome\j3d, and unzip j3d-jre.zip into this folder.
3. Modify your CLASSPATH environment variable to include the full paths to j3dcore.jar, j3dutils.jar, and vecmath.jar. For example, add the following to your CLASSPATH variable, using the System control panel, Advanced tab, Environment Variables button:

```
;C:\Users\myhome\j3d\lib\ext\j3dcore.jar;C:\Users\myhome\j3d\lib\ext\j3dutils.jar;C:\User > s\myhome\j3d\lib\ext\vecmath.jar
```

4. Modify your PATH environment variable to contain the full path to the lib\i386 folder (or lib\amd64 for Windows/x64). For example, on 32-bit Windows, add the following to your PATH variable, using the System control panel, Advanced tab, Environment Variables button.

```
C:\Users\myhome\j3d\lib\i386
```

At this point your Java installation should be able to see the j3d class files. Users of IDEs such as NetBeans and Eclipse should consult the IDE's documentation to see how to add jar files and native libraries to their current project.

According to step 4, I add a folder called 'i386' in lib folder to the PATH variable. However, no such folder exists in lib folder ! What should I do ?

[installation](#)

[java-3d](#)

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1 Answer



Add the j3d\bin folder to your PATH variable.

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It should contain DLL files that are either 32-bit or 64-bit, with names like j3d-ogl.dll.



I wrote a .exe that installs Java3D 1.5.2 in addition to Java 6 SDK. The source is at this [GitHub Repository](#) if you want to have a look - it is written in PowerShell. The 64-bit Java 3D is downloaded from [j3d64.zip](#). The 32-bit is in the same place with a 32 suffix instead of 64.



Here is the relevant snippet of the installation log that details the steps taken:

```
#### Step 2 - Java3D #####
```

```
Downloading Java3D from
http://introcs.cs.princeton.edu/java/windows/j3d64.zip
to
C:\Users\username\introcs\j3d.zip
```

```
Extracting zip archive in place at
C:\Users\username\introcs\j3d.zip
and deleting .zip file.
```

```
Setting the user PATH environment variable to include
C:\Users\username\introcs\j3d\bin
```

```
Setting the user CLASSPATH environment variable to include
C:\Users\username\introcs\j3d\lib\ext\vecmath.jar
```

```
Setting the user CLASSPATH environment variable to include
C:\Users\username\introcs\j3d\lib\ext\j3dcore.jar
```

```
Setting the user CLASSPATH environment variable to include
C:\Users\username\introcs\j3d\lib\ext\j3dutils.jar
```

answered Aug 8 '12 at 15:04



hayk.mart

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