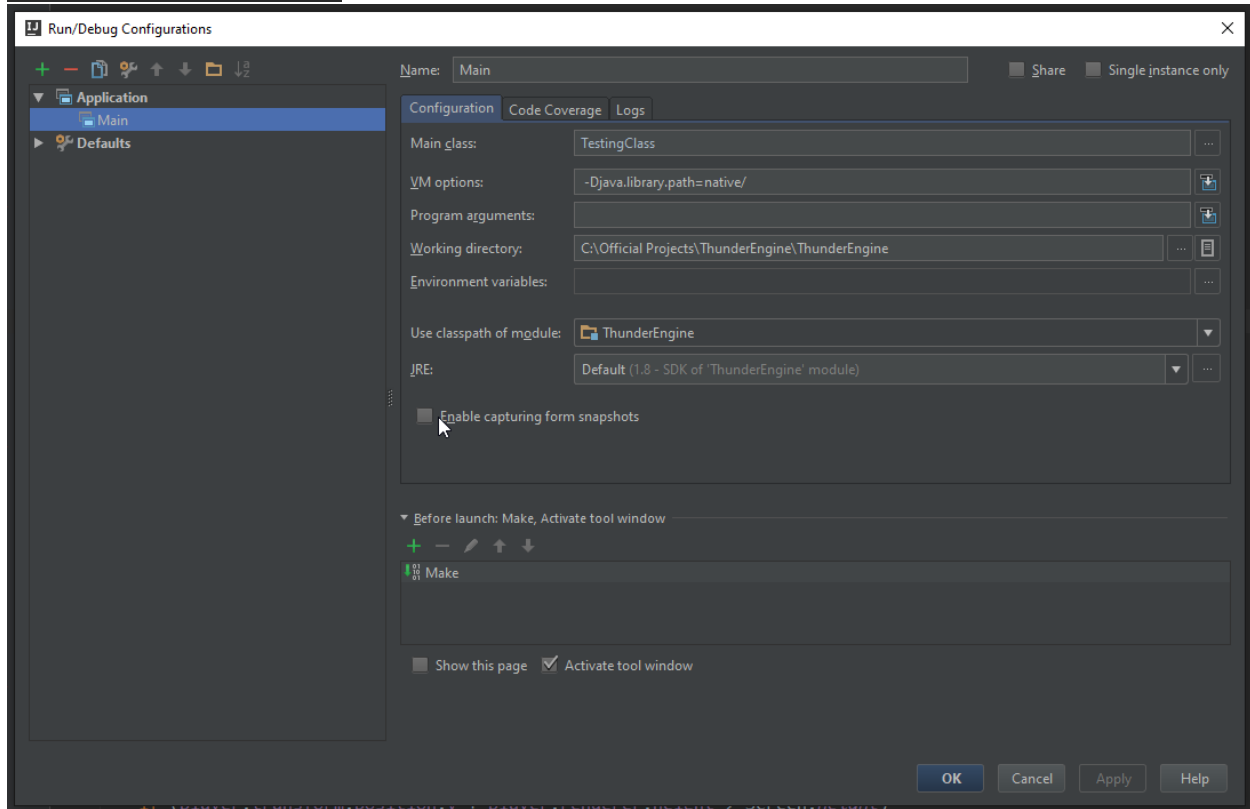
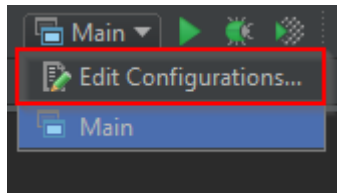
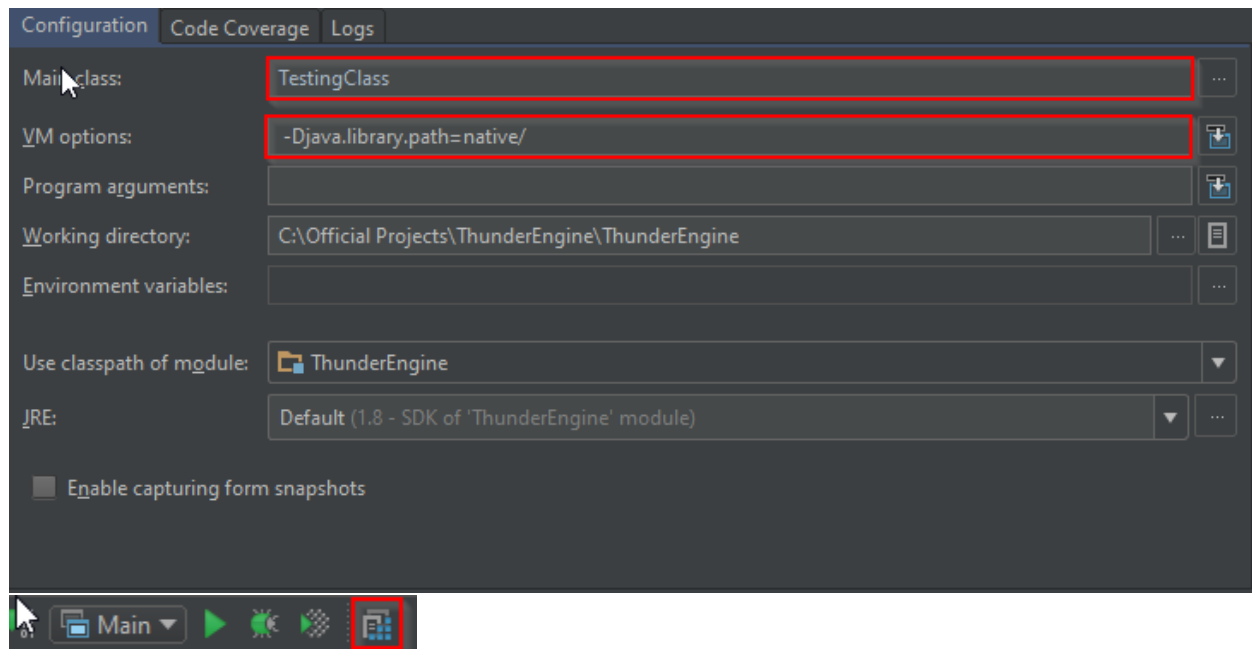


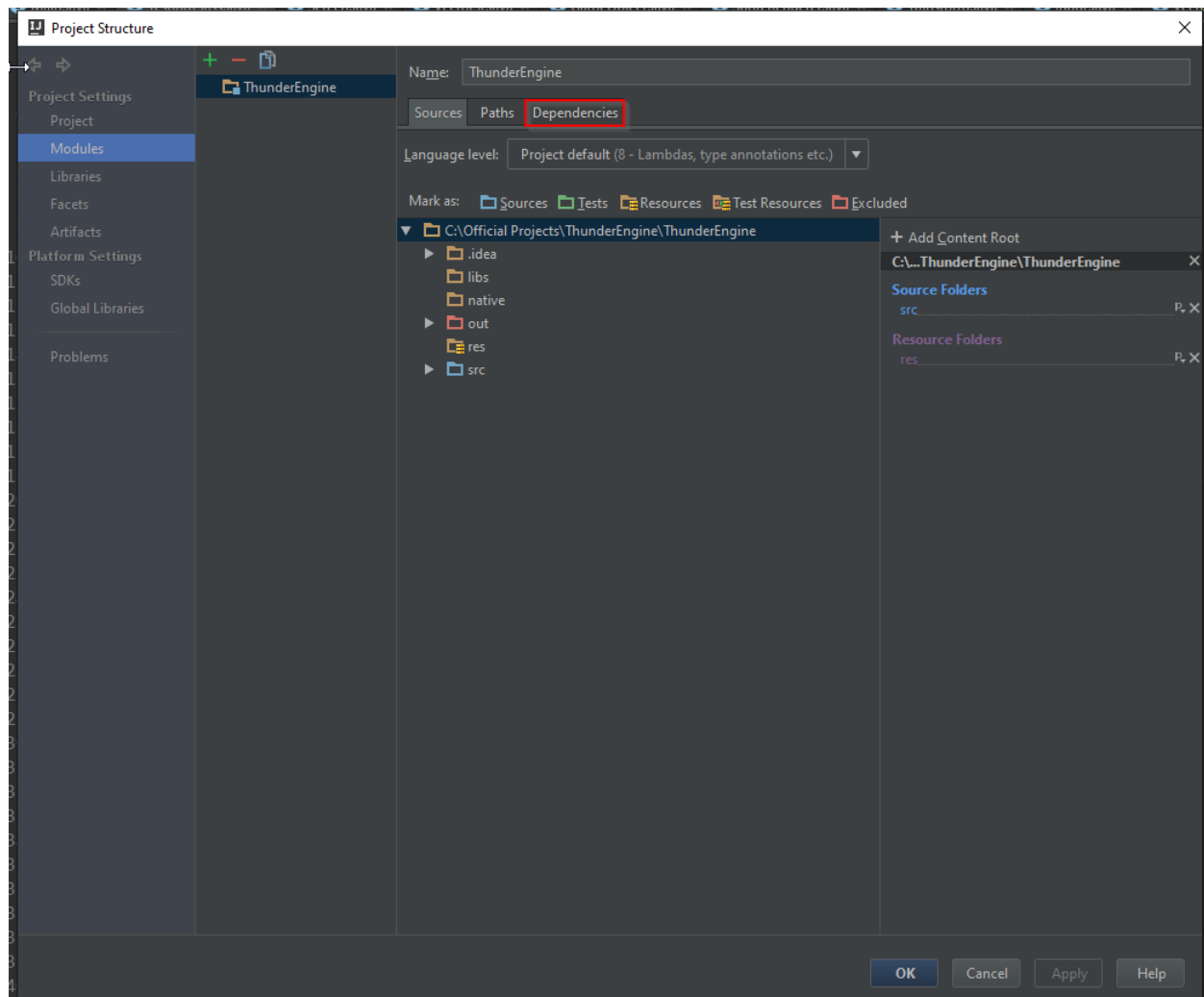
Go to Edit configuration.

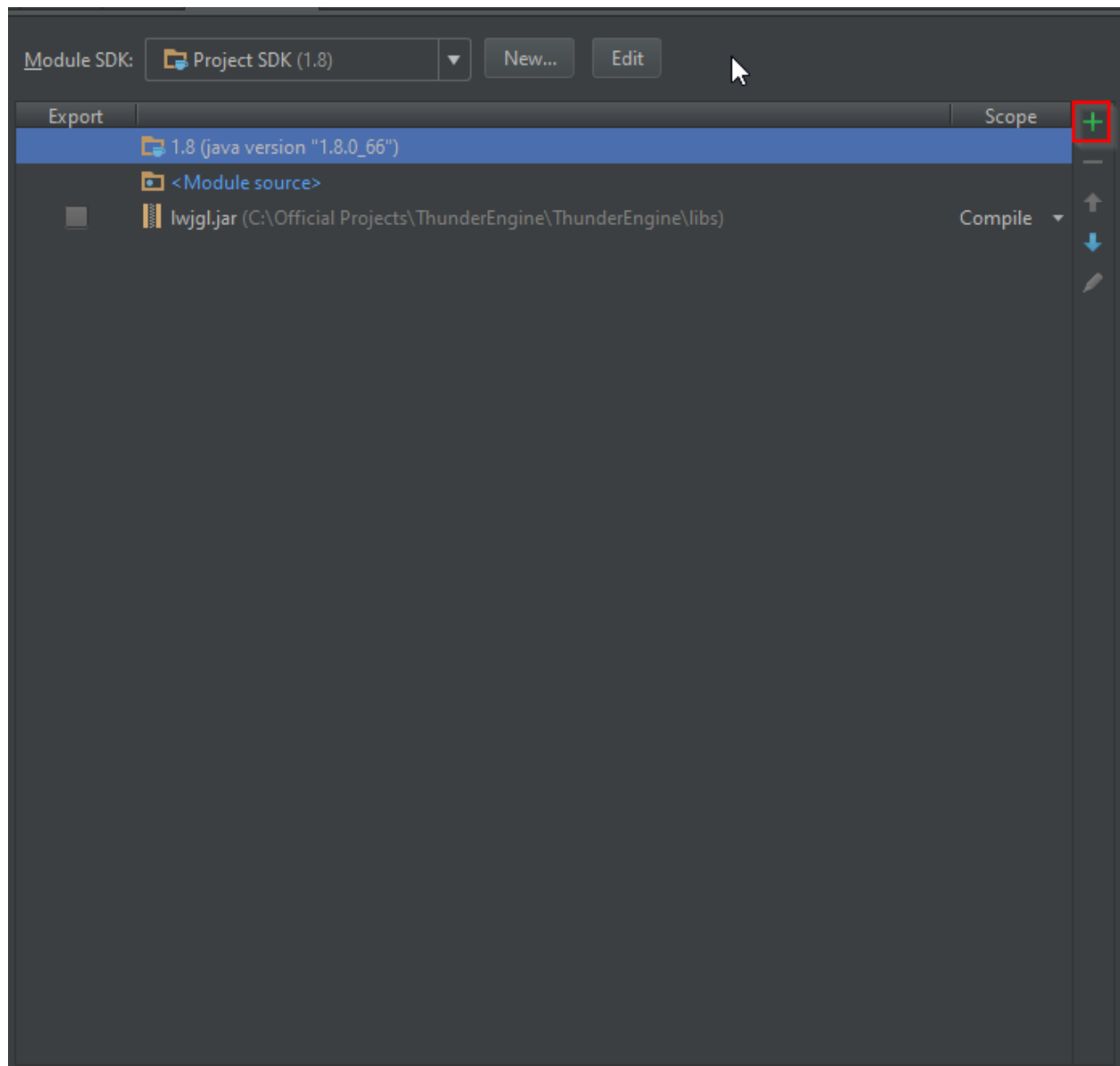


Once the edit configurations tab is opened, go to the VM option toolbox and type, “ -Djava.library.path=native/”, then for main class put in the class that’s going to use the engine, this can be any name but for the sake of the tutorial type, “TestingClass”. After this press ok and move on to the Project Structure window.

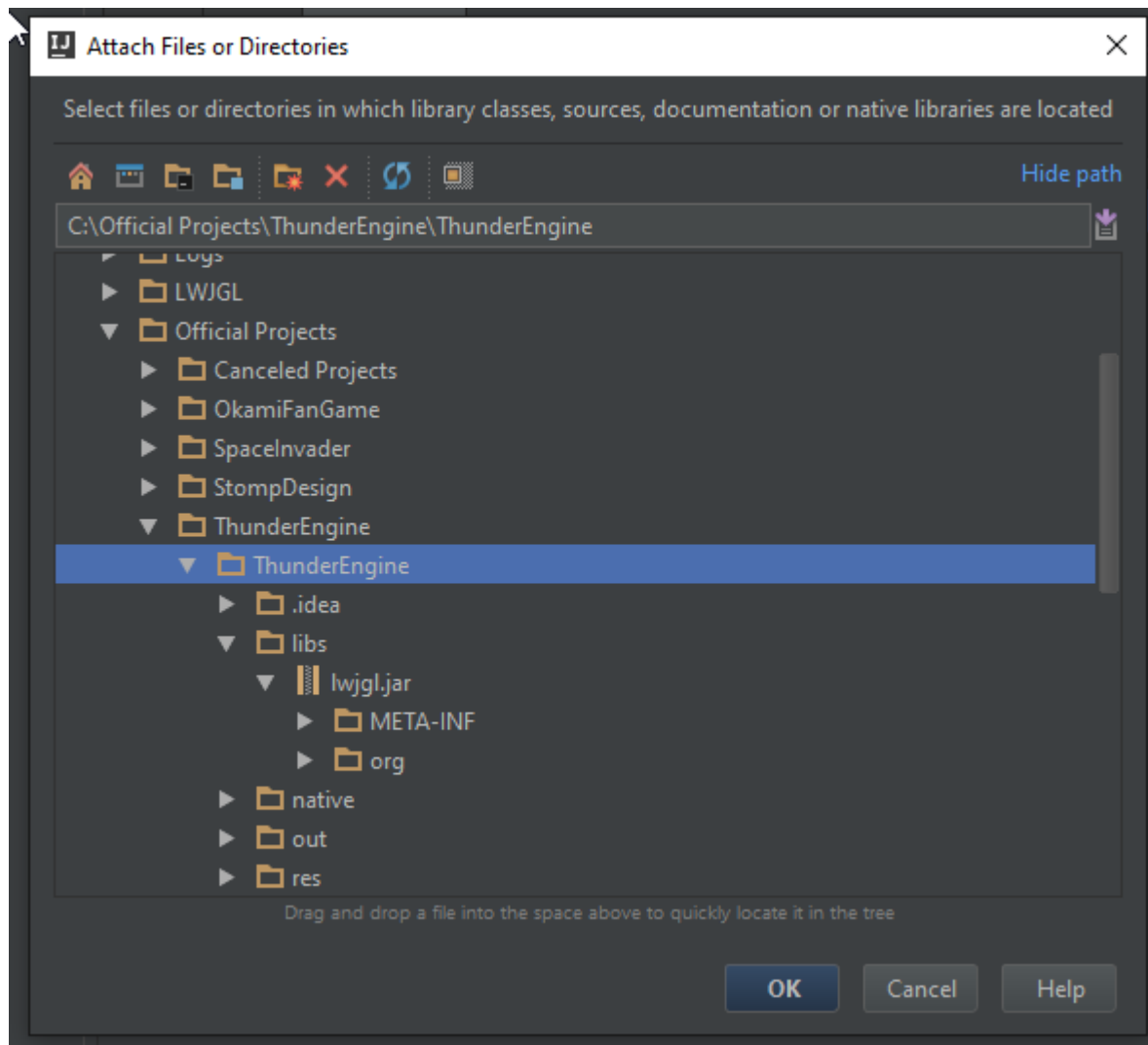


Once in the Project Structure window, go to the Dependencies tab and press the plus symbol, then select the button for JAR files.





After pressing the symbol, a window will appear for you to select a JAR file, select the JAR file, "lwjgl.jar" in the directory below.



After this you should be ok, but something else VERY important I recommend is to get the latest version of the Java JDK, Java 1.8. This is what the Thunder Engine is built and compiled using.