**Adding the Game Environment to an Eclipse Project**

***Method 1*:Import the Eclipse Project Template**

1. Create a folder and bring up Eclipse into that folder.
2. Import the project EclipseGameTemplate7 into the folder.
3. Click File - Import – General - Existing Projects into Workspace – Next
4. Navigate to the DVD folder Game Environment\IDE Specific Tools\Eclipse\Workspace and click the EcipseGameTemplate7 template folder – Click OK
5. Check the box next to Copy Projects Into Workspace - click Finish
6. Open the project EcipseGameTemplate7, and add the program specific code to it.

***Method 2*: Add the game environment JAR file *or* its classes to a new Eclipse project**

Either the JAR file gameEnvironment.jar contained in the folder GameJAR or the classes contained in the GameClasses folder can be added to an Eclipse project's build path. Both of these folders are in the Game Environment\IDE Tools\Eclipse subfolder on the DVD that accompanies this textbook. To add them to the project's build path:

1. Locate and copy the folder GameJAR *or* GameClasses.
2. Right click the project node in the Package Explorer view pane, then click Paste.
3. Right click the project node in the Package Explorer view pane, then click Properties - Java Build Path - Libraries, then:

a) To add the gameEnvironment.jar file,

Click "Add JAR's…". Then locate and check the gameEnvironment.jar JAR file, click OK, click OK.

*OR*

b) To add the GameClasses folder,

Click "Add Class Folder". Then locate and check the GameClasses folder, click OK, click OK.