

# Eclipse UMC Plugin Readme

Timotei Dolean

July 21, 2010

## 1 Common prerequisites

1. Download and install “Eclipse for RCP and RAP Developers” (<http://eclipse.org/downloads/packages/eclipse-rcp-and-rap-developers/heliosr>) - The download links are in the right. Please ensure you are downloading the **3.6** version, otherwise the plugin will not work.
2. After launching Eclipse, go to the “Help” menu - Install new Software. Then, please check “Group items by category” and “Contact all update sites during install to find required software”, in the bottom of the page.
3. Insert the link <http://download.eclipse.org/releases/helios> in the textbox in the top and press Enter. The list will be populated with some items.
4. From there select from the “Modelling” category, **Xtext SDK**. Press next and finish the install.  
*Note:* If you are prompted for any license agreements or certificates press Yes on all (if you agree).

## 2 Developer

### 2.1 Setup the environment

1. Checkout plugin’s folder from the svn (<http://svn.gna.org/svn/wesnoth/trunk/utils/java/>) and select the following folders: “eclipse\_plugin”, “org.wesnoth.wml”, “org.wesnoth.wml.ui”
2. In Eclipse, right click in Package Explorer/Project Navigator and then select Import - General- Existing projects into Workspace
3. Select the path where you downloaded the java folder, and check all the 3 projects: “eclipse\_plugin”, “org.wesnoth.wml”, “org.wesnoth.wml.ui”.
4. Build the projects.

### 2.2 Running the plugin

After you’ve setup the environment and built the plugin you can run it.

1. Open the file plugin.xml
2. In the **Testing** section, select the desired method of launching the plugin (non-debug/debug mode).

## 3 User

### 3.1 Installing the plugin

1. Install the plugin from (<http://eclipse.wesnoth.org/>)
2. Select “**Wesnoth UMC Plugin**” and press finish.

## 4 Everybody

### 4.1 Using the plugin

Ok. So, after you have your plugin installed(user) or running(developer), you can use its features. But before of all, you must update the preferences. For this, go in “Window - Preferences - Wesnoth UMC Plugin”. Here you should set all options. Should the working directory be empty, it will be computed automatically based on wesnoth’s executable

#### 4.1.1 Wizards

To create a new **Campaign**, open the “New...” menu (either from File - New menu, or right click in the project navigator and select “New...” ). After that select “Wesnoth Campaign”. Fill in the information needed, and press finish. Your campaign project is created in the workspace.

To create a new **Scenario**, open the “New...” menu, and select “Wesnoth scenario”. Complete the information needed and press finish.

#### 4.1.2 Menus

There are currently 2 types of menus: the context menus for different file/folder types and the toolbar menus.

**Project context menus** - right click on the campaign projects created with the plugin

*Wesnoth project report* - will show a simple report with the numer of maps, scenarios and units.

**.cfg files context menus** - right click on any .cfg file

*Open scenario in game* - opens the selected file’s scenario (if it contains one) in wesnoth

*WML Tools* - provides some options for using the wmltools with the specified file (e.g. run wmlint against the file and see the output in the console)

*Preprocessor* - provides ways of preprocessing and showing the result in an editor inside eclipse.

**“maps” folder** - right click on the ”maps” folder

*Import map* - Shows a file selection window that let’s you select a .map file that will be copied in your campaign project.