[Official Tutorial](https://www.youtube.com/watch?v=ho0f27KXvqU&t=78s)

[Forum for dodging Oracle signup](https://gist.github.com/wavezhang/ba8425f24a968ec9b2a8619d7c2d86a6)

1. Go to <https://github.com/Beta8397/virtual_robot> and click the green ‘clone or download’ button. Click Download as zip. Save this somewhere important, ideally alongside your other code. If you don’t have a code folder yet, now would be a good time to make one
2. Navigate in your file explorer to the downloaded file and extract it. Once it’s extracted you can delete the zip.
3. Download the Java SE Development Kit 8:

Oracle now makes you sign up for an account to download this. If you don’t wanna give up a bunch of your data, you can create and account with a temp email address, or you can try these links that should bypass the sign in:

Windows:

<https://download.oracle.com/otn-pub/java/jdk/8u251-b08/3d5a2bb8f8d4428bbe94aed7ec7ae784/jdk-8u251-windows-x64.exe>

Mac:

<https://download.oracle.com/otn-pub/java/jdk/8u251-b08/3d5a2bb8f8d4428bbe94aed7ec7ae784/jdk-8u251-macosx-x64.dmg>

Otherwise, you can try the official link:

<https://www.oracle.com/java/technologies/javase/javase-jdk8-downloads.html>.

Pick the x64 version for your operating system.

1. Run the downloaded file and proceed with install.

1. Open up Android Studio. If you have a project open, you’ll have to close it by going to File>Close Project
2. Click ‘Open an existing Android Studio project’ then select the extracted zipped folder from step one. It should be titled ‘virtual-robot\_master’ and be signified with the android studio logo next to it.

1. Clicking the green ‘run’ arrow in the top right corner should give you an error where android studio can’t find the javafx library. To fix this, go to File>Project Structure then under ‘Project SDK’ click ‘New’ then navigate to the location of the Java SDK from Step 4. The program should automatically navigate to roughly the right filepath. The folder should be ‘jdk1.8.0\_251’ or something similar. Click ‘okay’ once you’ve found the folder.

1. Click the run arrow again, and things should work.
2. If you don’t have a gamepad, navigate to the ‘config’ package in the project and open up the ‘Config’ class. Packages can be found by clicking on ‘Project’ on the left side of the screen. To activate the virtual gamepad, change the ‘USE\_VIRTUAL\_GAMEPAD’ field to true.