1. Download the eclipse: <https://www.eclipse.org/downloads/> (choose x32 orx64 depends on your system)

2. Download JDK from oracle:

<http://www.oracle.com/technetwork/articles/javase/index-jsp-138363.html>

(I am using JDK 7)

3. Download Android SDK: <https://developer.android.com/sdk/index.html?hl=I>

 Click VIEW ALL DOWNLOADS AND SIZES

 Choose the SDK file which matches your system

4. Open Eclipse, menu Help > Install New Software, Click Add with the

following values to add the android tools for eclipse

 Android

<https://dl-ssl.google.com/android/eclipse/>

5. After installing the android tools, open Eclipse, menu > Preferences,

you will see an Android node

 Set the SDK Location

 Set NDK Location (NDK is in our repo, /Creature/platform/macos/Android/ndk/r9d)

6. Now you are ready to go.

Here is the steps to import the project into eclipse

1. Open eclipse, menu File > Import ... > Android > Existing Android Code Into Workspace
2. Choose the directory to /Creature/src/Apps/Sculptor/Android and click import
3. Before you run the application, you need to run to build the framework jar file by running: build\_debug.sh or build\_release.sh
4. Now you can run the applicaiton

There might be some other helps:

1. Our application is very complex, it requires more memory to make it compiled in eclipse, you need to increate the memory for your eclipse file, otherwise you will get some error about out of memory.
2. with terminal, navigation to eclipse.app\Contents\MacOS\
   1. open eclipse.ini with text editor
   2. Change the following values  
      -Dorg.eclipse.swt.internal.carbon.smallFonts  
      -XX:MaxPermSize=2048m  
      -Xms400m  
      -Xmx2048m

--launcher.XXMaxPermSize  
2536m