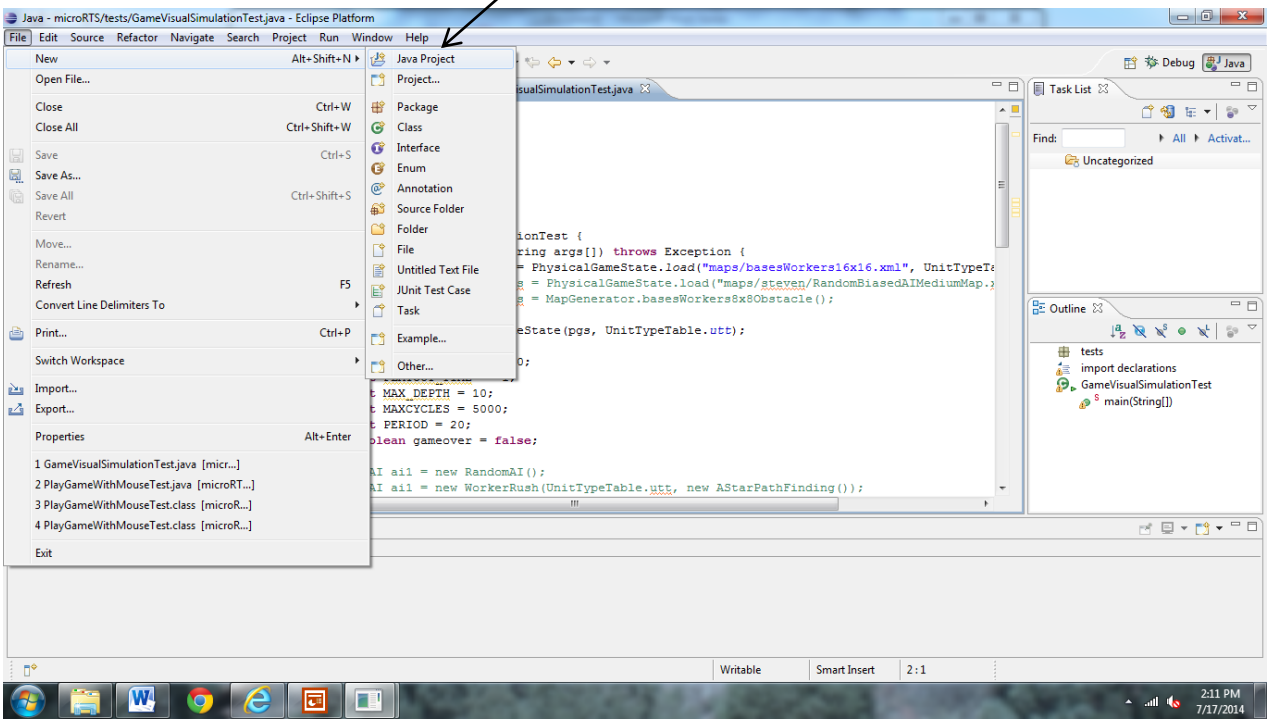
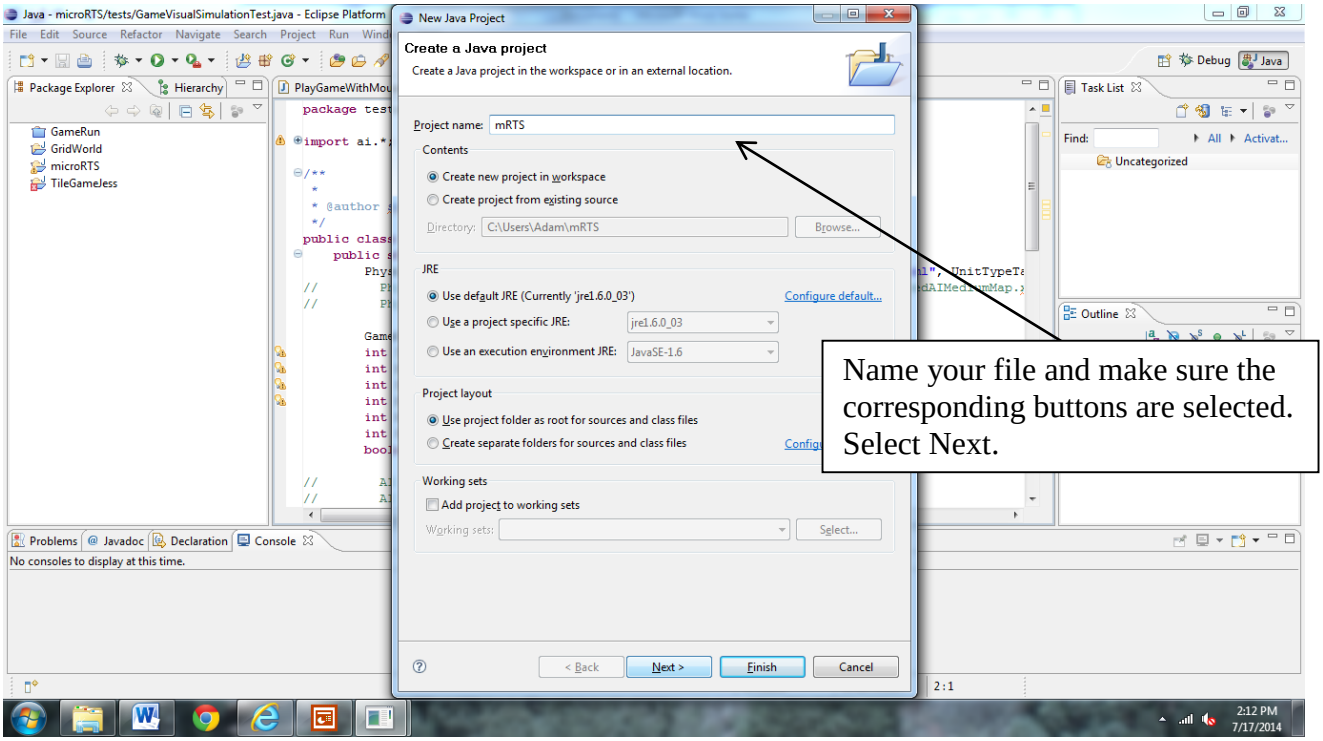
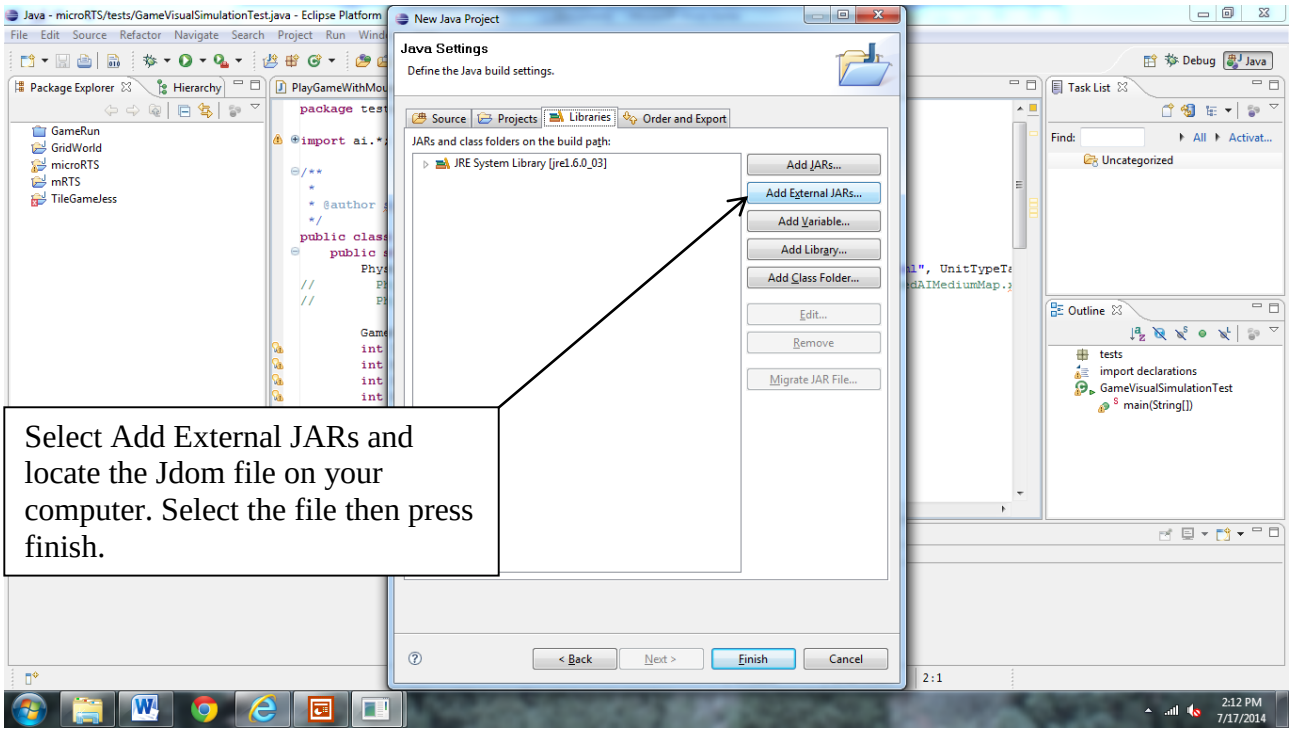
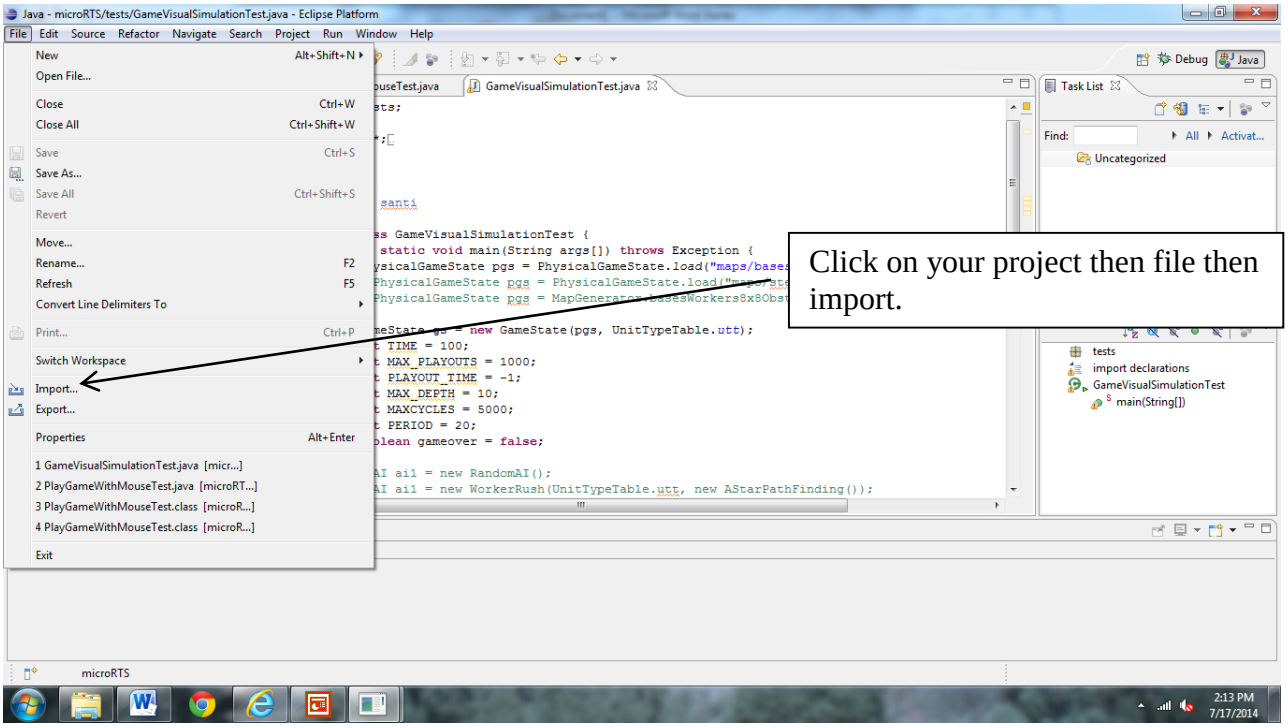
Running microRTS in Eclipse

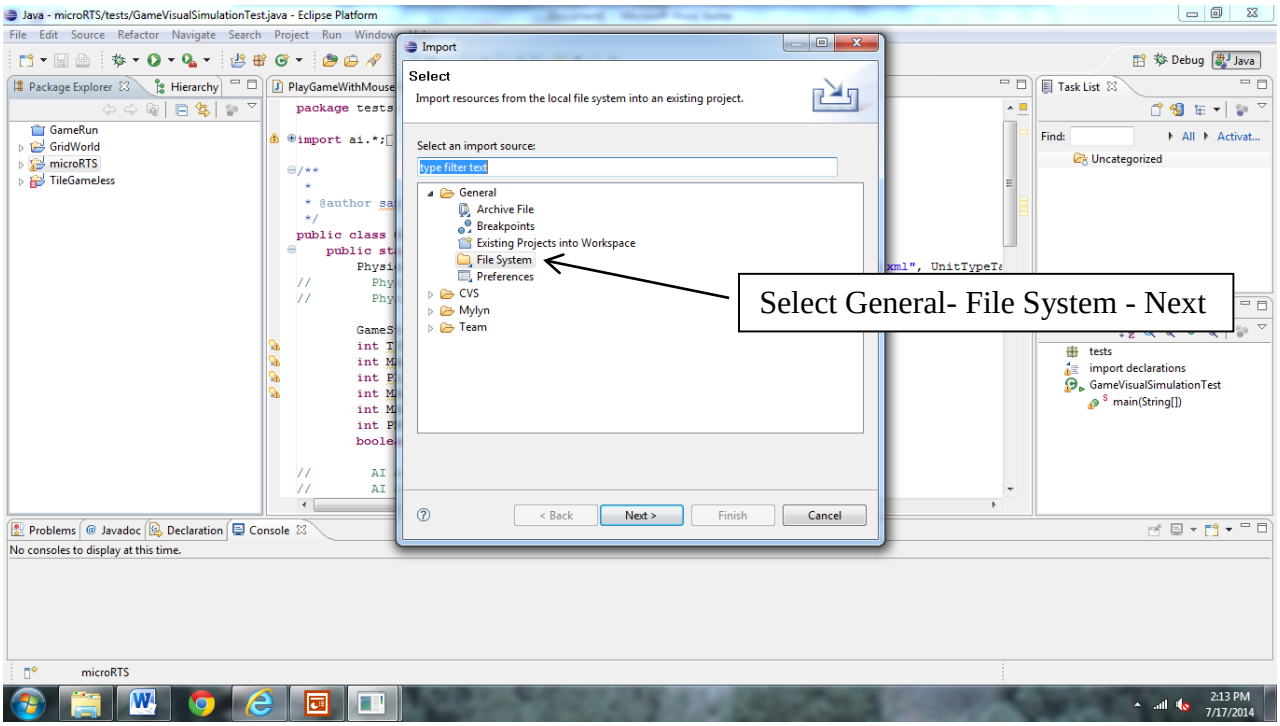
Select File – New – Java Project

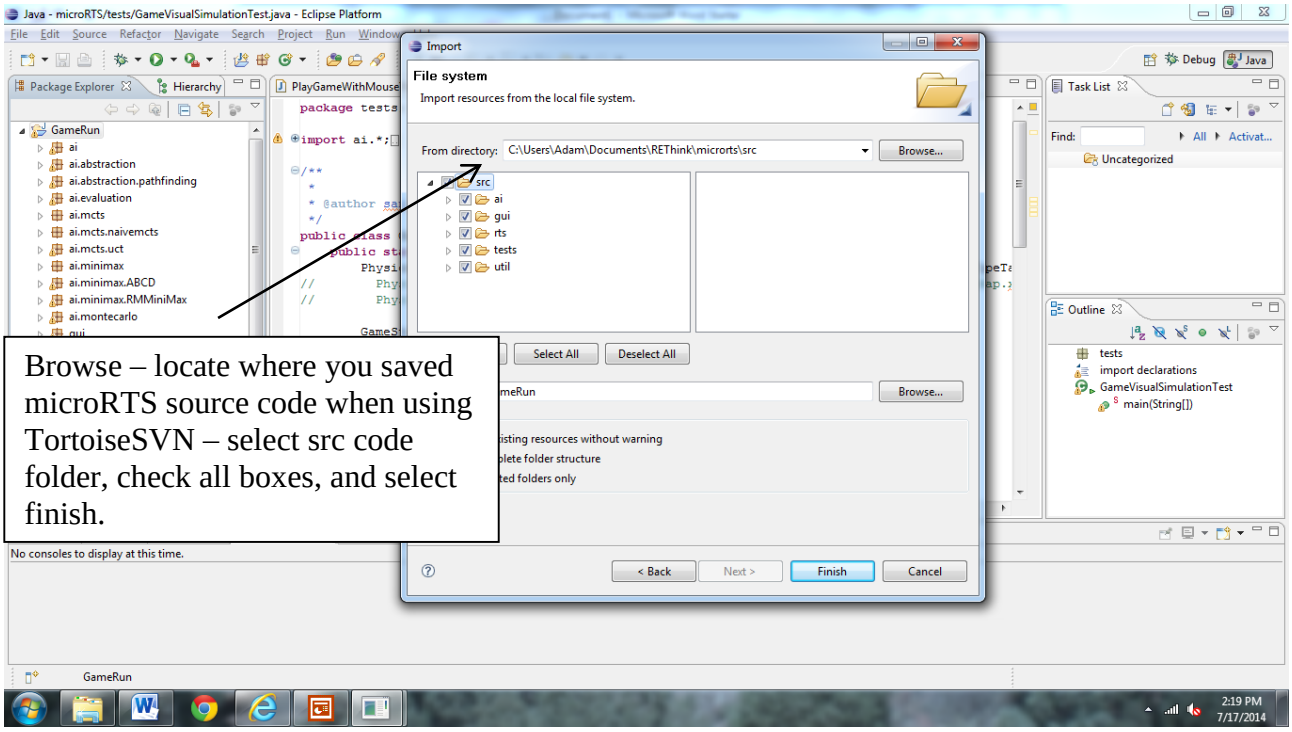


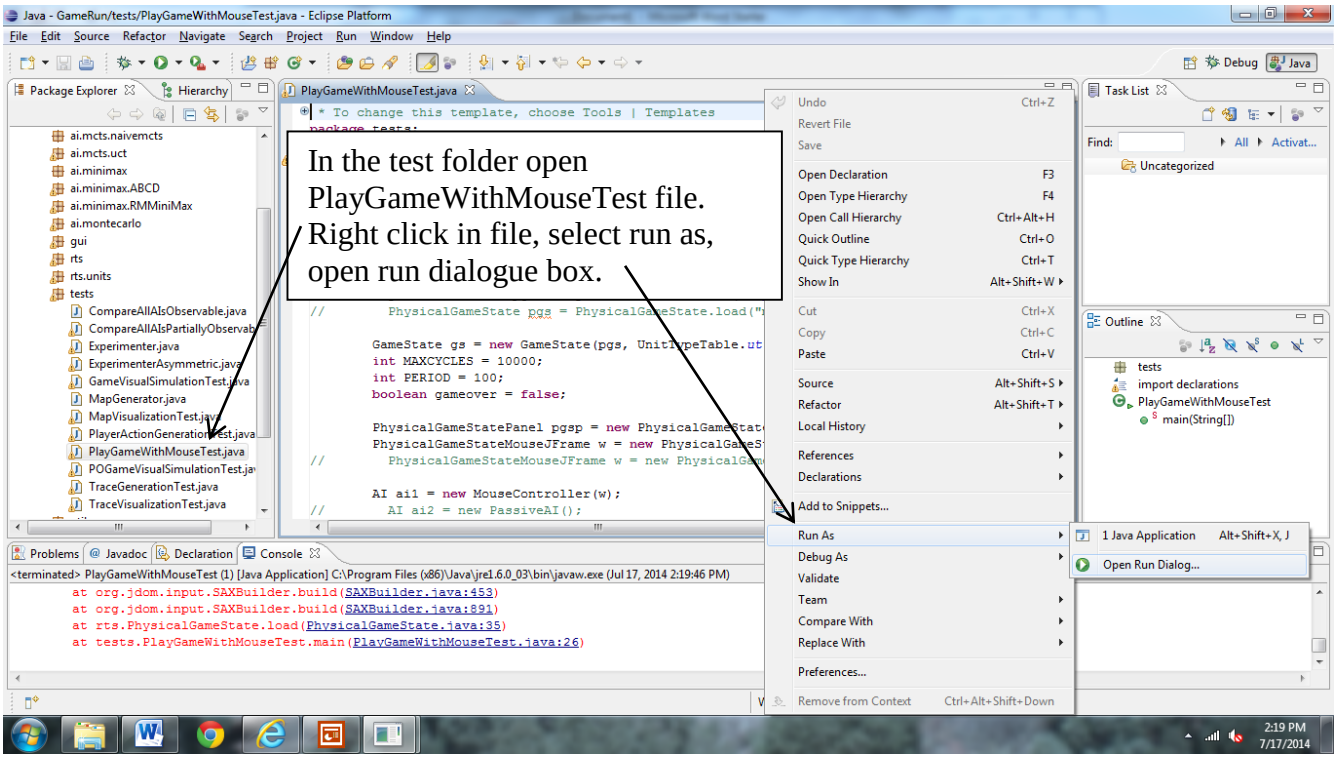


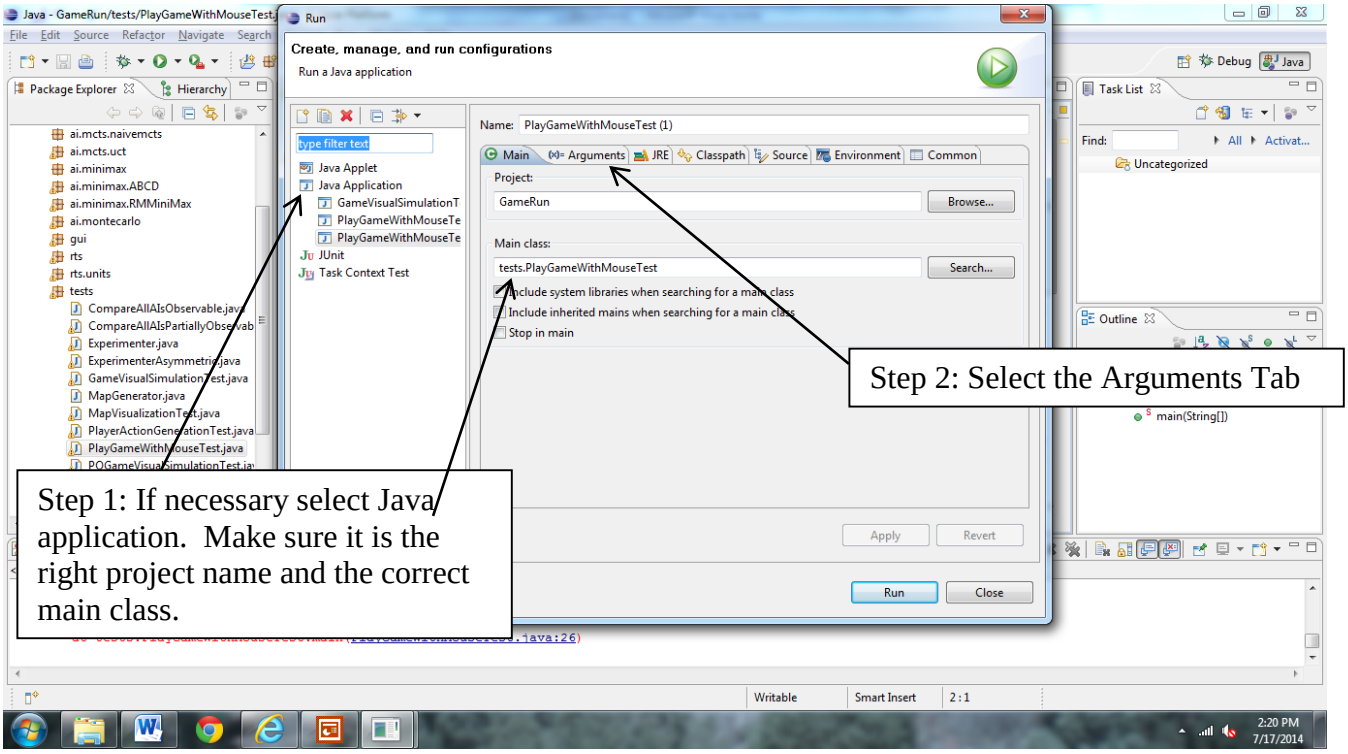

Java - microRTS/tests/GameVisualSimulationTest.java - Eclipse Platform
New Java Project
Java Settings
Define the Java build settings.
Source
Projects
Libraries
Order and Export
JARs and class folders on the build path:
JRE System Library [jre1.6.0_03]
Add JARs...
Add External JARs...
Add Variable...
Add Library...
Add Class Folder...
Edit...
Remove
Migrate JAR File...
< Back
Next >
Finish
Cancel
Select Add External JARs and locate the Jdom file on your computer. Select the file then press finish.

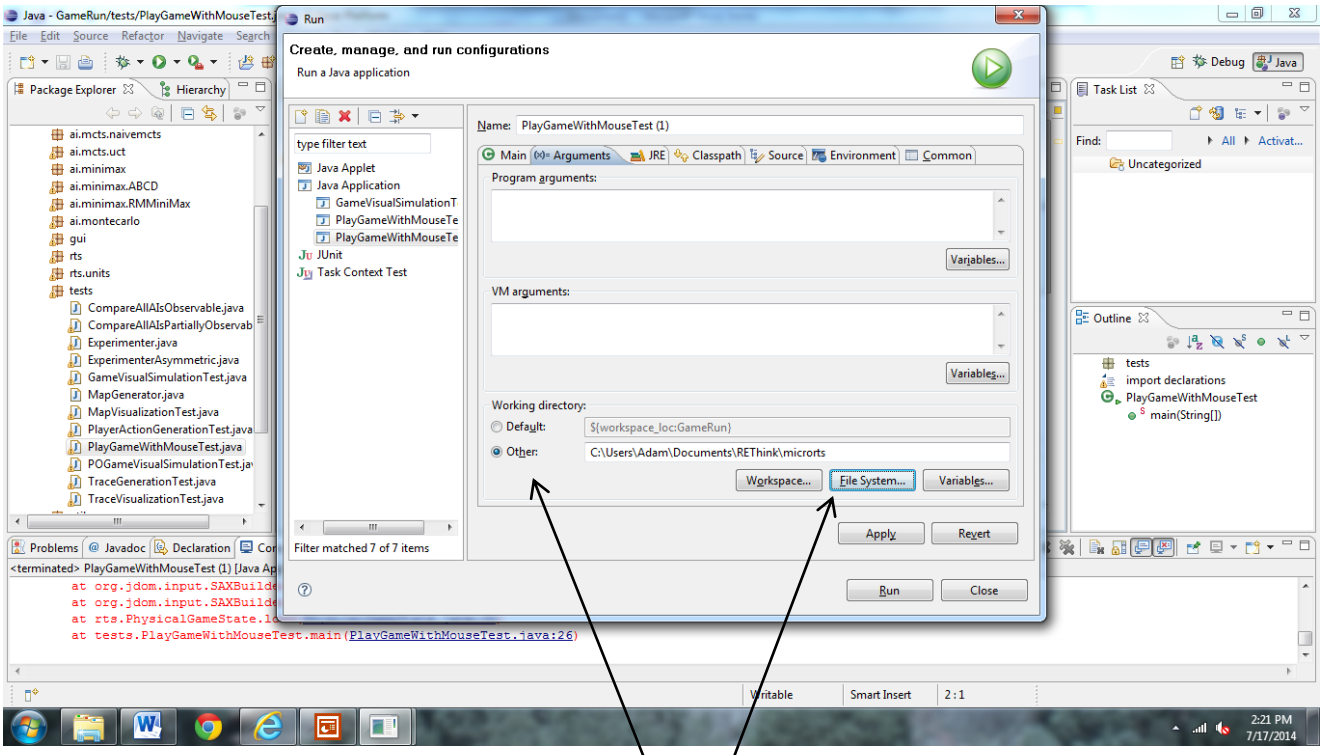

Java - microRTS/tests/GameVisualSimulationTest.java - Eclipse Platform
File Edit Source Refactor Navigate Search Project Run Window Help
New Alt+Shift+N
Open File...
Close Ctrl+W
Close All Ctrl+Shift+W
Save Ctrl+S
Save As...
Save All Ctrl+Shift+S
Revert
Move...
Rename... F2
Refresh F5
Convert Line Delimiters To
Print... Ctrl+P
Switch Workspace
Import...
Export...
Properties Alt+Enter
1 GameVisualSimulationTest.java [micr...]
2 PlayGameWithMouseTest.java [microRT...]
3 PlayGameWithMouseTest.class [microR...]
4 PlayGameWithMouseTest.class [microR...]
Exit
Click on your project then file then import.


Select General- File System - Next


Browse – locate where you saved microRTS source code when using TortoiseSVN – select src code folder, check all boxes, and select finish.


In the test folder open PlayGameWithMouseTest file. Right click in file, select run as, open run dialogue box.


Step 2: Select the Arguments Tab
Step 1: If necessary select Java application. Make sure it is the right project name and the correct main class.



Select Other Button – File Systems – locate where you saved microRTS (entire folder not just source code this time) when using TortoiseSVN and select that file – select run and your game window should open. ****Every time you open a new type of test game, you might have to complete this and the previous step to make sure the working directory is correct. Otherwise your game may not run.**