

# COMP20050 Software Engineering Project 2

## 12. Creating LibGDX project in IntelliJ Idea

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# Creating a libGDX project in IntelliJ Idea

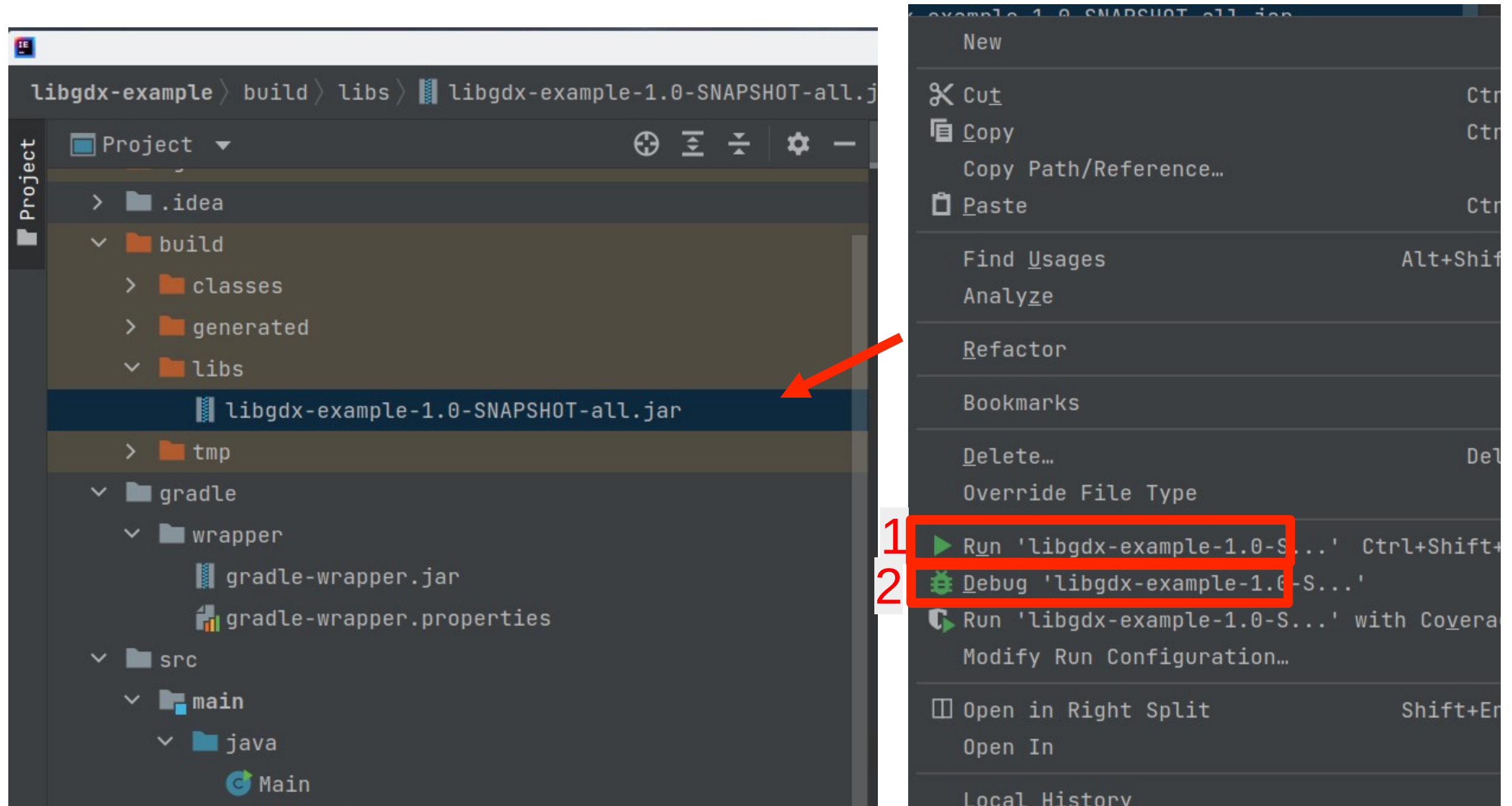
- 1) Create standard Gradle Java project via IntelliJ Idea UI
- 2) Replace **gradle.build** with the file provided on CSMoodle
- 3) Create (or add existing) Java files and folders into **src/main/java** of the gradle folder structure
- 4) Specify correct value for Main-Class in gradle.build jar section

```
jar {  
    manifest {  
        attributes(  
            'Main-Class': 'Main'  
        )  
    }  
}
```

i.e. replace Main with the name of your class that contains main() method

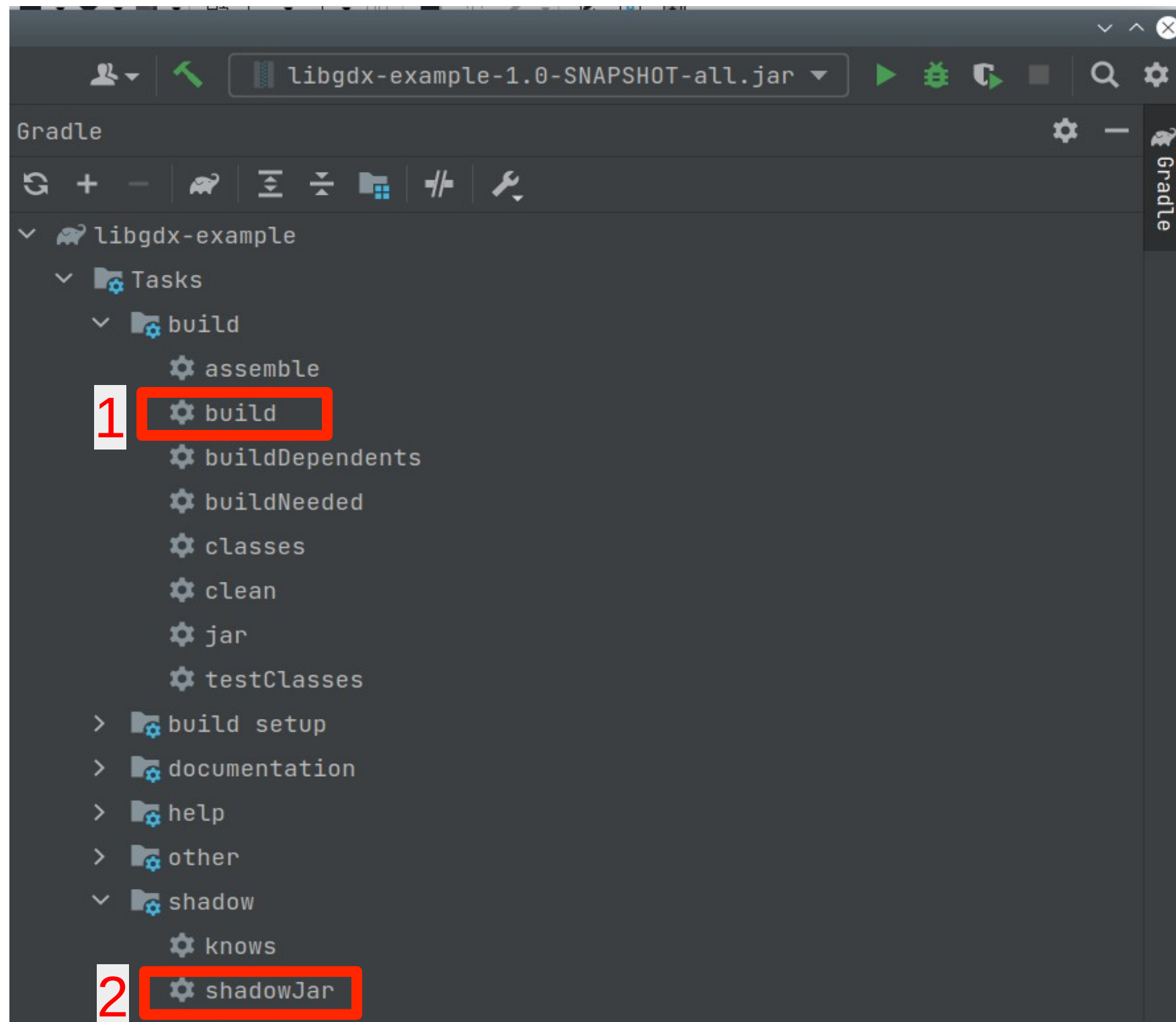
# Running libGDX project in IntelliJ Idea

**1) Right-click** on the jar file in build/libs subfolder of the gradle project



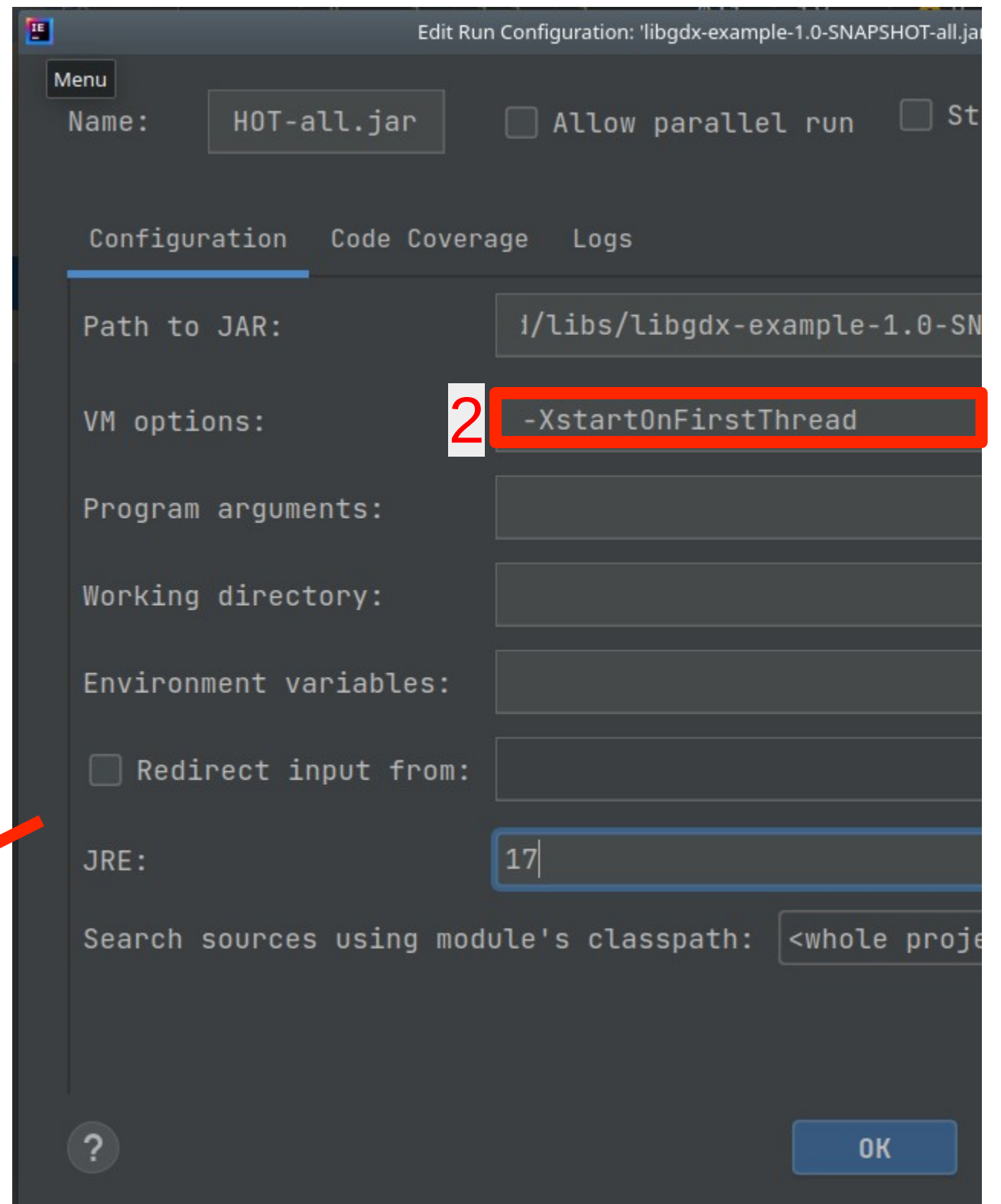
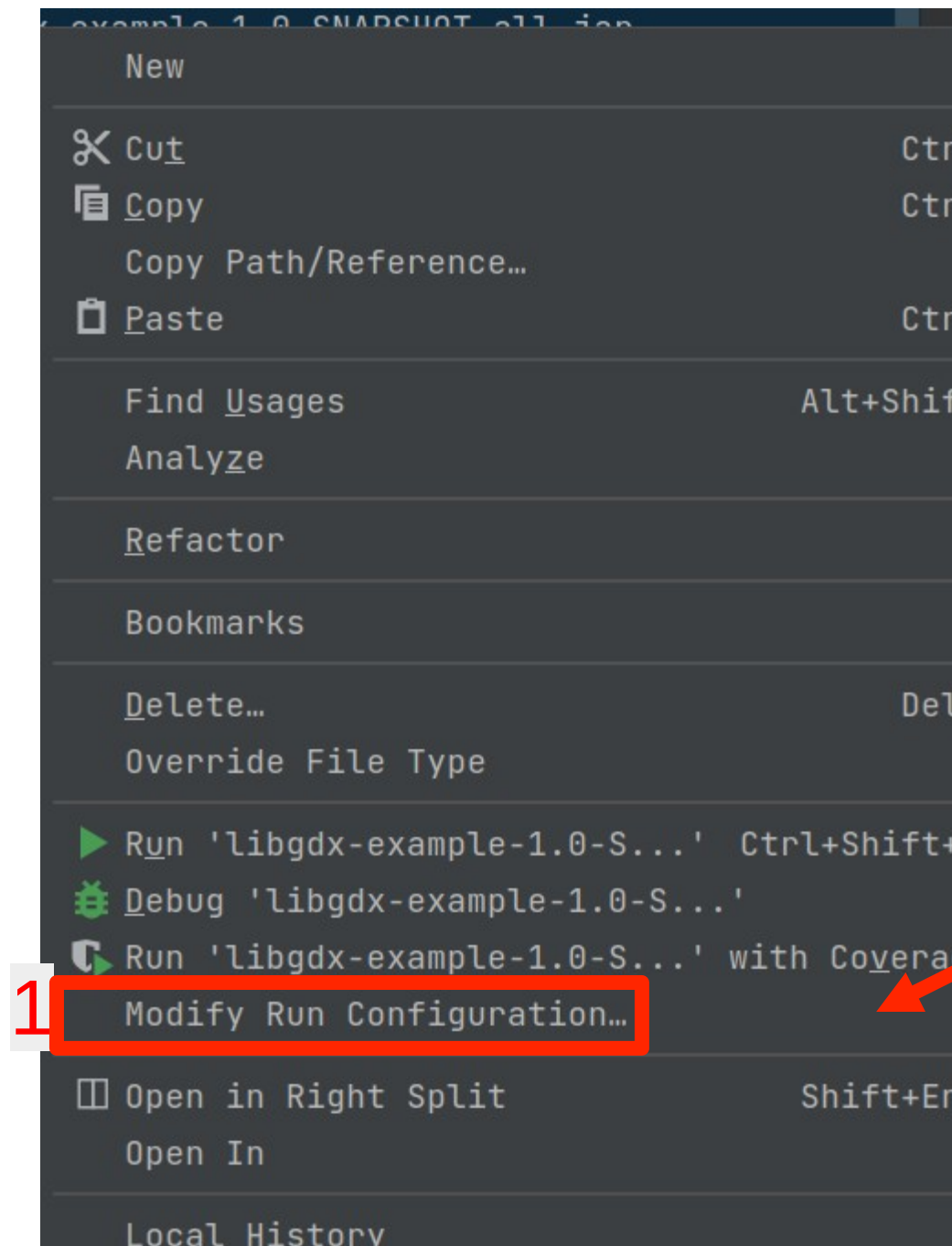
# Building libGDX project in IntelliJ Idea

1) Use 'Gradle' tab in the upper right side of Idea UI:



# Running libGDX project on Apple Mac

1) Modify Run configuration and add -XstartOnFirstThread VM option



Let's explore examples provided on CSMoodle...