
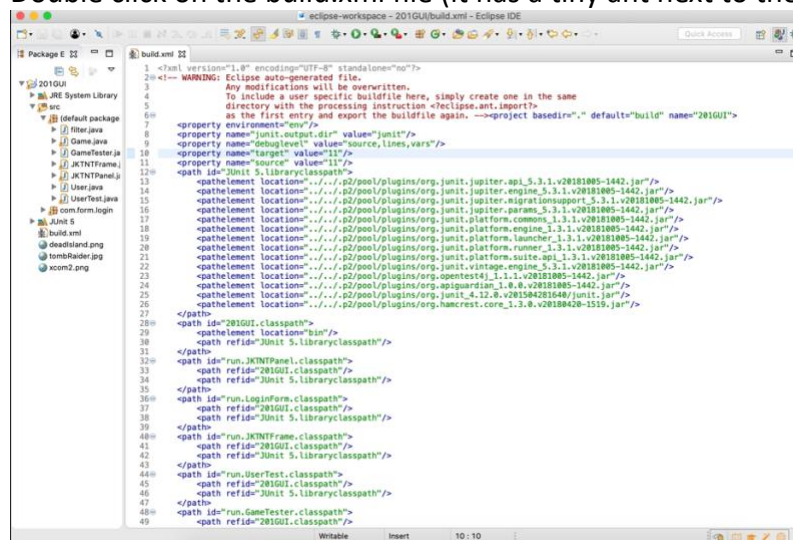


## How to run the build.xml file:

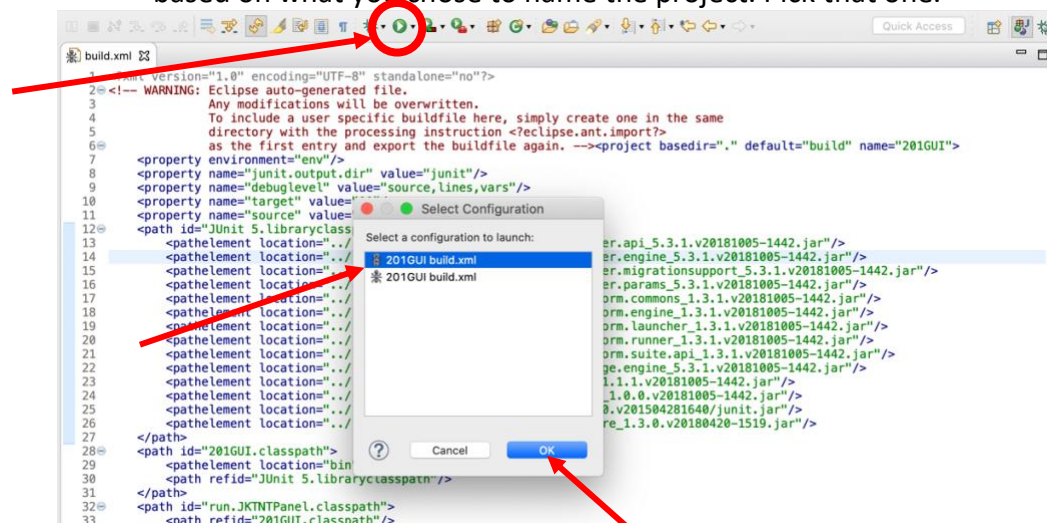
- There are two ways to run this build file:
  - These directions are under the assumption that you have already installed Java/Eclipse IDE.

### 1. Running through the Eclipse GUI

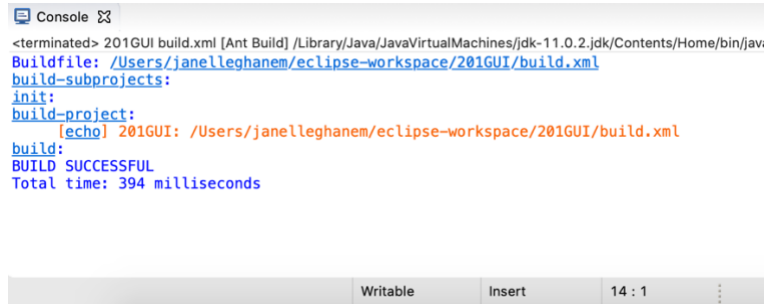
- Download all of the files in the src folder from <https://github.com/torstencodes/Half-life-3>
- Make sure the build.xml is in the project folder, not the src folder along with the game images (.png/.jpg)
  - Ensure your file layout matches the picture below, or the project will not build properly!
- Double click on the build.xml file (it has a tiny ant next to the name like so: )



- Click run and select the configuration you would like to launch (build.xml)
  - You might only have one configuration to select and it will be named based on what you chose to name the project. Pick that one.



- e. Press “OK”
- f. Look to the output to see that the project successfully built!



```

Console
<terminated> 201GUI build.xml [Ant Build] /Library/Java/JavaVirtualMachines/jdk-11.0.2.jdk/Contents/Home/bin/jav
Buildfile: /Users/janelleghanem/eclipse-workspace/201GUI/build.xml
build-subprojects:
init:
build-project:
[echo] 201GUI: /Users/janelleghanem/eclipse-workspace/201GUI/build.xml
build:
BUILD SUCCESSFUL
Total time: 394 milliseconds

```

## 2. Running through the command line

\*this requires that you install Apache Ant. Part a will describe this. If you already have this installed then you can skip this part.\*  
 \*\* if you have HomeBrew on mac, simply type “brew install ant” and move to part b.\*\*

- a. Navigate to this link: <https://ant.apache.org/bindownload.cgi>
  - i. Scroll down to the section titled: 1.10.7 release and download the .tar.gz archive
  - ii. Decompress the file once it has downloaded and place it into a directory
  - iii. In the terminal, set the environment variables JAVA\_HOME to the directory the JDK is installed, and ANT\_HOME to where you downloaded the .tar.gz file.
  - iv. Change the PATH variable to correspond to your ANT\_HOME. See below for examples.
    1. For windows: (if Ant was installed in c:\ant\)
      - a. set ANT\_HOME=c:\ant
      - b. Set JAVA\_HOME=c:\jdk1.7.0
      - c. Set PATH=%PATH%;%{ANT\_HOME}%\bin
    2. For linux: (if Ant was installed in /usr/local/ant)
      - a. export ANT\_HOME=/usr/local/ant
      - b. export JAVA\_HOME=/usr/local/jdk1.7.0
      - c. export PATH=\${PATH}:\${ANT\_HOME}/bin
- b. Open your terminal and navigate to your directory containing the build.xml file on your computer
- c. Simply type in [ant] and the build.xml file will generate “BUILD SUCCESSFUL” in the output.