Setting Up LWJGL with IntelliJ IDEA

From LWJGL

This tutorial will run you through the steps you'll need to get LWJGL (http://www.lwjgl.org/) setup with the Intellij IDEA (http://www.jetbrains.com/idea/) IDE.

First create a new project.

To have something to verify that the libraries are loaded correctly both at compile and runtime we can add some simple code that uses LWJGL

```
1    import org.lwjgl.LWJGLException;
2    import org.lwjgl.opengl.Display;
3    import org.lwjgl.opengl.DisplayMode;
4
5    public class Main {
6        public Main() {
7            try {
8                Display.setDisplayMode(new DisplayMode(800, 600));
9                Display.create();
10
11               while(!Display.isCloseRequested()) {
12                   Display.update();
13               }
14
15               Display.destroy();
16           } catch(LWJGLException e) {
17               e.printStackTrace();
18           }
19       }
20
21       public static void main(String[] args) {
22           new Main();
23       }
24   }
```
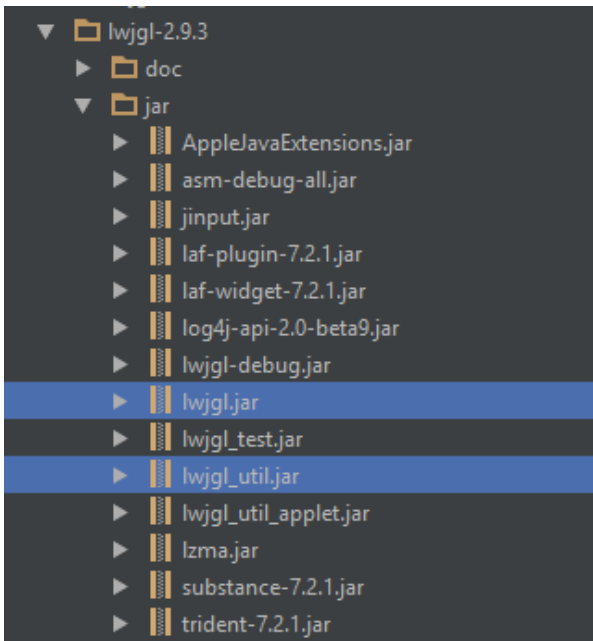
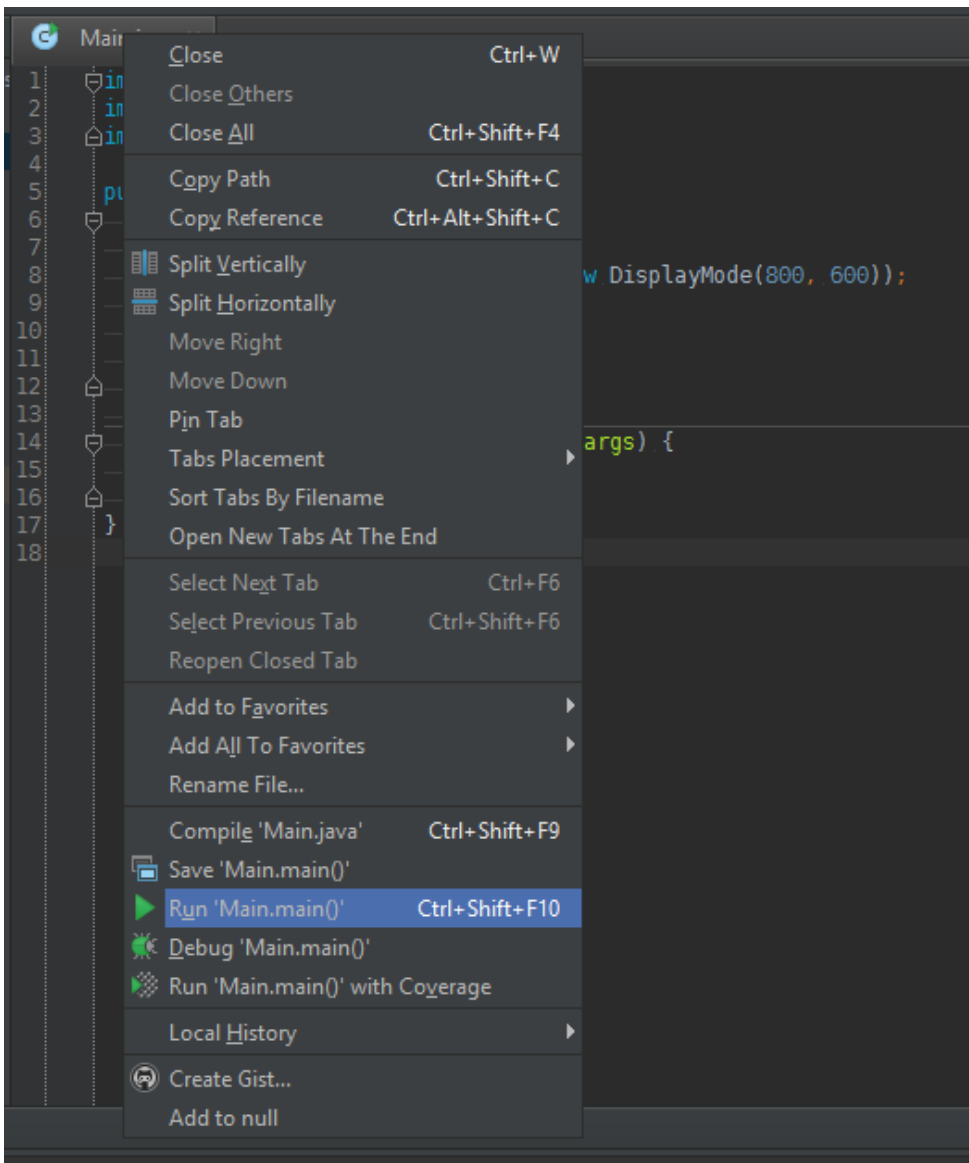Then we add the needed jar files by going to File -> Project Structure:
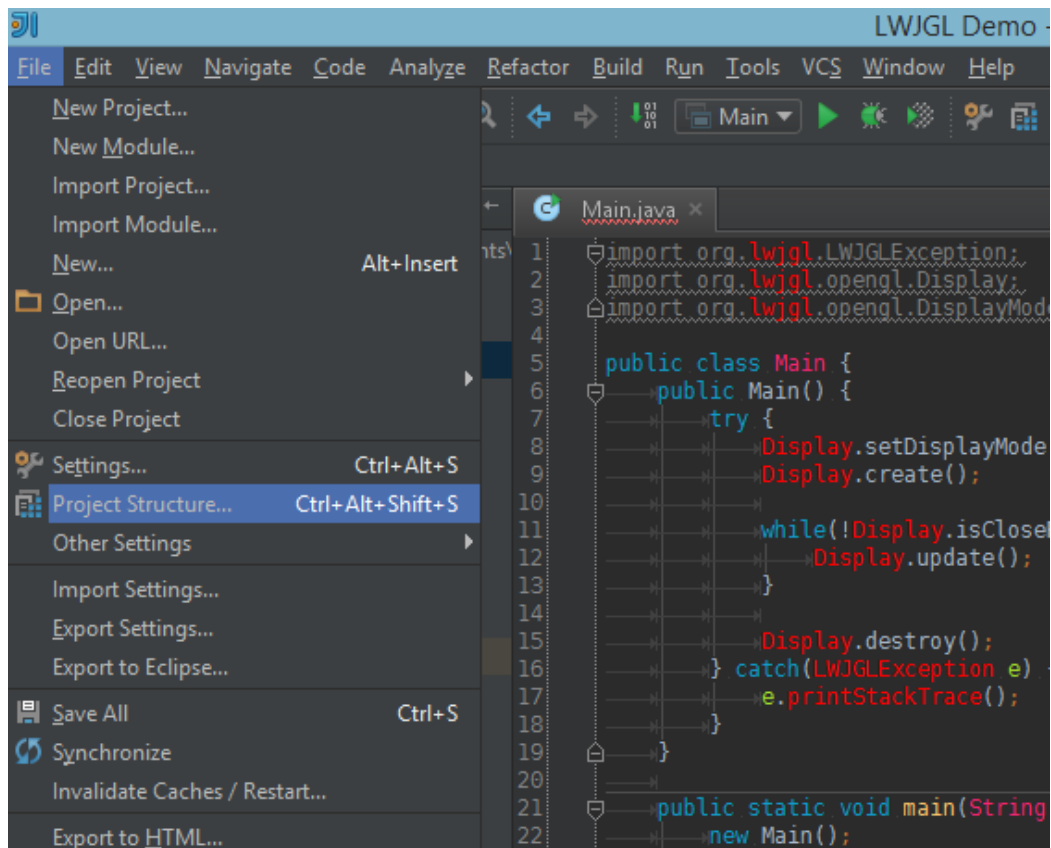
In the Modules page, in the Dependencies tab, click on the green plus symbol and choose "JARs or directories":
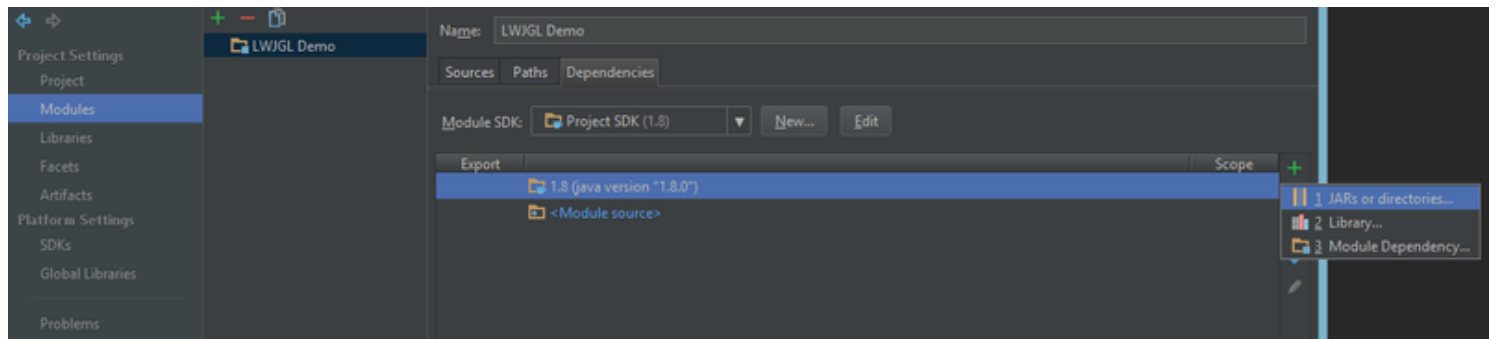
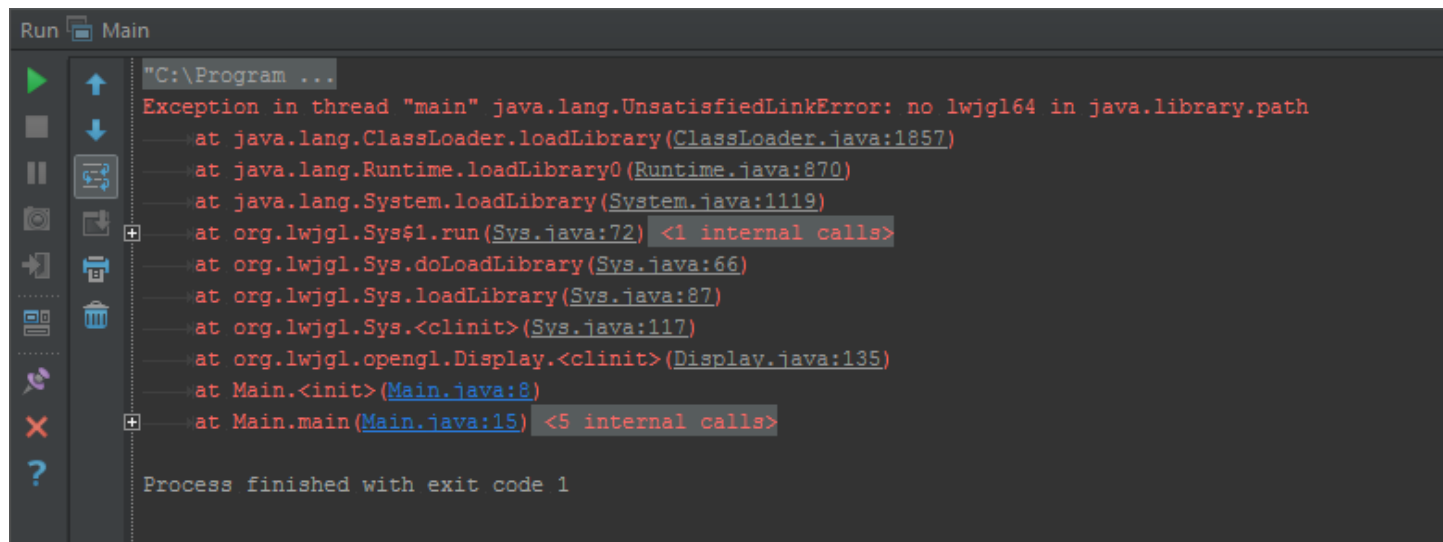Select the 'lwjgl.jar' and 'lwjgl_util.jar' JARs:

We are now able to successfully build the code...

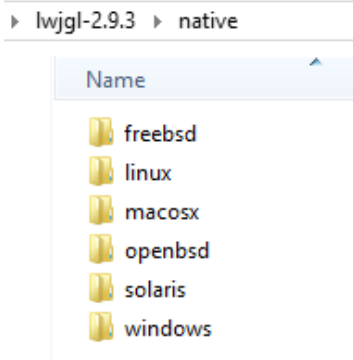...but if you try to run it you will get an error saying:

```
Exception in thread "main" java.lang.UnsatisfiedLinkError: no lwjgl(64) in java.library.path
```
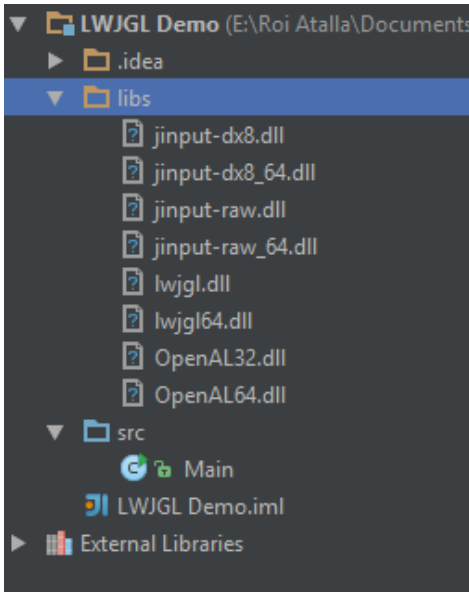

This happens because the native libraries are not found. This can be fixed by creating a new folder inside the project called 'libs' and copy the correct folder from the native folder within lwjgl (depending on your operating system).
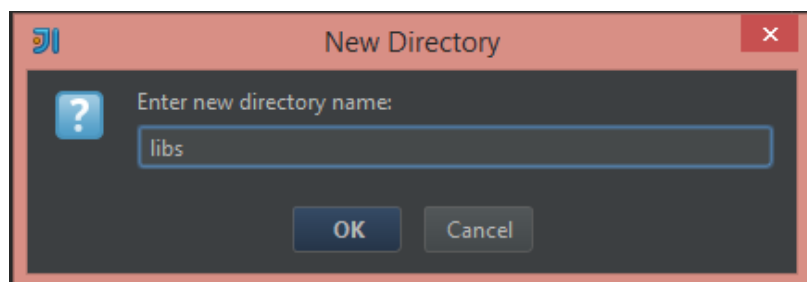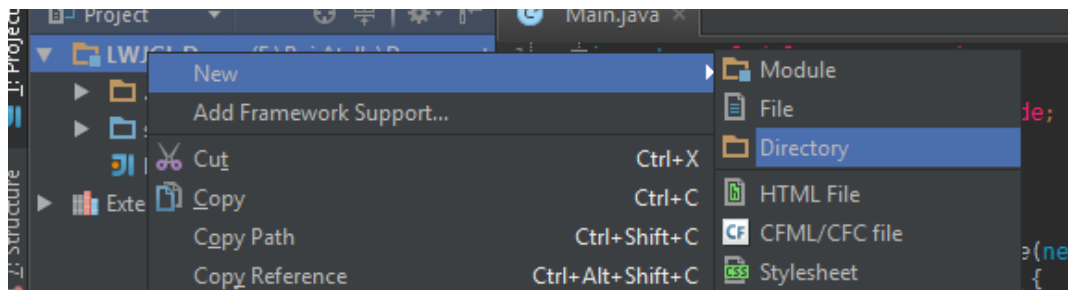
Copy the contents of one of these into 'libs'

> lwjgl-2.9.3 > native

Name

📁 freebsd
📁 linux
📁 macosx
📁 openbsd
📁 solaris
📁 windows

Here is an example project structure with Windows natives:

▼ 📁 LWJGL Demo (E:\Roi Atalla\Documents
  ▶ 📁 .idea
  ▼ 📁 libs
    📄 jinput-dx8.dll
    📄 jinput-dx8_64.dll
    📄 jinput-raw.dll
    📄 jinput-raw_64.dll
    📄 lwjgl.dll
    📄 lwjgl64.dll
    📄 OpenAL32.dll
    📄 OpenAL64.dll
  ▼ 📁 src
   🟢 🔒 Main
  📄 LWJGL Demo.iml
▶ 📚 External Libraries

This folder must then be passed to the JVM as an argument when running the program. To do this, open the run configuration.

Note: You should run your application before doing this, unless you want to add the JVM argument globally. From the screenshot you can see that I only added the argument to the configuration for the class containing my main method.

📟 | 🖥 Main ▼ ▶ 🐞 🧊 | ⚙
  📝 Edit Configurations...
  💾 Save 'Main' Configuration
  🖥 Main
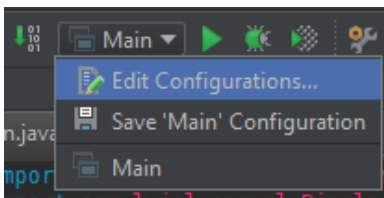
And set the VM options to:

```
-Djava.library.path=libs/
```
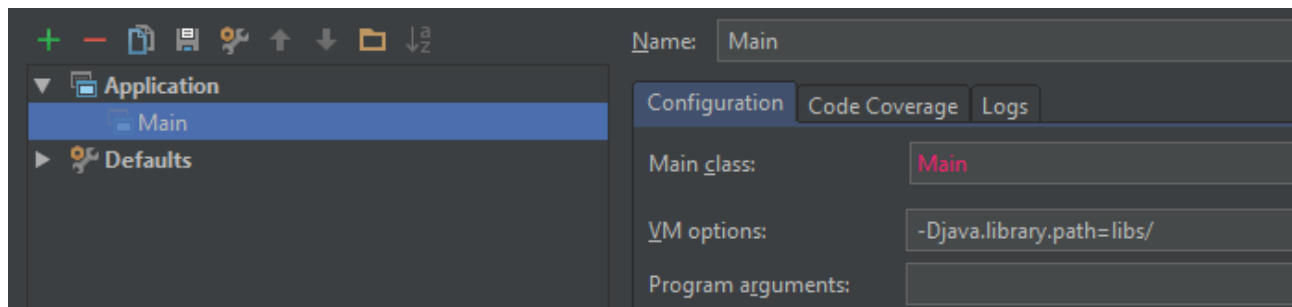
After doing this you should be able to run the application without any errors :)

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