

LOS-GUI INSTALLATION INSTRUCTIONS

Updated: March, 2024



Pre-requisites

1. Have the most recent Java SDK installed on your device.
2. Have an IDE installed on your device (VASSAL uses IntelliJ but others will work).

For more detailed instructions on installing an SDK and an IDE, see the Wiki on the VASSAL page on GitHub.

Installing and Configuring LOS-GUI

1. Using your IDE's project tools and option, clone a copy of the LOS-GUI repository on GitHub to your device.
2. Using either the IDE's tools or your device's file management tool:
 - a. Place a copy of the latest version of the SharedBoardMetadata.xml file (found in the VASSAL repository on GitHub) in the root folder of your local LOS-GUI project.
 - b. Place a copy of the latest version of VASSAL in the 'lib' folder of your project, and rename it from ".vmod" to ".jar".
 - c. Place a copy of the latest version of VASSAL in the 'lib' folder of your project and rename it to ".jar". Both "vassal-app-x.x.x.jar" or "VEngine.jar" files will work.
3. Open the LOSEditor.properties file and set the appropriate local values for the three properties.
4. Open the Project Structure Window from the File Menu. Open the Project tab and ensure that the SDK setting is set. Then click on the Modules tab and ensure that the Dependencies panel has a reference to the VASSAL file in 'lib' at the top of the list of dependencies. If not, click on the "+" sign and add it. It may appear as an explicit reference to the .jar file or just to the 'lib' folder.
5. Open the IDE window used to create a run configuration and create one for your project, which should include a reference to the SDK and to the Project Startup location which is VASSAL.LOSGUI.LOSEditorApp.