Compiling GBA Games Using Eclipse on a Mac

1) Install the following software:
    1. VisualBoyAdvance (this is the emulator to actually run the .gba files):
       http://prdownloads.sourceforge.net/vba/VisualBoyAdvance-1.7.2-MacOSX.dmg.gz

    2. Eclipse (the IDE used to actually write code):
       http://www.eclipse.org/downloads/download.php?file=/technology/epp/downloads/release/ganymede/SR2/eclipse-java-ganymede-SR2-macosx-carbon.tar.gz

    3. Xcode Tools for OS X
        1. These should be on your installation CD for leopard in the directory:
              Optional Installs/Xcode Tools/XcodeTools.mpkg

    4. devkitARM (just download and uncompress. For simplicity, make the folder "opt" in the
       root folder and put it in there, so the filepath is /opt/devkitARM)
       http://sourceforge.net/project/showfiles.php?group_id=114505&package_id=124207&release_id=646291

2) Open Eclipse, and from the menu bar, go to: Help->Software Updates...
    1. Click the "Available Software" tab
    2. Click the carrot next to "Ganymede Update Site" and wait for the list to load
    3. Check the box next to "C and C++ Development" and then click the "Install..." button
    4. click "Next" and the accept the agreement and wait for the updates to install

3) Switch the default view of Eclipse from java to c/c++
    1. from the menu bar, go to Window->Open Perspective->Other->C/C++

4) Now everything should be set up properly. To open a project, just do:
    1. File->New->C Project->Makefile project->Empty project   and be sure to name it
    2. add the Makefile from t-square to your project (can just click and drag)
    3. if you put devkitARM in a different directory, change the second line to the new directory.
    4. create a main.c file (along with any other files you'll need, edit the Makefile accordingly)
    5. to build a project, click on the hammer icon under "Navigate" in the menubar
    6. to run it, click on the newly created .gba file in the left file menu. this should automatically
          launch vba with your project loaded.