

USING THE GAME ENVIRONMENT PACKAGE

The game environment can be easily used within the Eclipse, NetBeans, and JCreator IDEs without changing the operating system's CLASSPATH variable by following the IDE-specific directions listed below. Alternately, the package `edu.sjcny.gbv1`, which is in the Package subfolder of the Game Environment\Class, Package and JAR file folder on the DVD that accompanies this text can be stored on your system and added to its CLASSPATH variable. Then, the following import statement can be used to incorporate the game environment into a game application:



```
import edu.sjcny.gbv1.*;
```

NON-CLASSPATH ALTERING IDE-SPECIFIC INSTRUCTIONS

Eclipse IDE

Method 1: Import the Eclipse project template

1. Create a folder and bring up Eclipse into that folder.
2. Import the project `EclipseGameTemplate7` into the folder.
 - Click File - Import – General - Existing Projects into Workspace – Next
 - Browse to the DVD folder:
`Game Environment\IDE Specific Tools\Eclipse\Workspace`
and click the `EclipseGameTemplate7` template folder, then click OK
 - Check the box next to *Copy Projects Into Workspace*, then click Finish
3. Open the project `EclipseGameTemplate7` and add the program-specific code to it.

Method 2: Add the game environment JAR file or its classes to a new Eclipse project

Either the JAR file `gameEnvironment.jar` contained in the folder `GameJAR` or the classes contained in the `GameClasses` folder can be added to any existing Eclipse project and its build path. Both of these folders are in the Game Environment\IDE Specific Tools\Eclipse subfolder on the DVD that accompanies this textbook. To add them to an existing Eclipse project's build path:



1. Launch Eclipse in the existing project's workspace
2. Locate and copy the folder `GameJAR` or `GameClasses`
3. Right click the project node in Eclipse's Package Explorer view pane, then click Paste
4. Right click the project node in the Package Explorer view pane, then click Properties - Java Build Path - Libraries
 - (a) To add the `gameEnvironment.jar` file, click "Add JAR's..." and locate and check the `gameEnvironment.jar` JAR file, click OK, click OK

- (b) To add the `GameClasses` folder, click “Add Class Folder” and locate and check the `GameClasses` folder, click OK, click OK

NetBeans IDE

1. Create a folder with a name relevant to the program being developed
2. Copy the NetBeans project `NBGameTemplate7` located in the `Game Environment\IDE Specific Tools\NetBeans` subfolder on the DVD that accompanies this textbook and paste it into the folder created in Step 1
3. Open the project `NBGameTemplate7` and add the program-specific code to it

JCreator IDE

Method 1

1. Create a folder with a name relevant to the program being developed
2. Copy the JCreator project `JCGameTemplate7` located in the `Game Environment\IDE Tools\JCreator` subfolder on the DVD that accompanies this textbook and paste it into the folder created in Step 1
3. Open the project `JCGameTemplate7` and add the program-specific code to it

Method 2

1. Create a JCreator project
2. Copy and paste the folder `edu` (i.e., the package `edu.sjcny.gpv1`, contained in the `Game Environment\IDE Tools\JCreator` subfolder on the DVD that accompanies this book, into the project’s class folder
3. Include the following import statement in the application:

```
import edu.sjcny.gpv1.*;
```