LIBGDX Projekt anlegen

Download der LIBGDX Bibliotheken von: <u>http://libgdx.badlogicgames.com/nightlies/</u>, entpacken und die darin enthaltene **gdx-setup-ui.jar** starten:

CONFIGURATION	LIBRARY SELECTION	DVERVIEW
1 Main parameters defining your project. See the overview panel to know if it suits your needs.	2 Select the libraries you want to include or update. Direct downloads are available to stable and nightly releases.	3 Virtual view of the file tree that will be generated.
Name drops Package com.me.drops	Required LibGDX 🗈 🖬 🎆	drops drops-desktop drops-android drops-html
Game class dropsGame Destination C:_workshop\downloads\libgdx-night	Third-party Physics Body Editor loader Image: I	GENERATION 4 Ready to go?
Generate the android project (required) Generate the desktop project Generate the desktop project	Legend library name: zip archive found (see tooltip) library name: zip archive not found	Open the generation screen Your configuration is valid.

In Eclipse: File > Import.... Abschnitt: General > Existing Projects into Workspace

Create new proje		
Select an import	ource:	
type filter text		
 General Archi Existi File S Prefe 	ve File ng Projects into Workspace ystem ences	

Die vom gdx-setup-ui angelegten Projeke im entsprechenden Ordner suchen, mit Button: Finish importieren.



Im html-Projekt die Fehlermeldung mit Quick Fix beheben.

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 ▷ constantion ▷ drops-desktop ▲ drops-html ▲ src ▷ ⊕ src 	R Problems 💥 @ Javadoc 🖗 Declaratic	Go to	
	2 errors, 0 warnings, 0 others Description	Copy X Delete	Ctrl+C Delete
com.me.drops.client	Errors (2 items)	Select All	Ctrl+A
 ▷ ➡] GwtLauncher.java ▷ ➡] JRE System Library [jre7] ▷ ➡] Referenced Libraries 	The project was not built since its The type com.google.gwt.core.cli	Show In Quick Fix	Ctrl+1
> 🗁 war		Properties	Alt+Enter

Andreas Kiener, 2012