

 무료 전자 책

배우기

lwjgl

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1: lwjgl

LWJGL Java . OpenAL, OpenCL, OpenGL API .

Examples

Eclipse LWJGL3

: Java Eclipse . Java Development Kit (JDK) Eclipse (Neon 3) .

1 : LWJGL

[LWJGL](#) [LWJGL . . ZIP](#) [LWJGL . . ZIP](#) / [JavaDocs](#) . ["Download Zip"](#) .

Release

Latest official release

3.1.1 build 16

Dec 27, 2016, 18:07:07 GMT

Beta

3.1.2

May




Mode

- ZIP Bundle
- Maven
- Gradle
- Ivy

Options

- Show descriptions
- Include source
- Include JavaDoc

Natives

-  Windows
-  macOS
-  Linux

Presets

- None
- Custom
- Everything
- Getting Started
- Minimal OpenGL
- Minimal OpenGL ES
- Minimal Vulkan

Addons

- JOML v1.9.3
- steamworks4j v1.6.1

Version

- 3.1.1
- 3.1.0
- 3.0.0

New Java Project

Create a Java Project

Enter a project name.

Project

Use default location

Location:

C:\Users\Nick Clark\Dropbox\Lu

JRE

Use an execution environment JRE:

Use a project specific JRE:

Use default JRE (currently 'jre1.8.0_131')

Project layout

(Windows F5). **lib** . . . **Project Properties** . *Project -> Properties* . **Java** . JAR .
Add JARs ... JAR . JAR . JAR JAR . **lib** JavaDocs .

Java Build Path



Source














Projects



Libraries

JARs and class folders on the build path:

- ▼  lwjgl-glfw.jar - Luminos/lib/jar
 -  Source attachment: lwjgl-glfw-so
 -  Javadoc location: platform:/resou
 -  External annotations: (None)
 -  Native library location: Luminos/l
 -  Access rules: (No restrictions)
-  lwjgl-openal.jar - Luminos/lib/jar
-  lwjgl-opengl.jar - Luminos/lib/jar
-  lwjgl.jar - Luminos/lib/jar
-  JRE System Library [jre1.8.0_131]
-  JUnit 4

S. No		Contributors
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