

 免費電子書

學習

lwjgl

Free unaffiliated eBook created from  
**Stack Overflow contributors.**

#lwjgl

.....	1
<b>1: lwjgl</b> .....	<b>2</b>
.....	2
Examples.....	2
EclipseLWJGL3.....	2
<b>LWJGL</b> .....	<b>2</b>
<b>Eclipse</b> .....	<b>3</b>
<b>LWJGL</b> .....	<b>5</b>
.....	<b>8</b>

---

You can share this PDF with anyone you feel could benefit from it, downloaded the latest version from: [lwjgl](#)

It is an unofficial and free lwjgl ebook created for educational purposes. All the content is extracted from [Stack Overflow Documentation](#), which is written by many hardworking individuals at Stack Overflow. It is neither affiliated with Stack Overflow nor official lwjgl.

The content is released under Creative Commons BY-SA, and the list of contributors to each chapter are provided in the credits section at the end of this book. Images may be copyright of their respective owners unless otherwise specified. All trademarks and registered trademarks are the property of their respective company owners.

Use the content presented in this book at your own risk; it is not guaranteed to be correct nor accurate, please send your feedback and corrections to [info@zzzprojects.com](mailto:info@zzzprojects.com)

---

# 1: lwjgl

LWJGLJava。 OpenALOpenCLOpenGLAPI。

## Examples

EclipseLWJGL3

JavaEclipse。 Java Development KitJDK EclipseNeon 3。

---

# LWJGL

LWJGLLWJGL。 。 **ZIP Bundle**LWJGL。 。 ZIP/JavaDoc。 “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

Package ExplorerNavigator◦

## New Java Project

# Create a Java Project

Enter a project name.

Project

Use default location

Location:

JRE

- Use an execution environment JRE:
- Use a project specific JRE:
- Use default JRE (currently 'jre1.8.0\_131')

。 “ ”。 - >。 **Java Build Path**。 JAR。 *Add JARs ...JAR Workspace*。 JAR。 JARJAR。 JavaDocs  
**lib**。



# 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
1	lwjgl	<a href="#">Community</a> , <a href="#">Nick Clark</a>