



FREE eBook

LEARNING lwjgl

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#lwjgl

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About

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Chapter 1: Getting started with lwjgl

Remarks

LWJGL is the lightweight Java game library. It provides access to OpenAL, OpenCL, OpenGL, among many other APIs.

Examples

Setting up LWJGL3 in Eclipse

Note: This setup guide assumes that you have Java and Eclipse already installed on your machine. If you do not, download the latest version of the Java Development Kit (henceforth referred to as the JDK) and the latest version of Eclipse (Neon 3 at time of writing).

Step One: Downloading LWJGL

To get started, you will need a copy of LWJGL, which can be accessed from the [LWJGL website](#). To be assured the most stable version, choose **Release**. This setup guide will use the **ZIP Bundle** for adding LWJGL to your project. On the far right of the webpage, choose which dependencies you would like to download. Once you have selected the contents of the ZIP archive, select which natives you would like, as well as if you want the sources and/or JavaDocs for each binding selected. Once complete, selected "Download Zip" at the bottom of the selection box.

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

<https://riptutorial.com/lwjgl/topic/9671/getting-started-with-lwjgl>

Credits

S. No	Chapters	Contributors
1	Getting started with lwjgl	Community , Nick Clark