

# Setup in Netbeans

## Downloads

- Download Slick distribution → <http://slick.cokeandcode.com/downloads/slick.zip>
- Download Slick jar → <http://slick.cokeandcode.com/downloads/slick.jar>
- Download LWJGL distribution → <http://www.lwjgl.org/download.php>
- Download Phys2D jar → <http://phys2d.cokeandcode.com>

## Unzip

Unzip the Slick and LWJGL distributions somewhere on your hard drive. Make sure the Slick path contains no spaces.

## Netbeans

1. Create a new Project > Java Application
2. Add the following jars (slick.jar, lwjgl.jar and phys2d.jar) to your project libs
3. Add the following to your project Run > VM Options: -Djava.library.path=<path to slick folder>

## Errors

If you get an unsatisfied error make sure the slick path is set correctly. When using a 64-bit Windows make sure to copy the **lwjgl64.dll** to your slick folder. For sound copy **OpenAL64.dll** to your slick folder.

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