

Meet the jMonkeyEngine



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Meet the jMonkeyEngine

The jMonkeyEngine in Brief

- Scenegraph design based in part on the ideas of David Eberly (see also NetImmerse, Wild Magic)
- API is 100% Java. Implementation uses native bindings to OpenGL and OpenAL for full hardware acceleration.
- Open source (BSD License)
- First development release, 2003. Current version is 2.0a.
- Large, active community.

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Easy to Get Started...

```
import com.jme.app.SimpleGame;
import com.jme.math.Vector3f;
import com.jme.scene.shape.Box;

public class BoxExample extends SimpleGame {

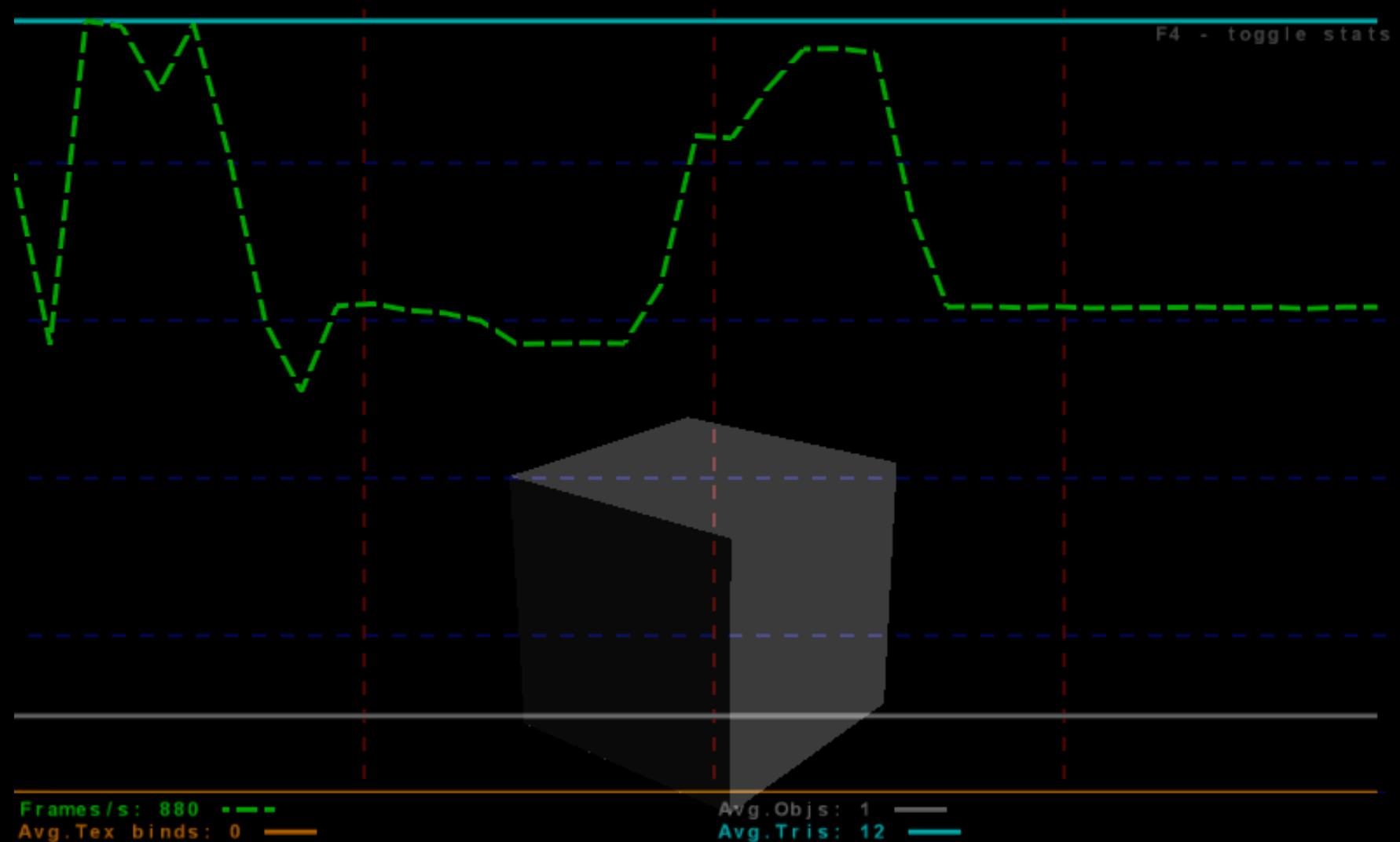
    public static void main(String[] args) {
        BoxExample app = new BoxExample();
        app.start();
    }

    protected void simpleInitGame() {
        Box myBox = new Box("box", new Vector3f(), 1, 1, 1);
        rootNode.attachChild(myBox);
    }

}
```

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Gives You This...



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jMonkeyEngine's Features Include:

- Fully featured scenegraph supporting automatic culling, embedded actors and material inheritance all with a pluggable rendering system.
- Ready to use shader effects such as bloom, cell shading, water with reflection/refraction.
- Supports using Pbuffers and FBO objects for imposters and other Render to Texture operations.
- Runs full screen, windowed, or embedded in a web page.
- Lots more... see the site for more details.

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Why Use the jMonkeyEngine?

- **Java:** Cross Platform. Speed no longer an issue. Lots of open source libraries to plug into.
- **Cost:** The engine and source are free to use and change for your own purposes.
- **Easy:** Lots of example code for every engine feature.
- **Community:** Supportive and helpful. “Noobs” are welcome. :)
- **Company:** Join with the many others using this technology.

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jMonkeyEngine in Action

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Learning about Gaming



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Get Your Game On.



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Be There – Virtually





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Thank You!



For more information visit jMonkeyEngine.com