# Java SE Downloads

Next Releases (Early Access) | Embedded Use | Previous Releases

Java Platform (JDK) 7u45

JDK 7u45 & NetBeans 7.4

Download the SDK
ADT Bundle for Windows

If you prefer to use an existing version of Eclipse or another IDE, you can instead take a more customized approach to installing the Android SDK. See the following instructions.

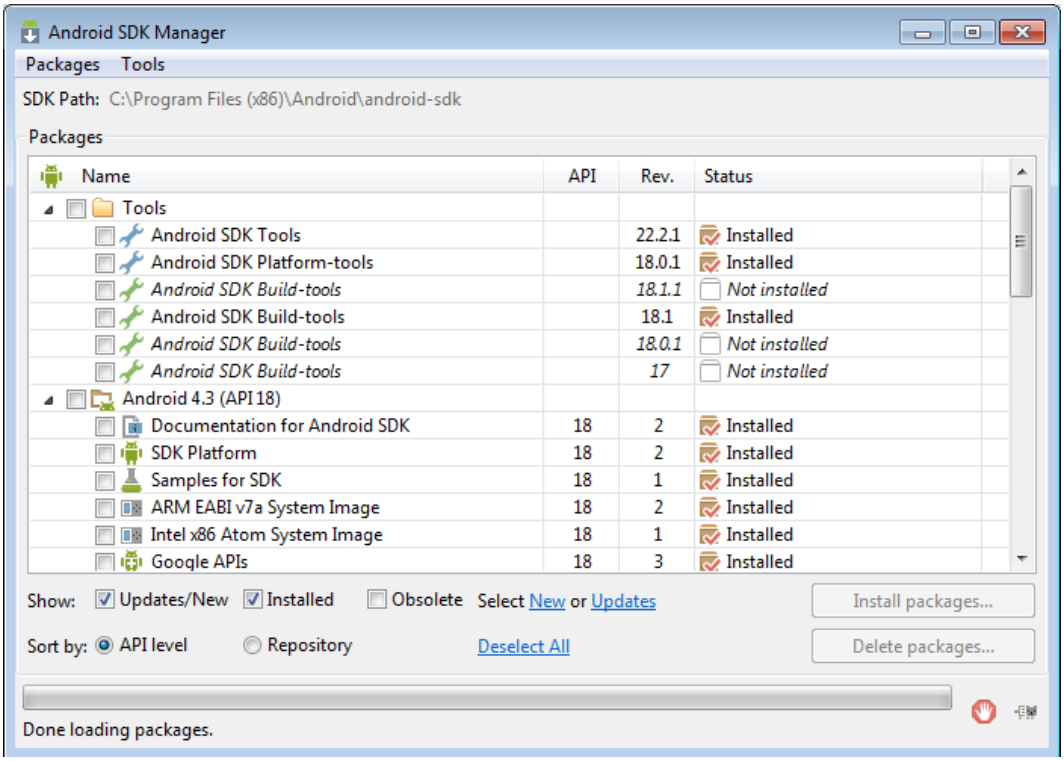
## USE AN EXISTING IDE

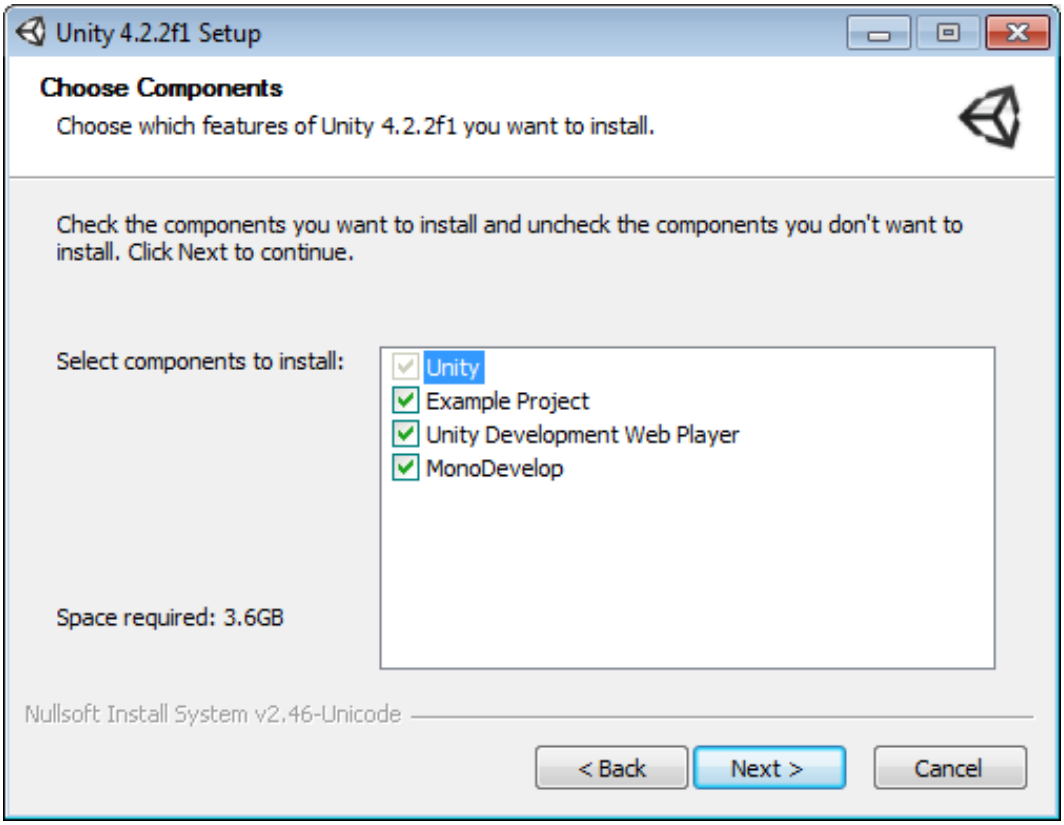
If you already have an IDE you want to use for Android app development, setting up a new SDK requires that you download the SDK Tools, then select additional Android SDK packages to install (such as the Android platform and system image). If you'll be using an existing version of Eclipse, then you can add the ADT plugin to it.

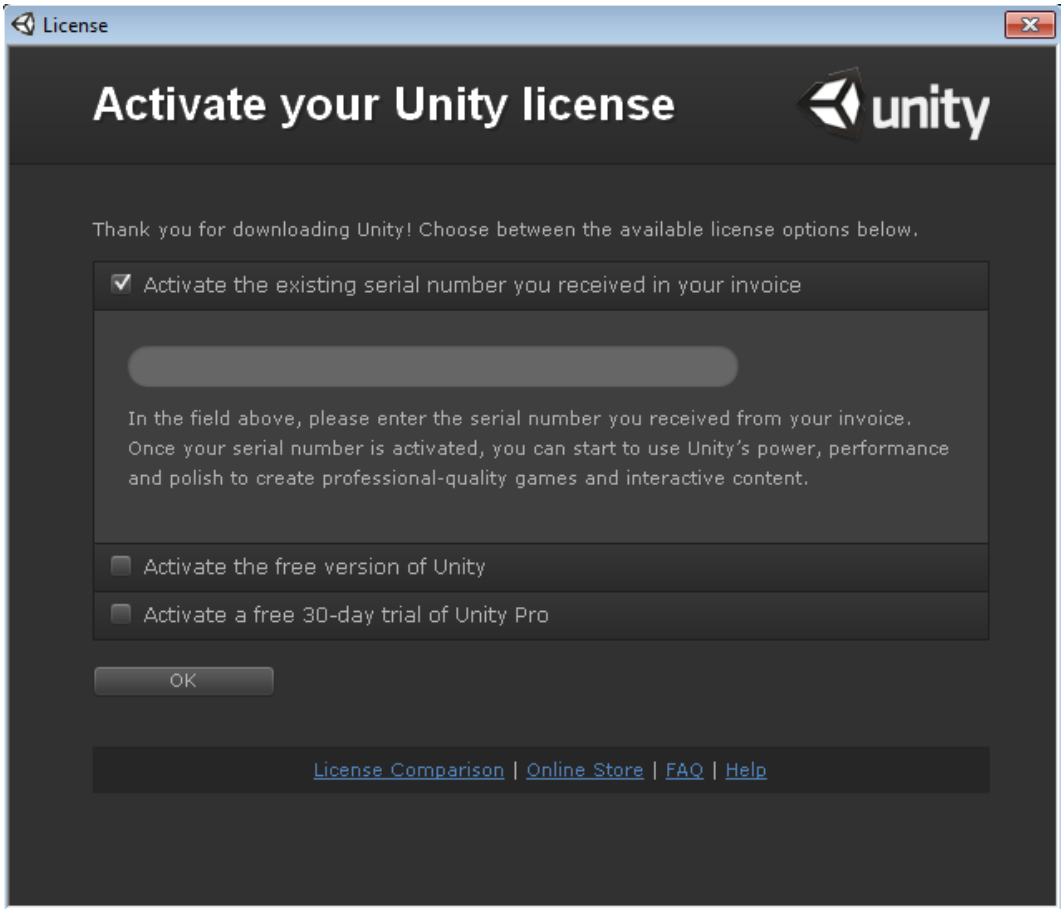
Download the SDK Tools for Windows

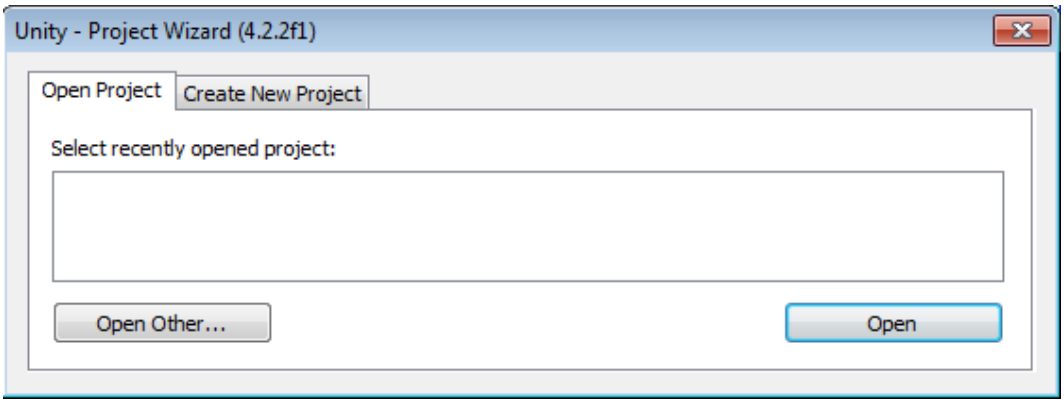
## SYSTEM REQUIREMENTS

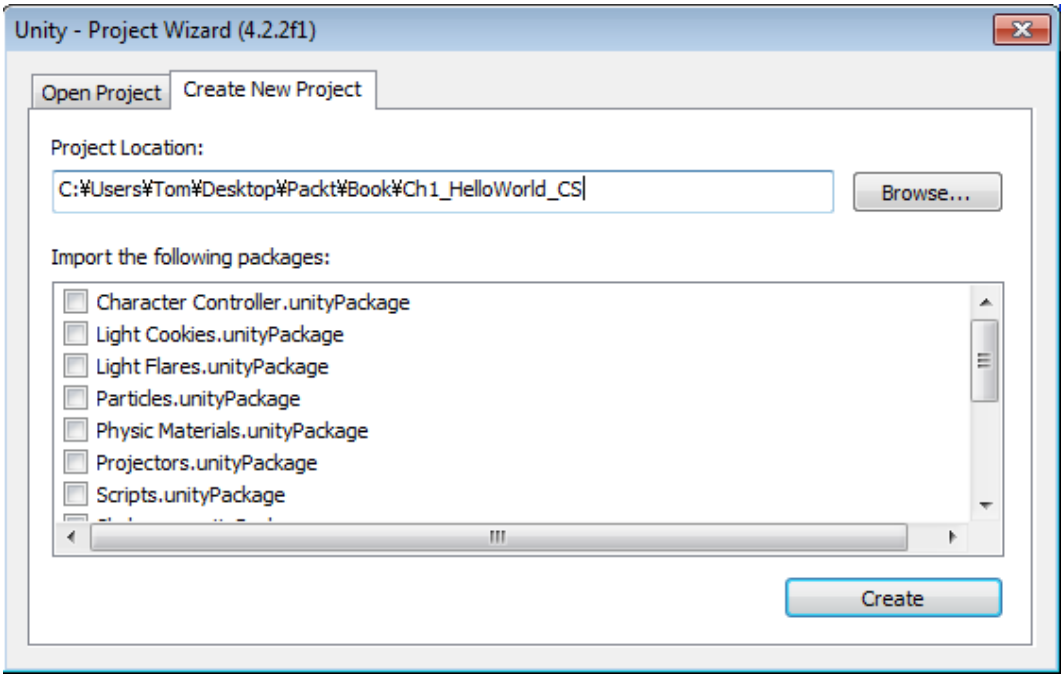
## DOWNLOAD FOR OTHER PLATFORMS

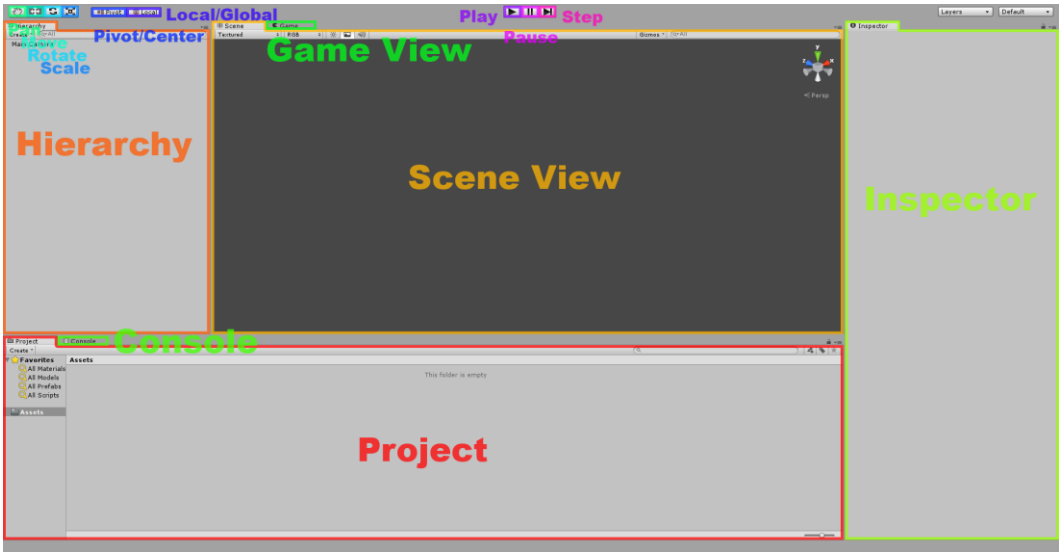

Android SDK Manager
Packages Tools
SDK Path: C:\Program Files (x86)\Android\android-sdk
Packages
Name API Rev. Status
Tools
Android SDK Tools 22.2.1 Installed
Android SDK Platform-tools 18.0.1 Installed
Android SDK Build-tools 18.1.1 Not installed
Android SDK Build-tools 18.1 Installed
Android SDK Build-tools 18.0.1 Not installed
Android SDK Build-tools 17 Not installed
Android 4.3 (API 18)
Documentation for Android SDK 18 2 Installed
SDK Platform 18 2 Installed
Samples for SDK 18 1 Installed
ARM EABI v7a System Image 18 2 Installed
Intel x86 Atom System Image 18 1 Installed
Google APIs 18 3 Installed
Show: Updates/New Installed Obsolete Select New or Updates
Install packages...
Sort by: API level Repository Deselect All
Delete packages...
Done loading packages.

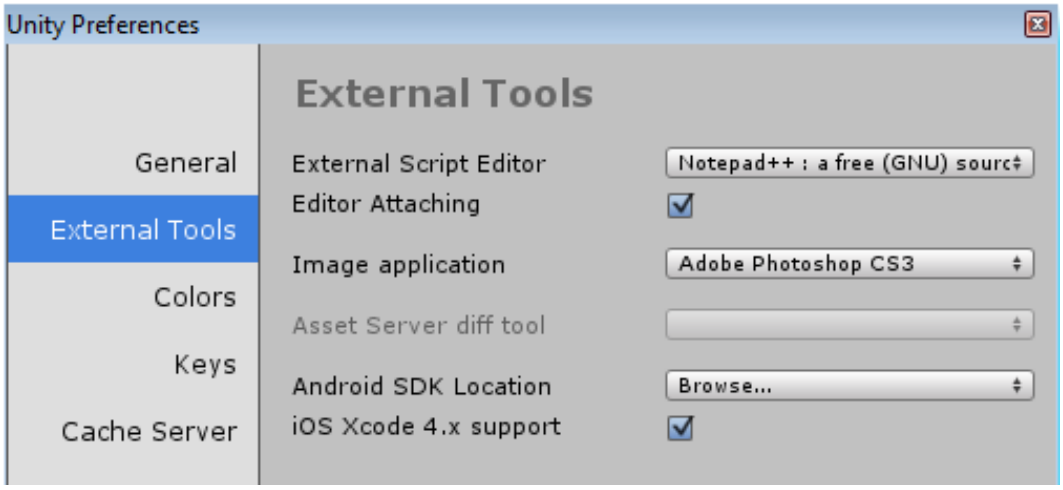

Unity 4.2.2f1 Setup
Choose Components
Choose which features of Unity 4.2.2f1 you want to install.
Check the components you want to install and uncheck the components you don't want to install. Click Next to continue.
Select components to install:
Unity
Example Project
Unity Development Web Player
MonoDevelop
Space required: 3.6GB
Nullsoft Install System v2.46-Unicode
< Back
Next >
Cancel

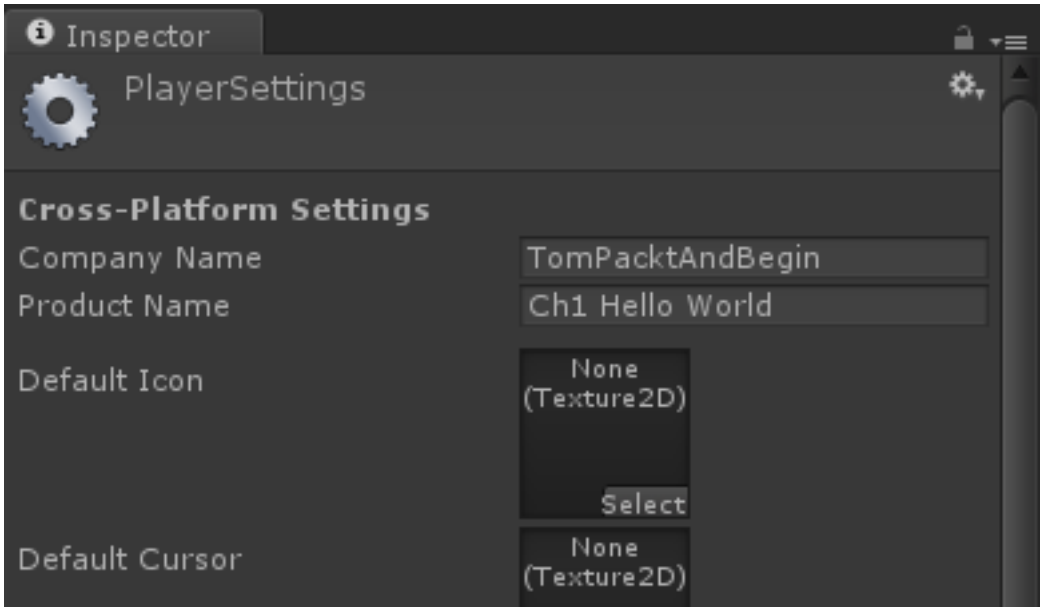

License
Activate your Unity license
unity
Thank you for downloading Unity! Choose between the available license options below.
Activate the existing serial number you received in your invoice
In the field above, please enter the serial number you received from your invoice. Once your serial number is activated, you can start to use Unity's power, performance and polish to create professional-quality games and interactive content.
Activate the free version of Unity
Activate a free 30-day trial of Unity Pro
OK
License Comparison | Online Store | FAQ | Help

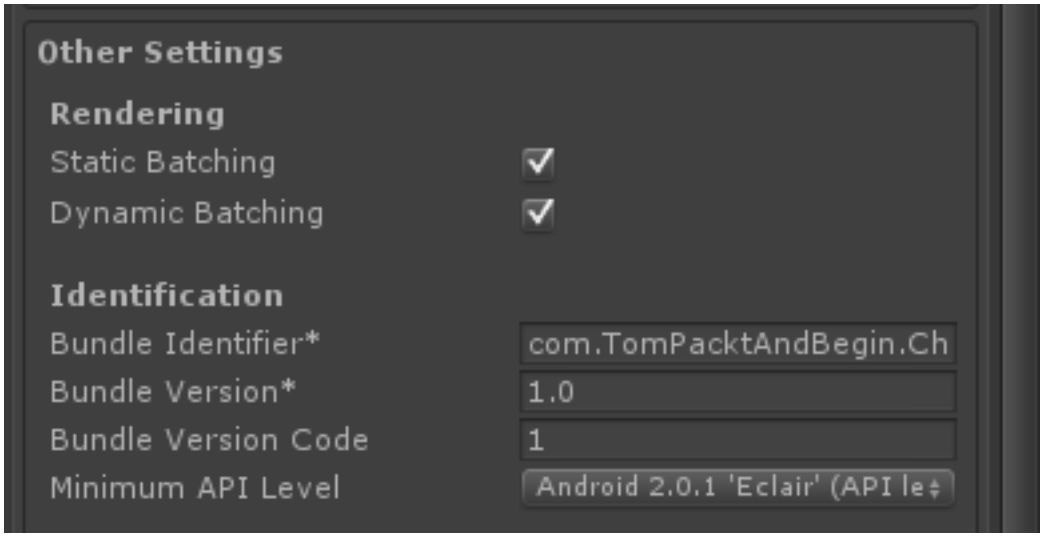

Unity - Project Wizard (4.2.2f1)
Open Project
Create New Project
Select recently opened project:
Open Other...
Open

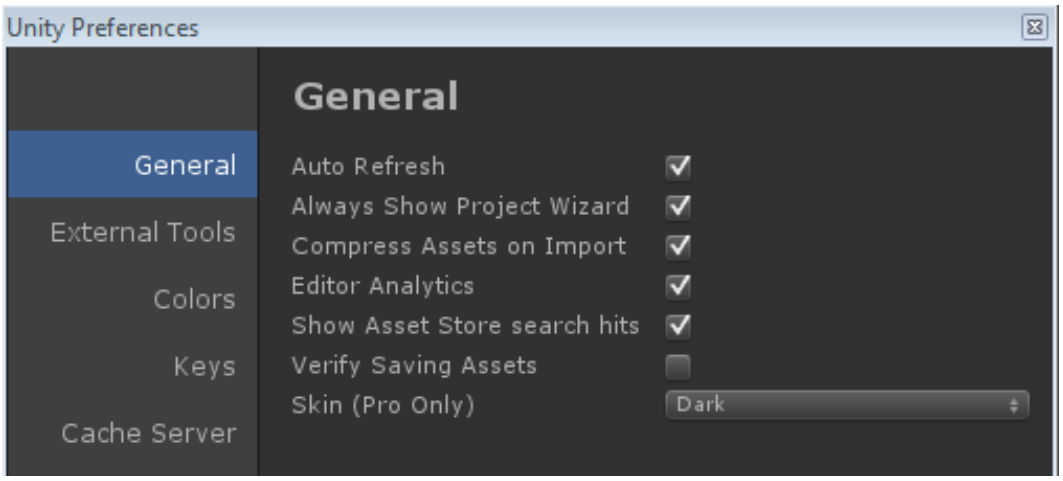

Unity - Project Wizard (4.2.2f1)
Open Project
Create New Project
Project Location:
C:¥Users¥Tom¥Desktop¥Packt¥Book¥Ch1_HelloWorld_CS
Browse...
Import the following packages:
Character Controller.unityPackage
Light Cookies.unityPackage
Light Flares.unityPackage
Particles.unityPackage
Physic Materials.unityPackage
Projectors.unityPackage
Scripts.unityPackage
Create


Local/Global
Play
Step
Pivot/Center
Pause
Rotate
Scale
Game View
Hierarchy
Scene View
Inspector
Console
Project

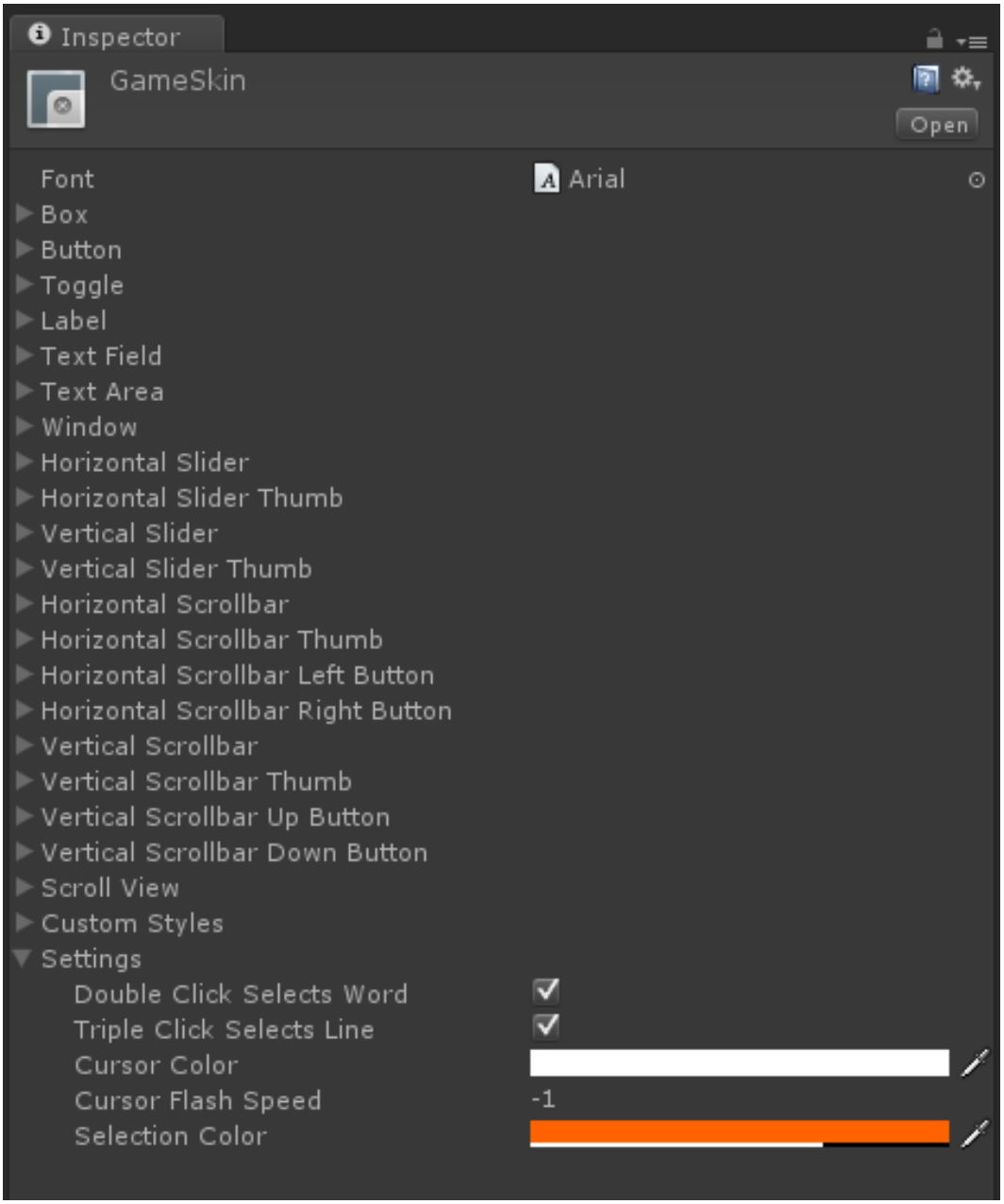

Unity Preferences
General
External Tools
Colors
Keys
Cache Server
External Tools
External Script Editor
Notepad++ : a free (GNU) sourc
Editor Attaching
Image application
Adobe Photoshop CS3
Asset Server diff tool
Android SDK Location
Browse...
iOS Xcode 4.x support


Inspector
PlayerSettings
Cross-Platform Settings
Company Name
TomPacktAndBegin
Product Name
Ch1 Hello World
Default Icon
None
(Texture2D)
Select
Default Cursor
None
(Texture2D)

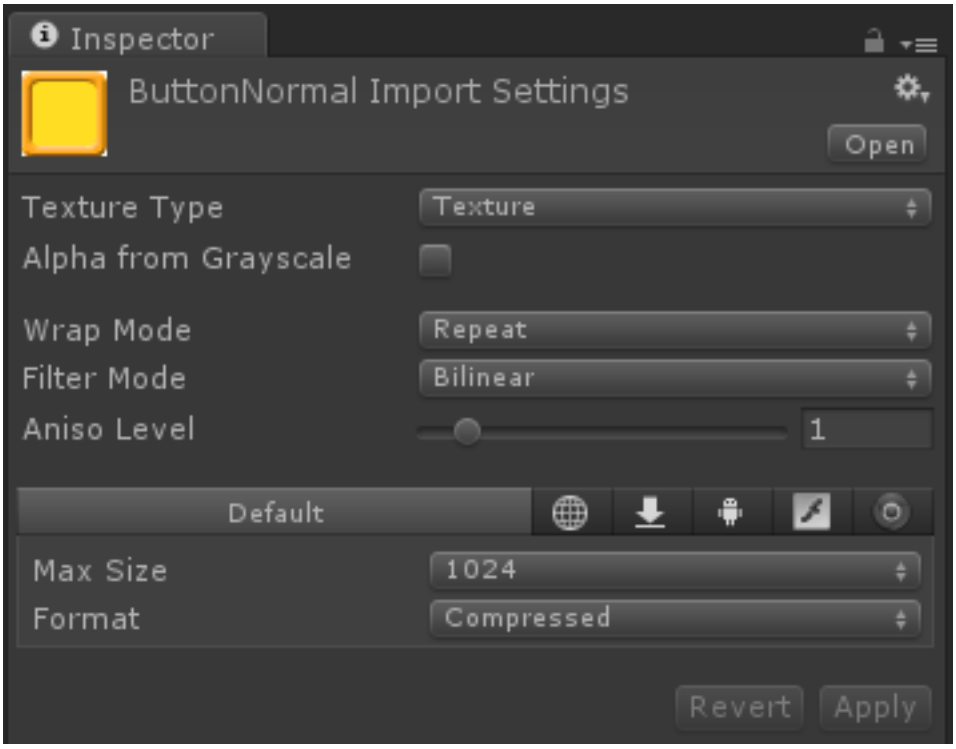

Other Settings
Rendering
Static Batching
Dynamic Batching
Identification
Bundle Identifier*
com.TomPacktAndBegin.Ch
Bundle Version*
1.0
Bundle Version Code
1
Minimum API Level
Android 2.0.1 'Eclair' (API le

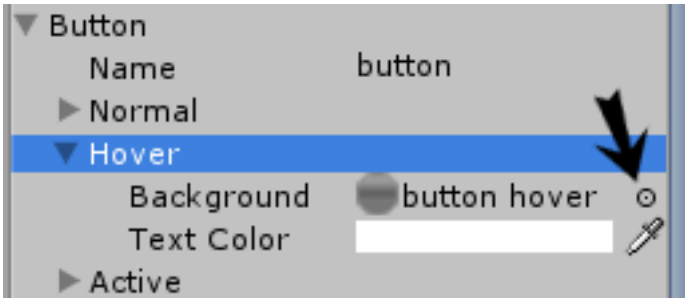

Unity Preferences
General
External Tools
Colors
Keys
Cache Server
General
Auto Refresh
Always Show Project Wizard
Compress Assets on Import
Editor Analytics
Show Asset Store search hits
Verify Saving Assets
Skin (Pro Only)
Dark

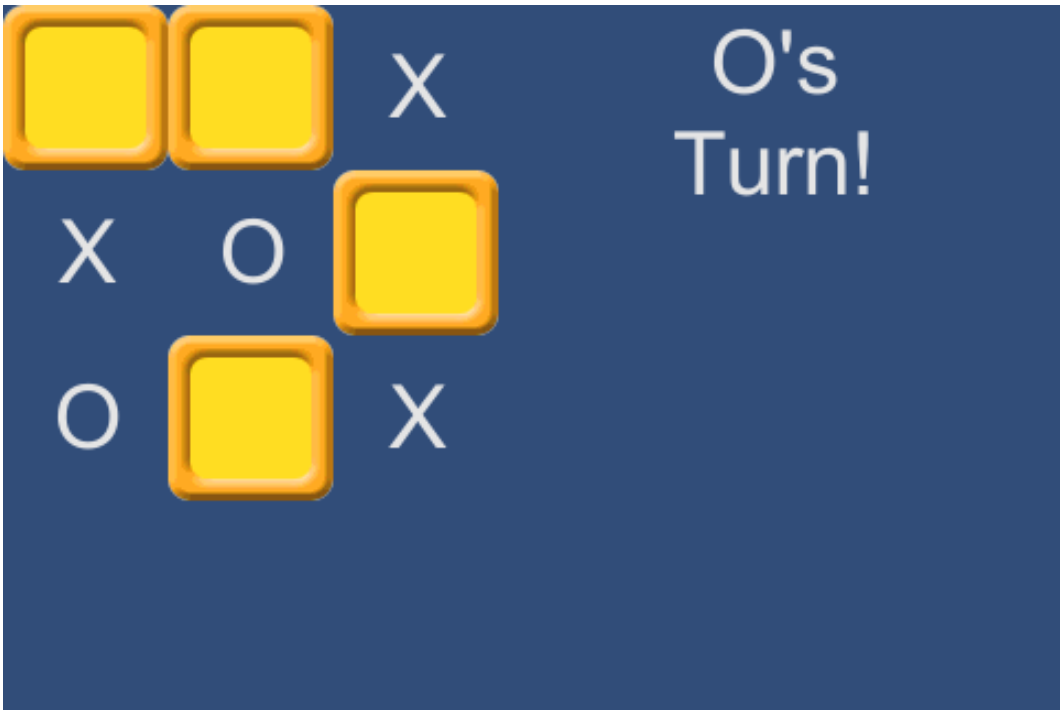
X
O's Turn!
O
X
O
X

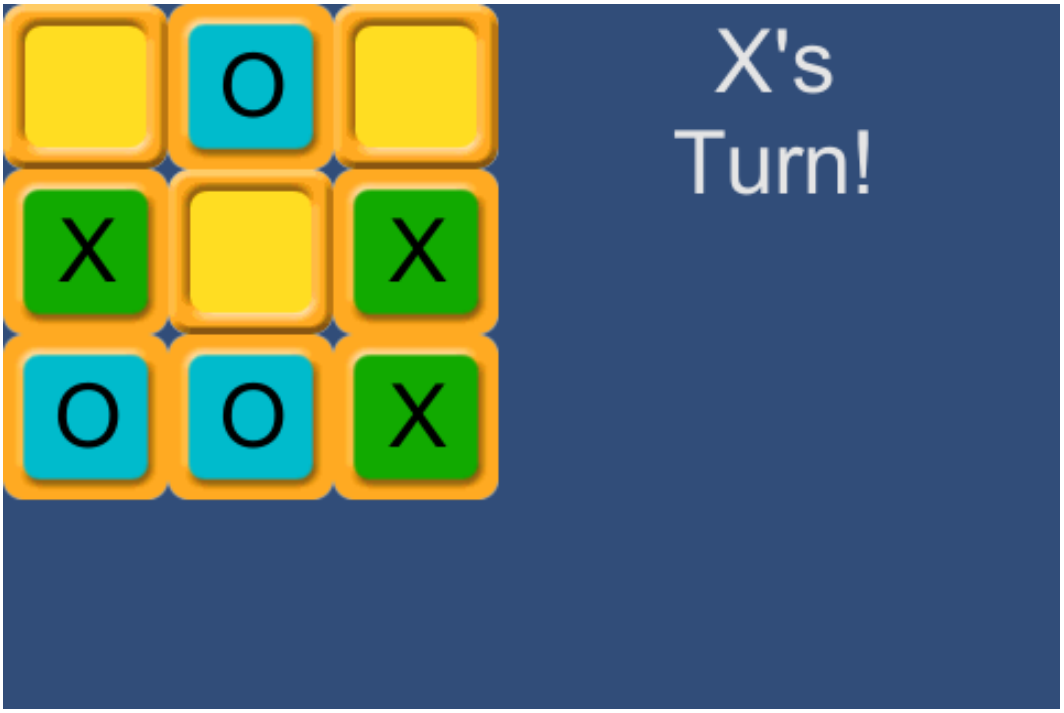

Inspector
GameSkin
Open
Font
Arial
Box
Button
Toggle
Label
Text Field
Text Area
Window
Horizontal Slider
Horizontal Slider Thumb
Vertical Slider
Vertical Slider Thumb
Horizontal Scrollbar
Horizontal Scrollbar Thumb
Horizontal Scrollbar Left Button
Horizontal Scrollbar Right Button
Vertical Scrollbar
Vertical Scrollbar Thumb
Vertical Scrollbar Up Button
Vertical Scrollbar Down Button
Scroll View
Custom Styles
Settings
Double Click Selects Word
Triple Click Selects Line
Cursor Color
Cursor Flash Speed
-1
Selection Color

Button
Name
button
Normal
Background
button
Text Color
Hover
Active
Focused
On Normal
On Hover
On Active
On Focused
Border
Left
6
Right
6
Top
6
Bottom
4
Margin
Padding
Overflow
Font
None (Font)
Font Size
0
Font Style
Normal
Alignment
Middle Center
Word Wrap
Rich Text
Text Clipping
1
Image Position
Image Left
Content Offset
Fixed Width
0
Fixed Height
0
Stretch Width
Stretch Height

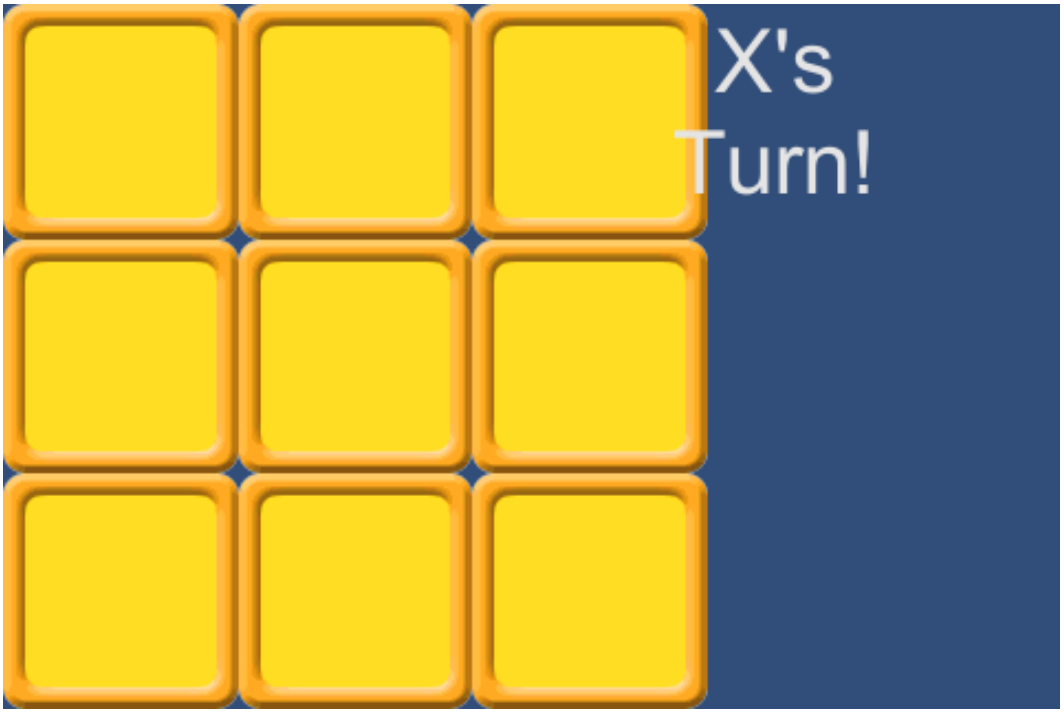

Inspector
ButtonNormal Import Settings
Open
Texture Type
Texture
Alpha from Grayscale
Wrap Mode
Repeat
Filter Mode
Bilinear
Aniso Level
1
Default
Max Size
1024
Format
Compressed
Revert
Apply


Button
Name
button
Normal
Hover
Background
button hover
Text Color
Active

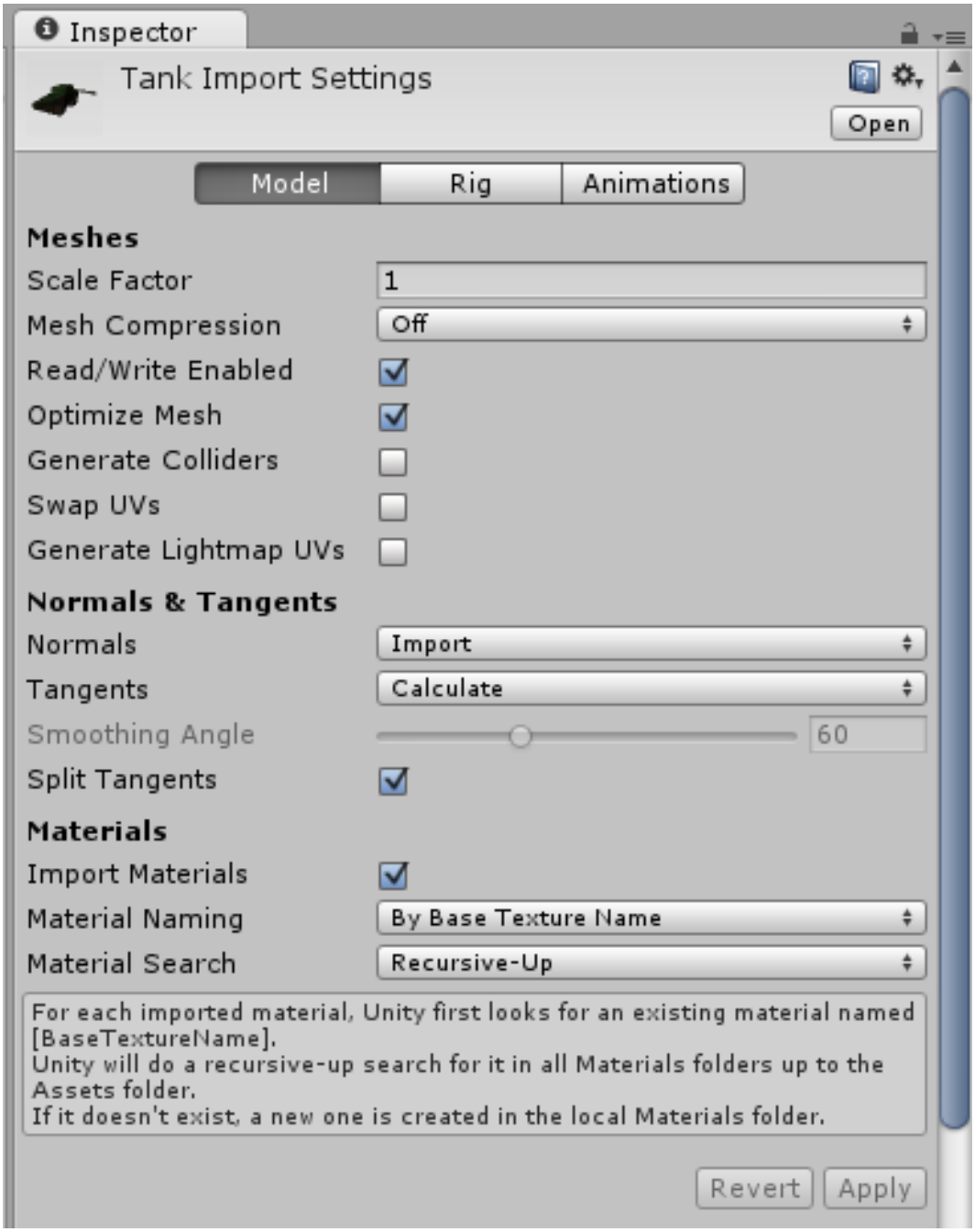

X
O's
Turn!
X
O
O
X

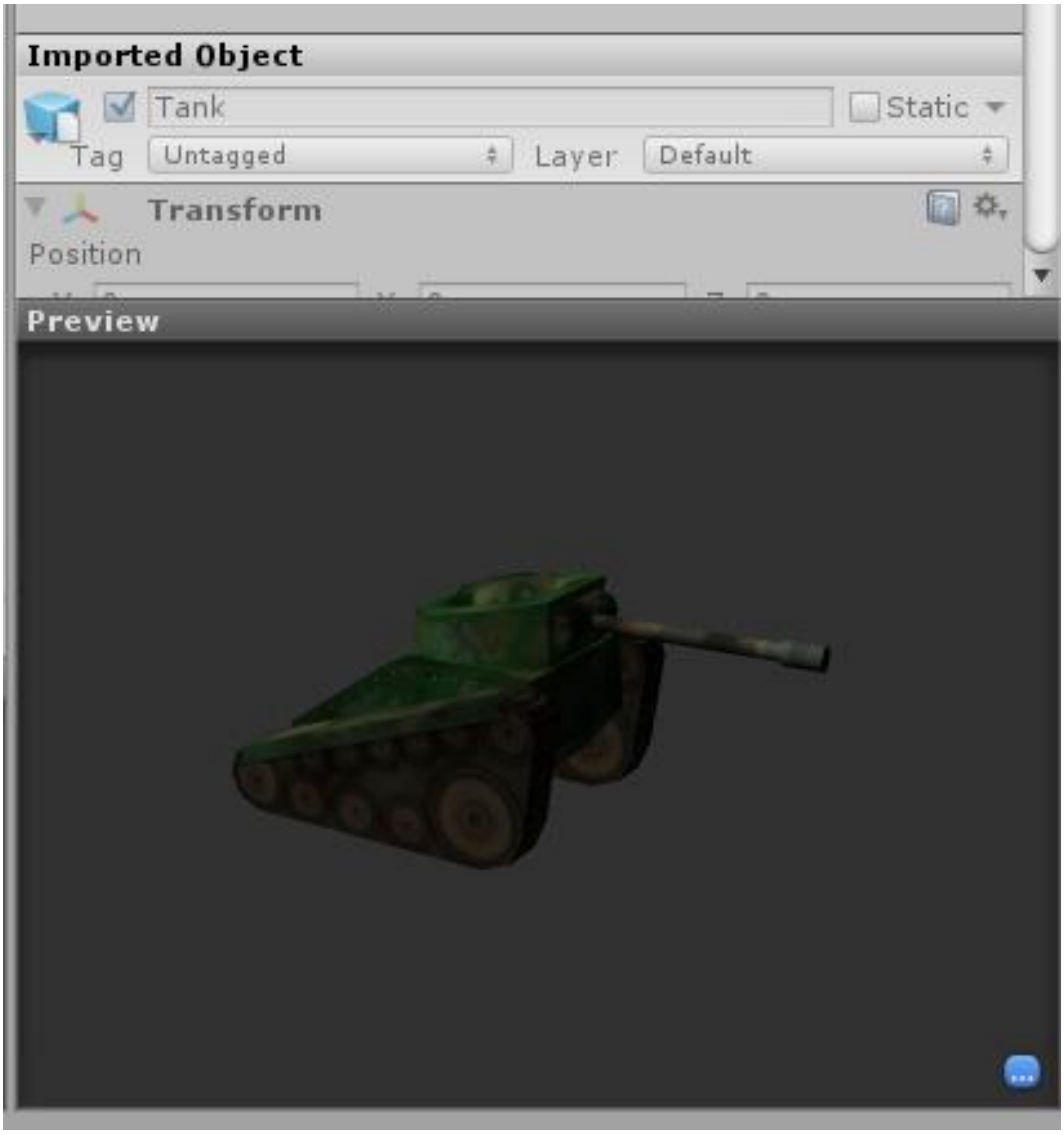

O
X
X
O
O
X
X's
Turn!

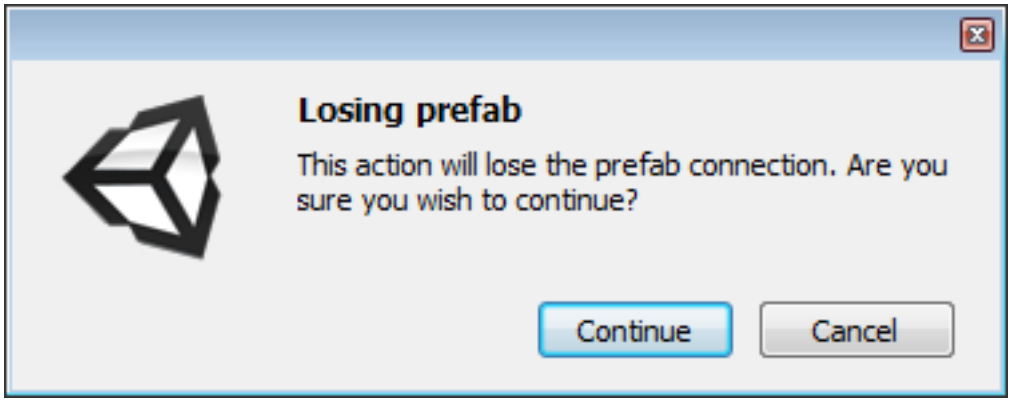
Tic-Tac-Toe
New Game

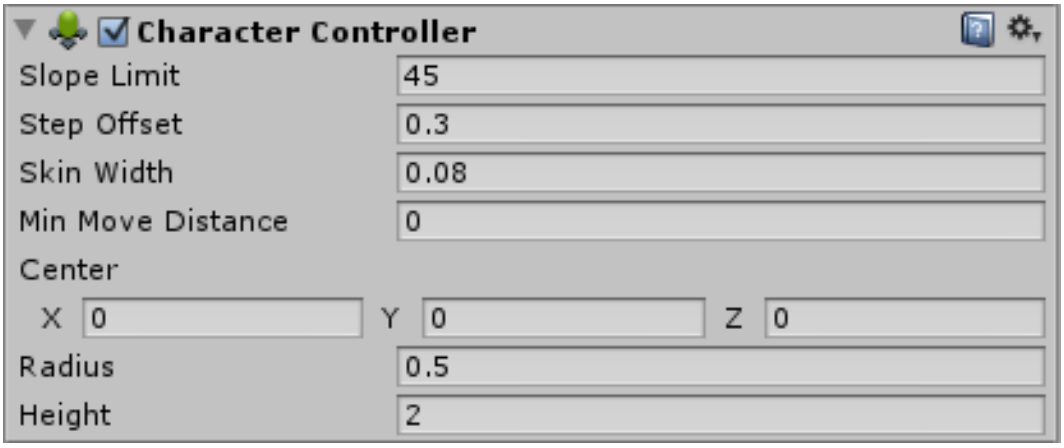

X's
Turn!

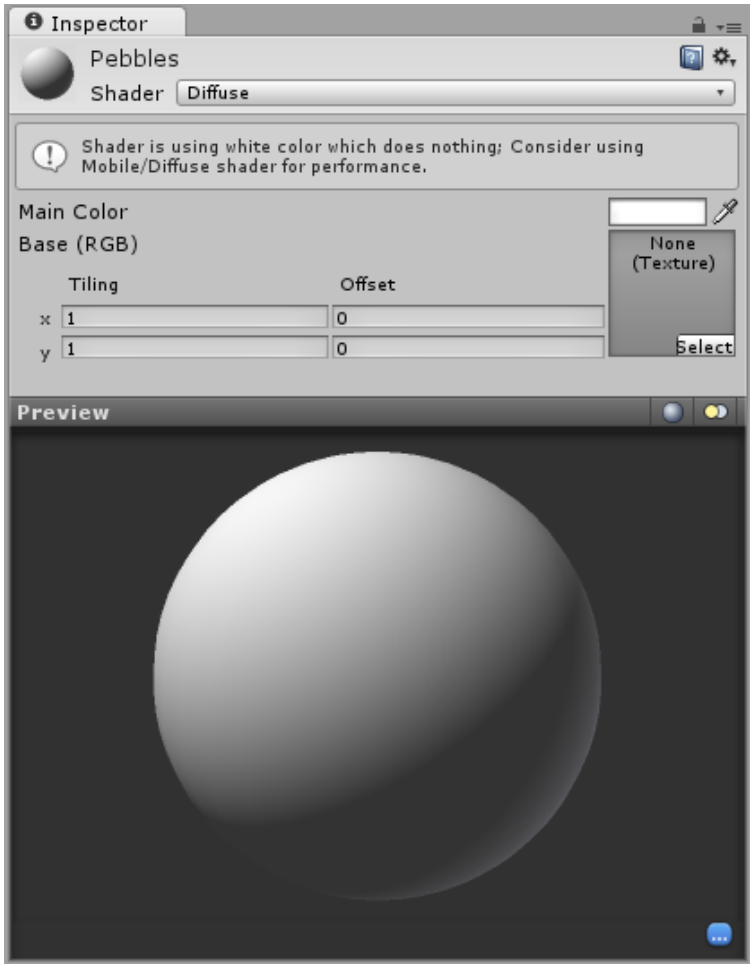
X
X
O
O
X
O's Turn!

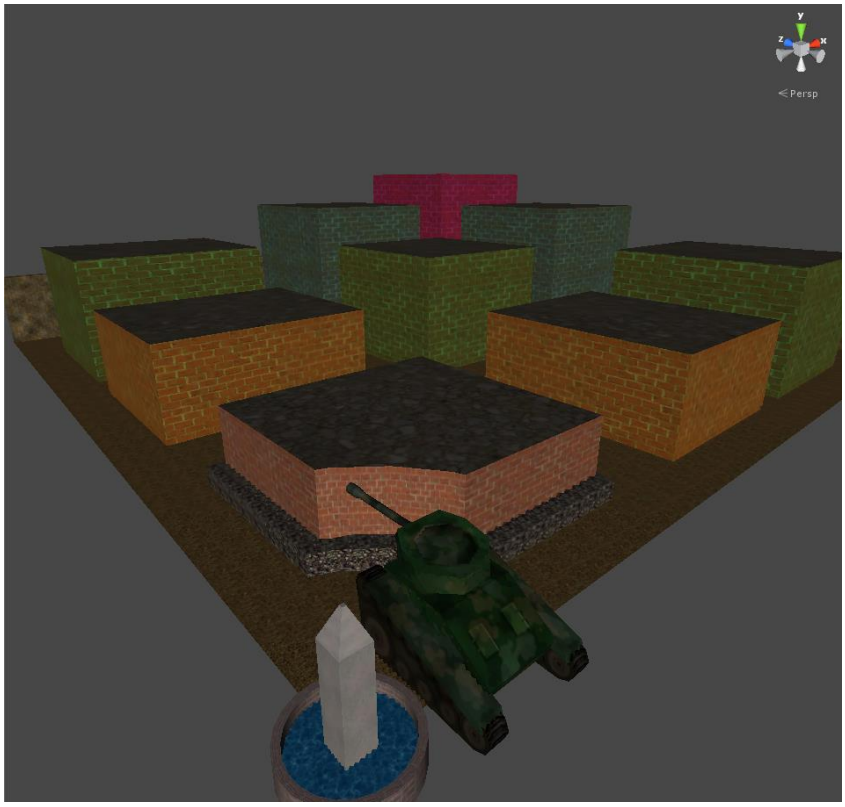

Inspector
Tank Import Settings
Open
Model
Rig
Animations
Meshes
Scale Factor
1
Mesh Compression
Off
Read/Write Enabled
Optimize Mesh
Generate Colliders
Swap UVs
Generate Lightmap UVs
Normals & Tangents
Normals
Import
Tangents
Calculate
Smoothing Angle
60
Split Tangents
Materials
Import Materials
Material Naming
By Base Texture Name
Material Search
Recursive-Up
For each imported material, Unity first looks for an existing material named [BaseTextureName].
Unity will do a recursive-up search for it in all Materials folders up to the Assets folder.
If it doesn't exist, a new one is created in the local Materials folder.
Revert
Apply

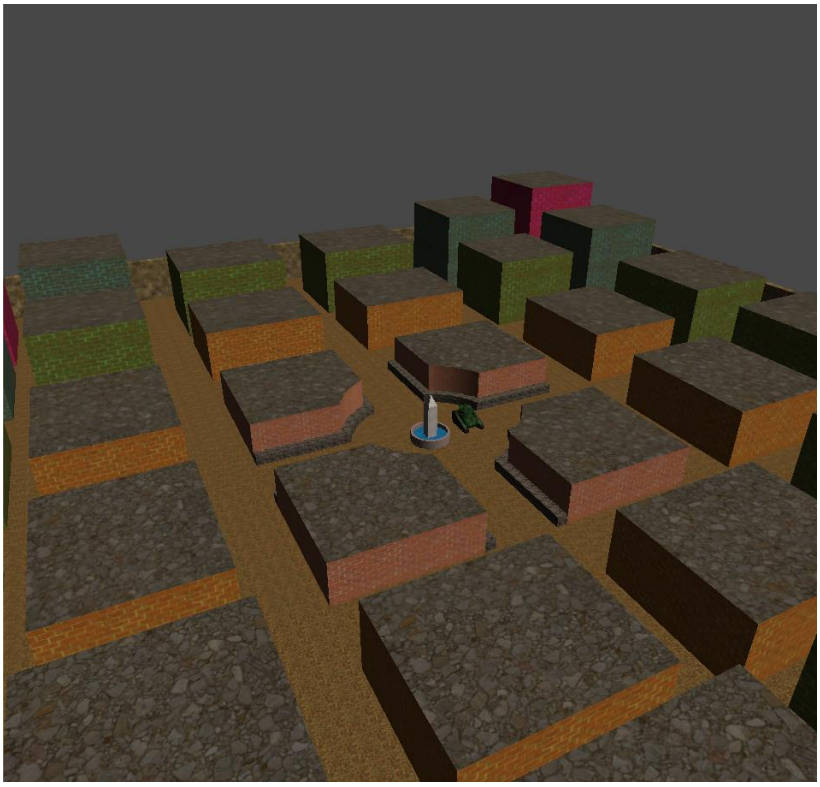

Imported Object
Tank
Static
Tag
Untagged
Layer
Default
Transform
Position
Preview

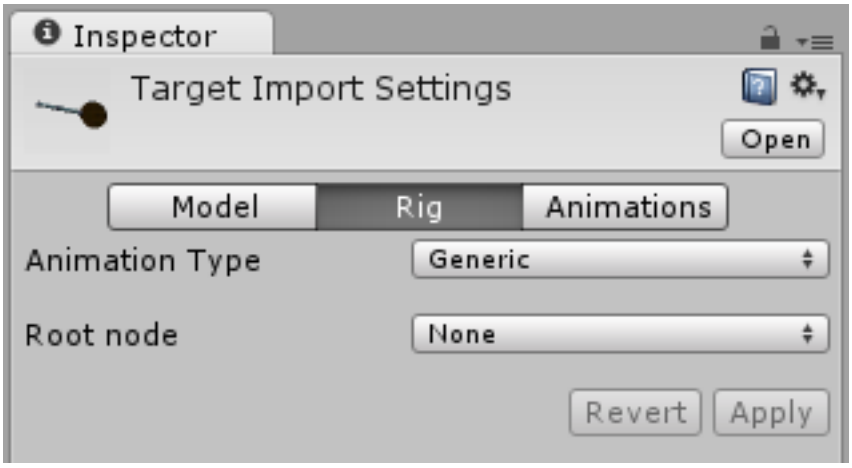

Losing prefab
This action will lose the prefab connection. Are you sure you wish to continue?
Continue
Cancel

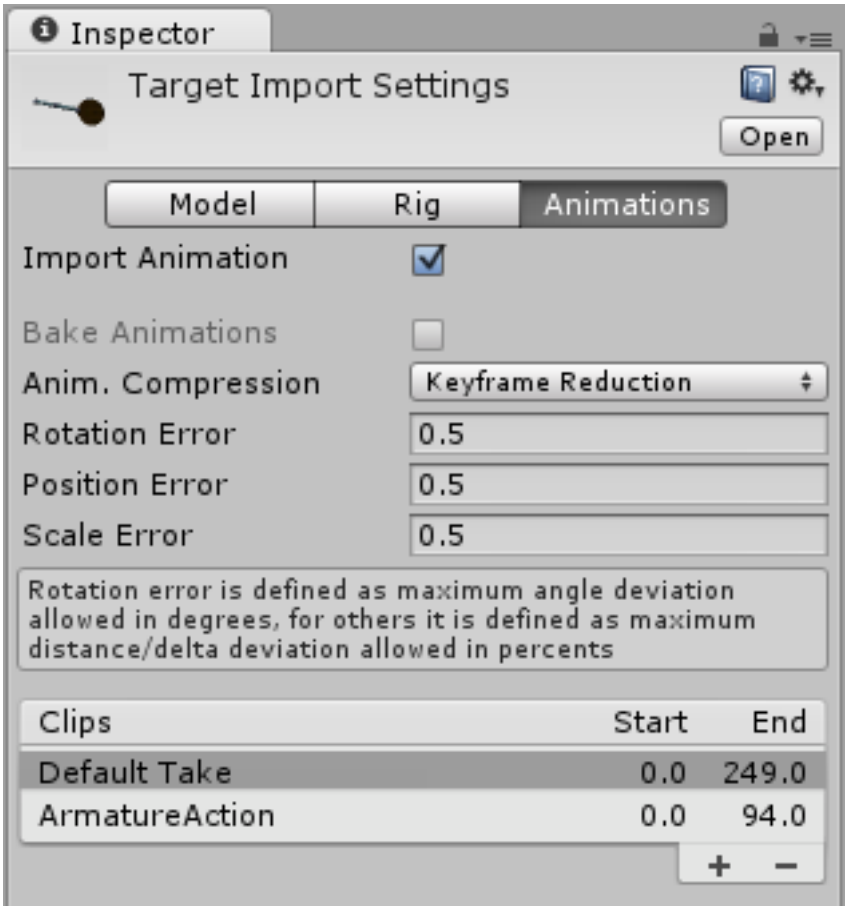

Character Controller
Slope Limit
45
Step Offset
0.3
Skin Width
0.08
Min Move Distance
0
Center
X
0
Y
0
Z
0
Radius
0.5
Height
2


Inspector
Pebbles
Shader
Diffuse
Shader is using white color which does nothing; Consider using Mobile/Diffuse shader for performance.
Main Color
Base (RGB)
None (Texture)
Tiling
Offset
x
1
0
y
1
0
Select
Preview

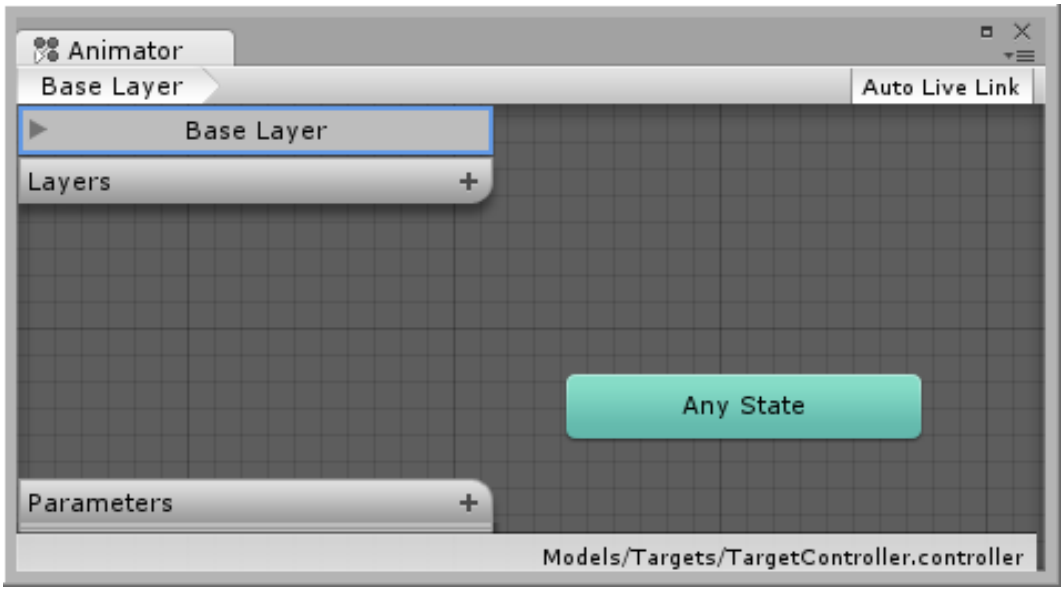

Persp

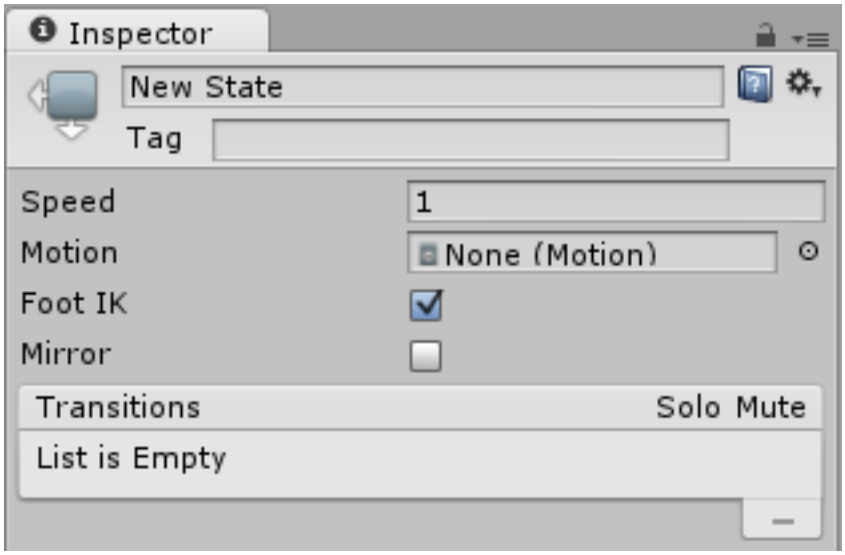


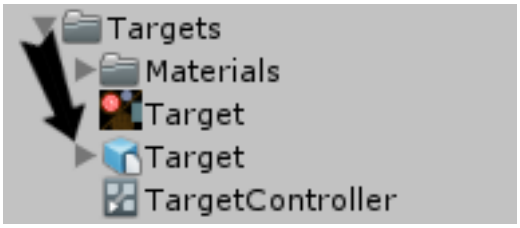

Inspector
Target Import Settings
Open
Model
Rig
Animations
Animation Type
Generic
Root node
None
Revert
Apply

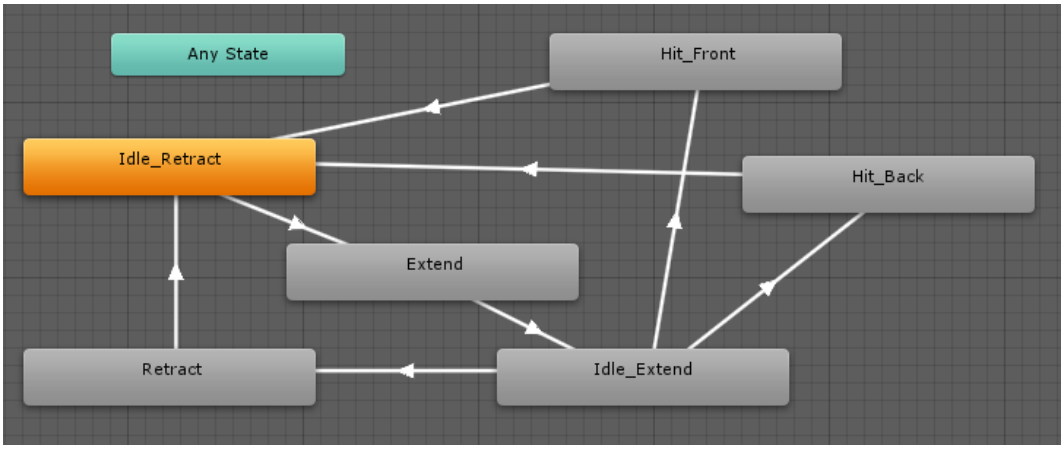

Inspector
Target Import Settings
Open
Model
Rig
Animations
Import Animation
Bake Animations
Anim. Compression
Keyframe Reduction
Rotation Error
0.5
Position Error
0.5
Scale Error
0.5
Rotation error is defined as maximum angle deviation allowed in degrees, for others it is defined as maximum distance/delta deviation allowed in percents
Clips
Start
End
Default Take
0.0
249.0
ArmatureAction
0.0
94.0
+
−

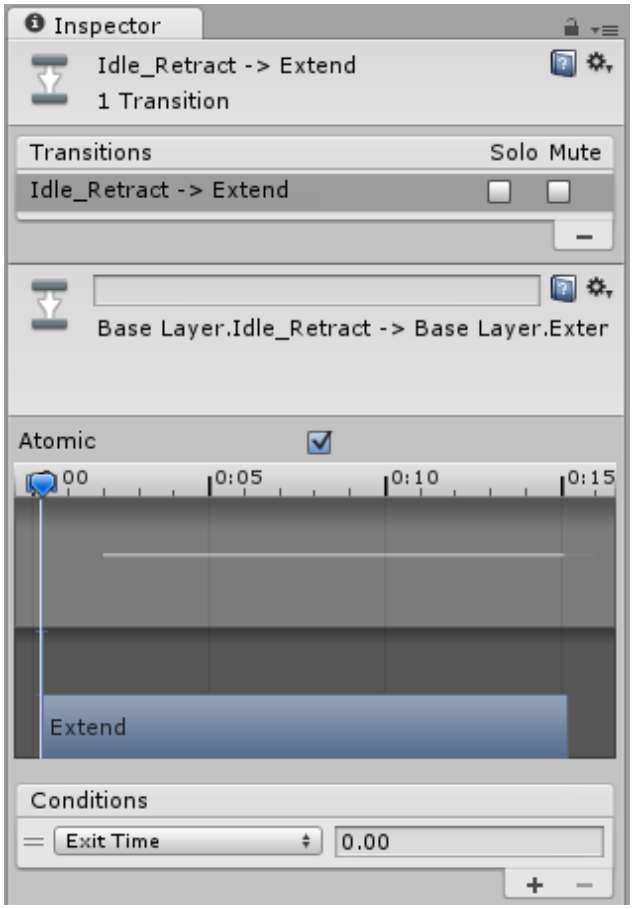
Default Take
Source Take
Default Take
Length
10.375
24 FPS
0:00
5:00
1
Start
0
End
249
Loop Pose
Cycle Offset
0
Root Transform Rotation
Bake into Pose
Based Upon
Root Node Rotation
Offset
0
Root Transform Position (Y)
Bake into Pose
Based Upon
Original
Offset
0
Root Transform Position (XZ)
Bake into Pose
Based Upon
Root Node Position
Transform Mask
Revert
Apply
Preview
1.00
0:00 (000.0%)

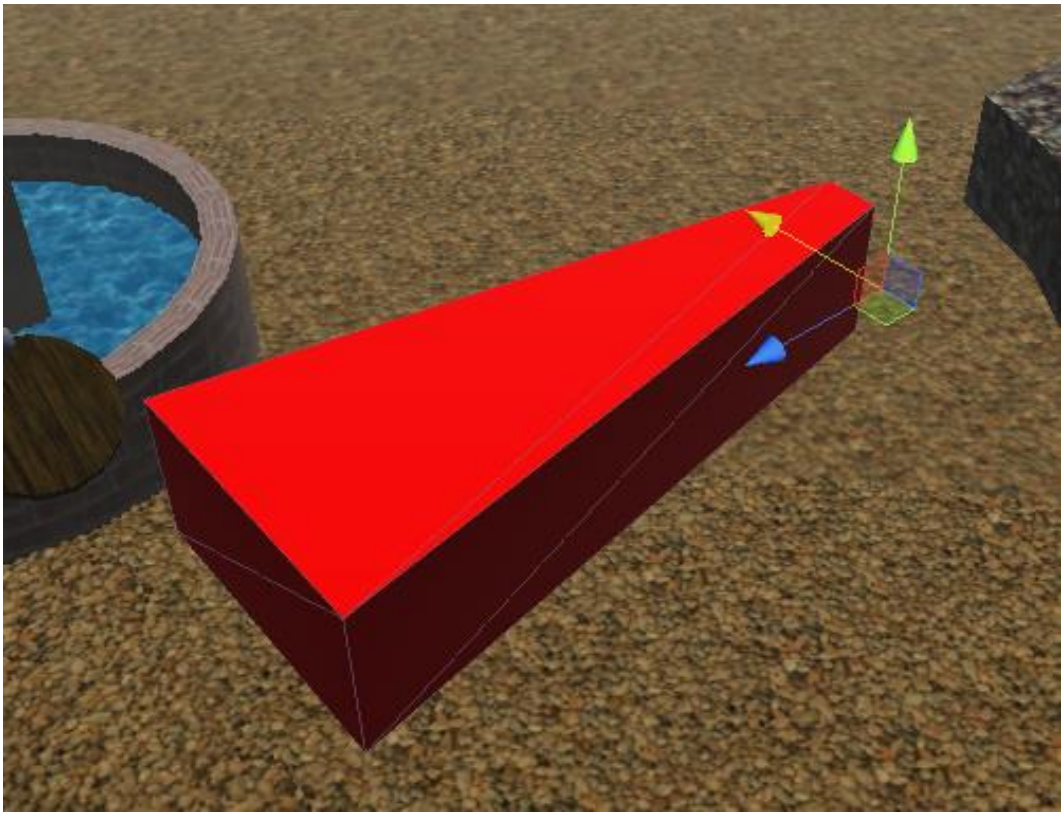

Animator
Base Layer
Auto Live Link
Base Layer
Layers
Any State
Parameters
Models/Targets/TargetController.controller


Inspector
New State
Tag
Speed
1
Motion
None (Motion)
Foot IK
Mirror
Transitions
Solo Mute
List is Empty


Targets
Materials
Target
Target
TargetController


Any State
Hit_Front
Idle_Retract
Hit_Back
Extend
Retract
Idle_Extend


Inspector
Idle_Retract -> Extend
1 Transition
Transitions
Solo
Mute
Idle_Retract -> Extend
Base Layer.Idle_Retract -> Base Layer.Exter
Atomic
00
0:05
0:10
0:15
Extend
Conditions
Exit Time
0.00

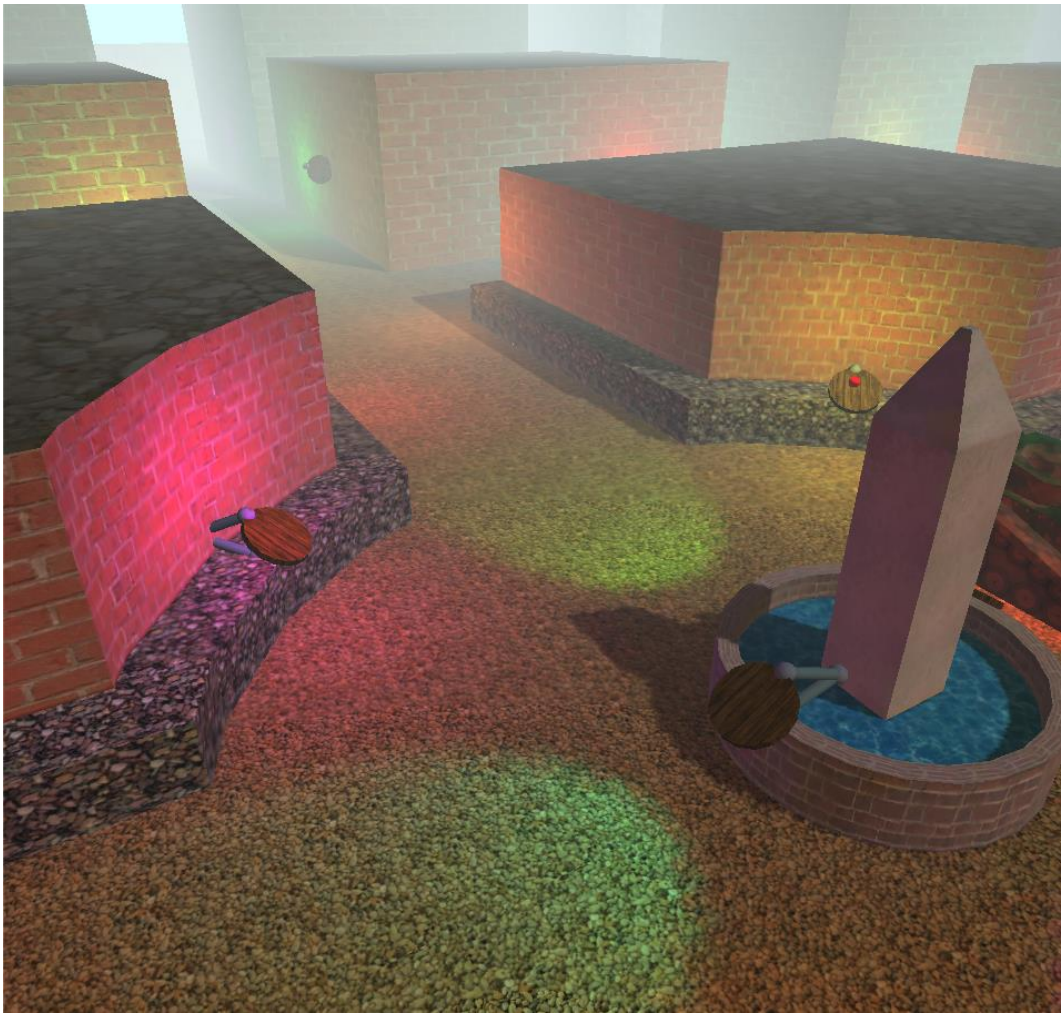


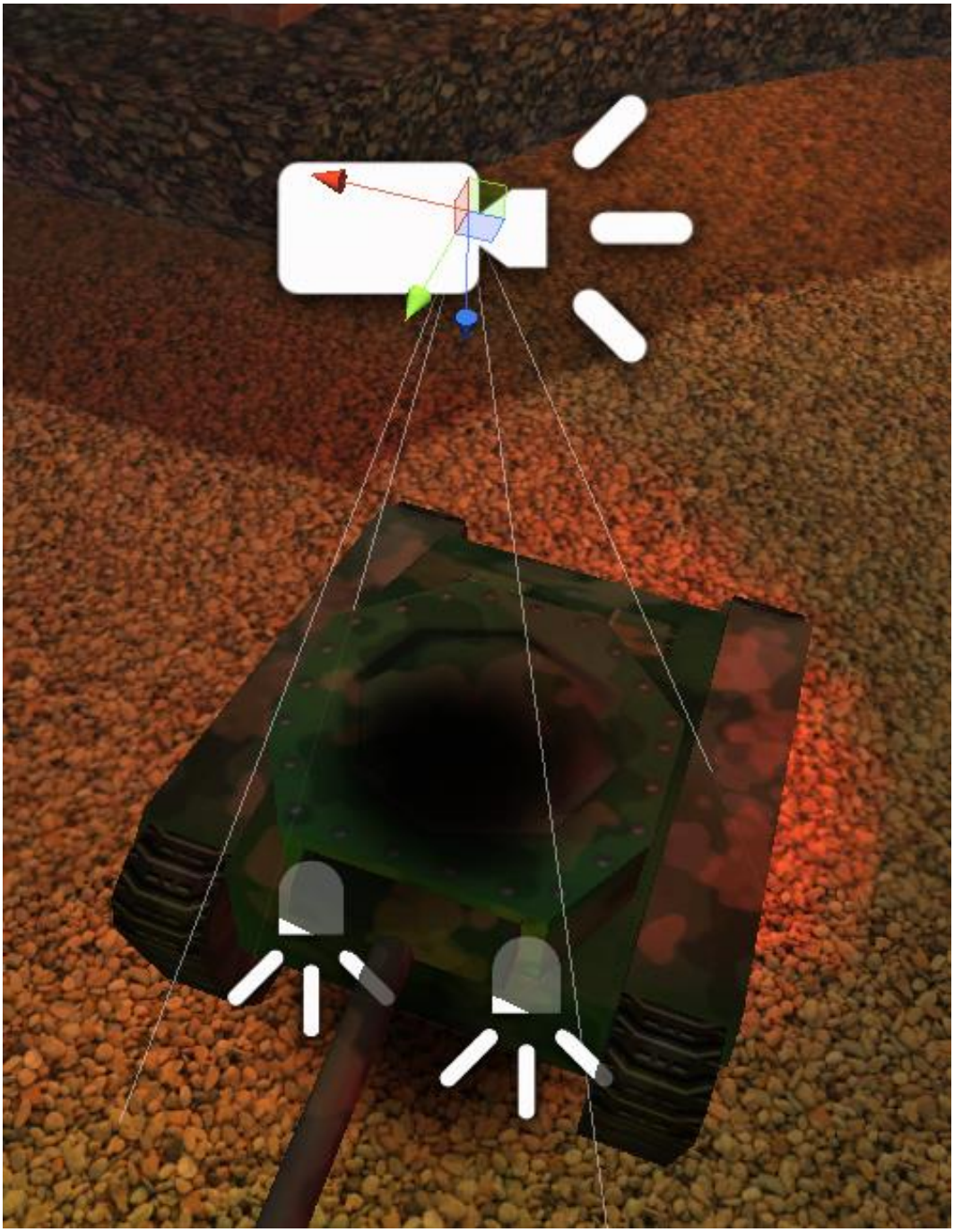
0
Fire
f
l
r
b
u
l
r
d

0
Fire
f
l
r
b
u
l
r
d

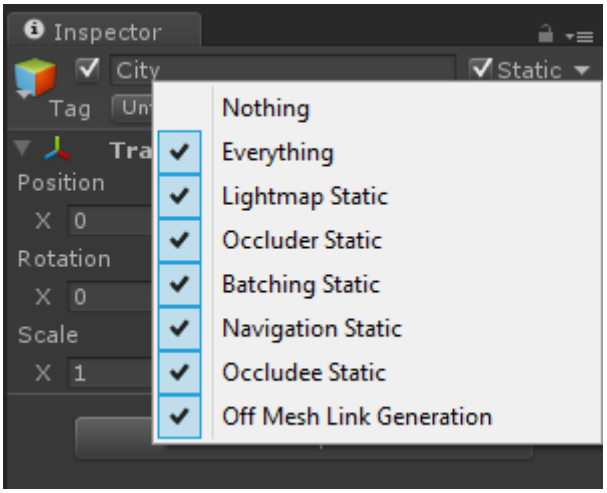
0
Turbo
Fire
f
l
r
b
u
l
r
d

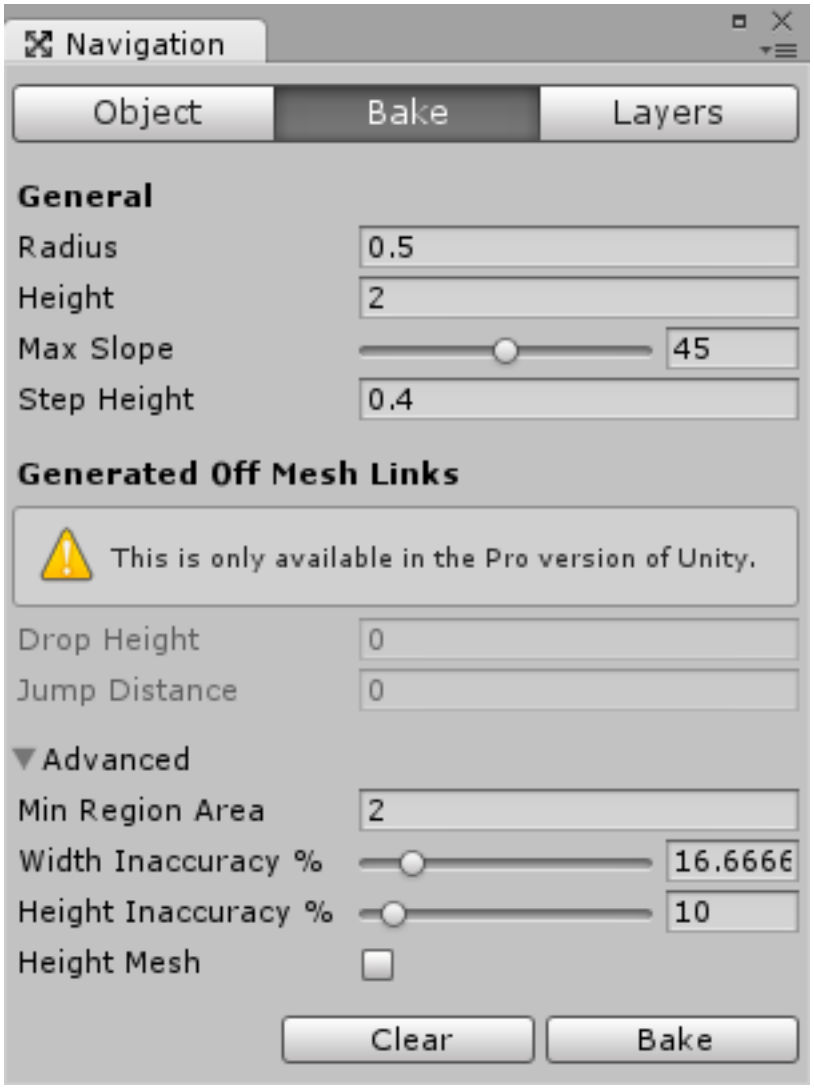
Persp





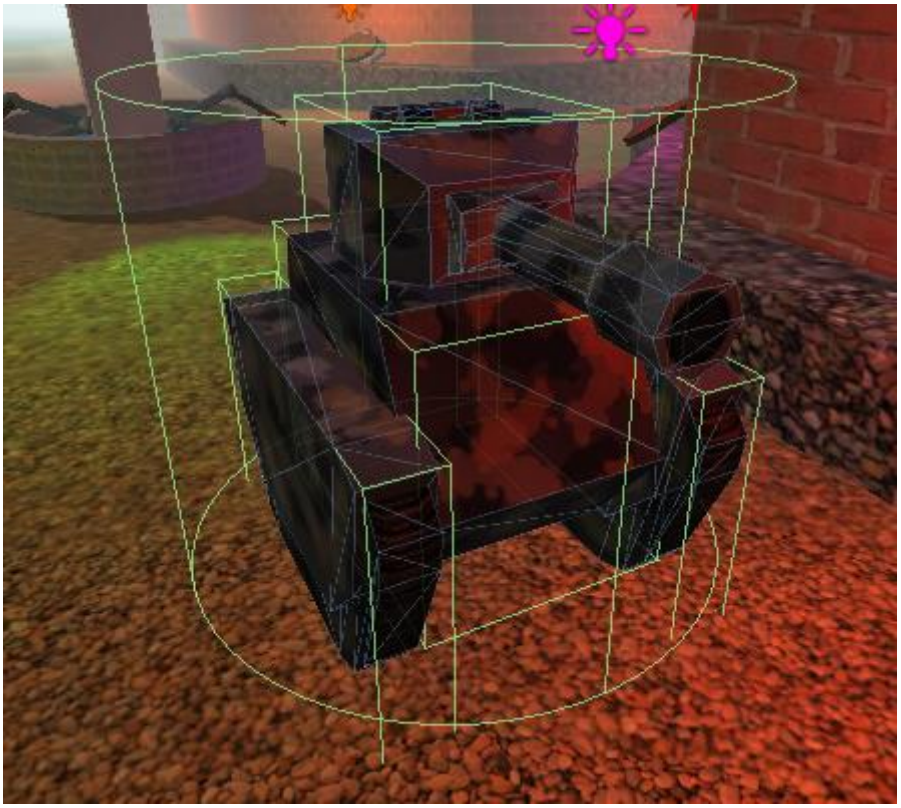
Persp


Inspector
City
Static
Tag
Position
X 0
Rotation
X 0
Scale
X 1
Nothing
Everything
Lightmap Static
Occluder Static
Batching Static
Navigation Static
Occludee Static
Off Mesh Link Generation


Navigation
Object
Bake
Layers
General
Radius
0.5
Height
2
Max Slope
45
Step Height
0.4
Generated Off Mesh Links
This is only available in the Pro version of Unity.
Drop Height
0
Jump Distance
0
Advanced
Min Region Area
2
Width Inaccuracy %
16.6666
Height Inaccuracy %
10
Height Mesh
Clear
Bake

Persp
Navmesh Display
Show NavMesh
Show HeightMesh

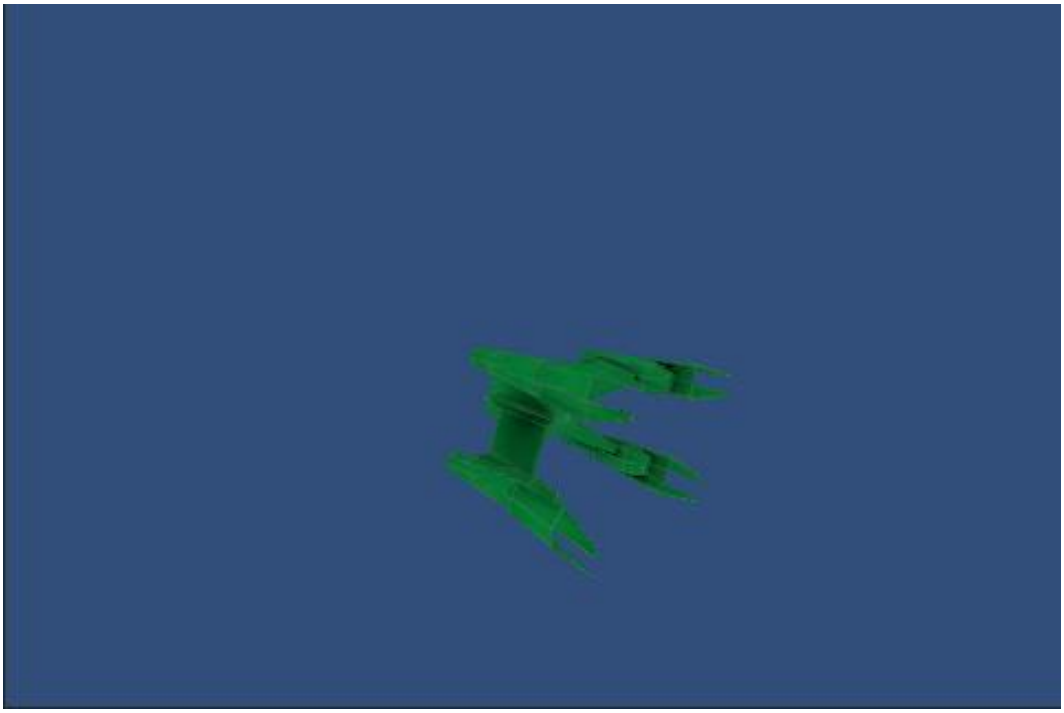
Nav Mesh Agent
Radius 2.4
Speed 3.5
Acceleration 8
Angular Speed 120
Stopping Distance 10
Auto Traverse Off Mesh Link
Auto Braking
Auto Repath
Height 4
Base Offset 0
Obstacle Avoidance Type High Quality
Avoidance Priority 50
NavMesh Walkable Everything

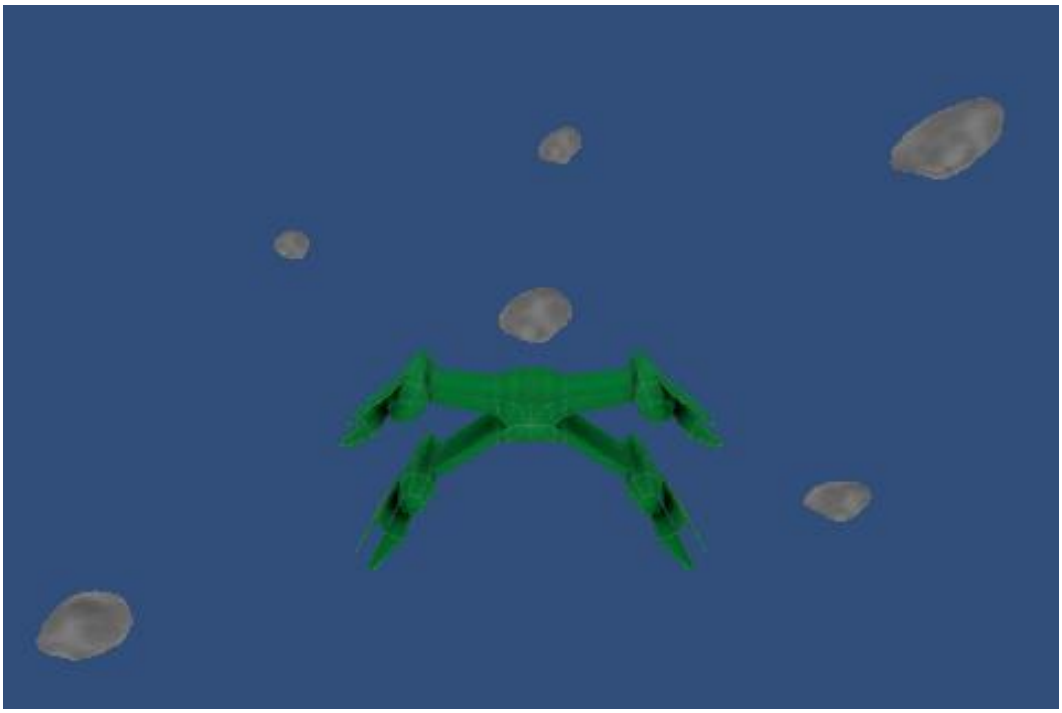


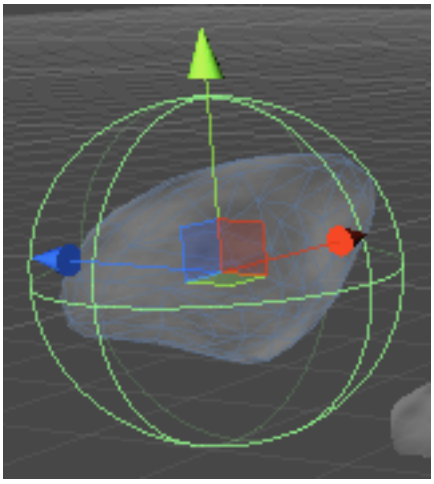
0
Turbo
Fire
f
u
l
r
l
r
b
d

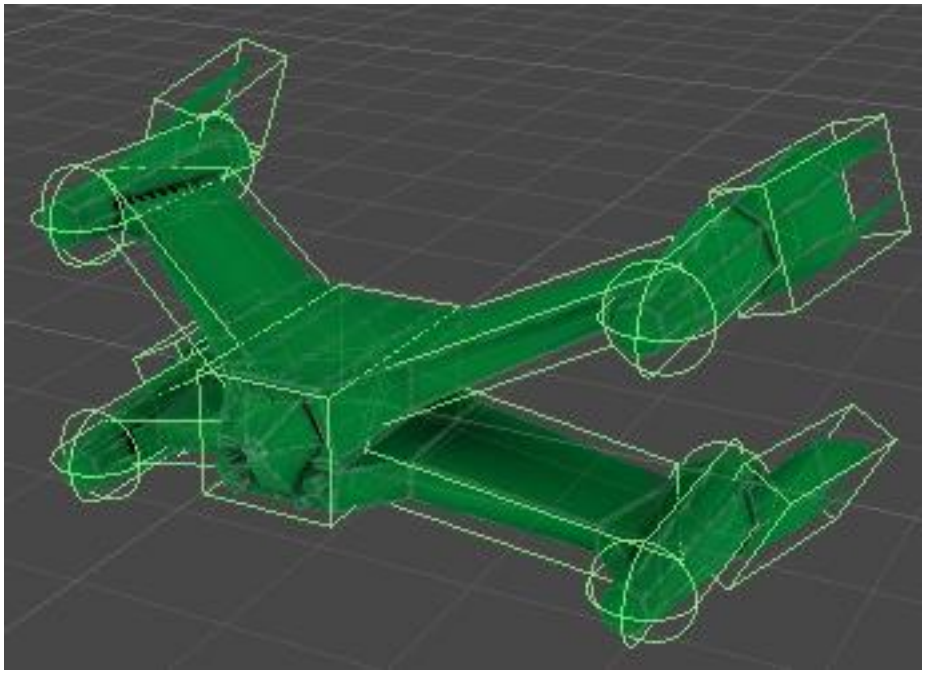
-36
Turbo
Fire
f
u
l
r
l
r
b
d

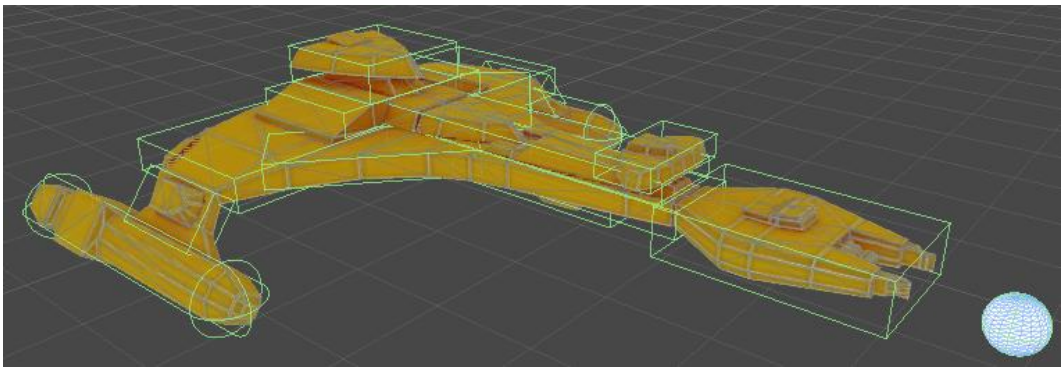
-223
Turbo
Fire
f
u
l
r
l
r
b
d

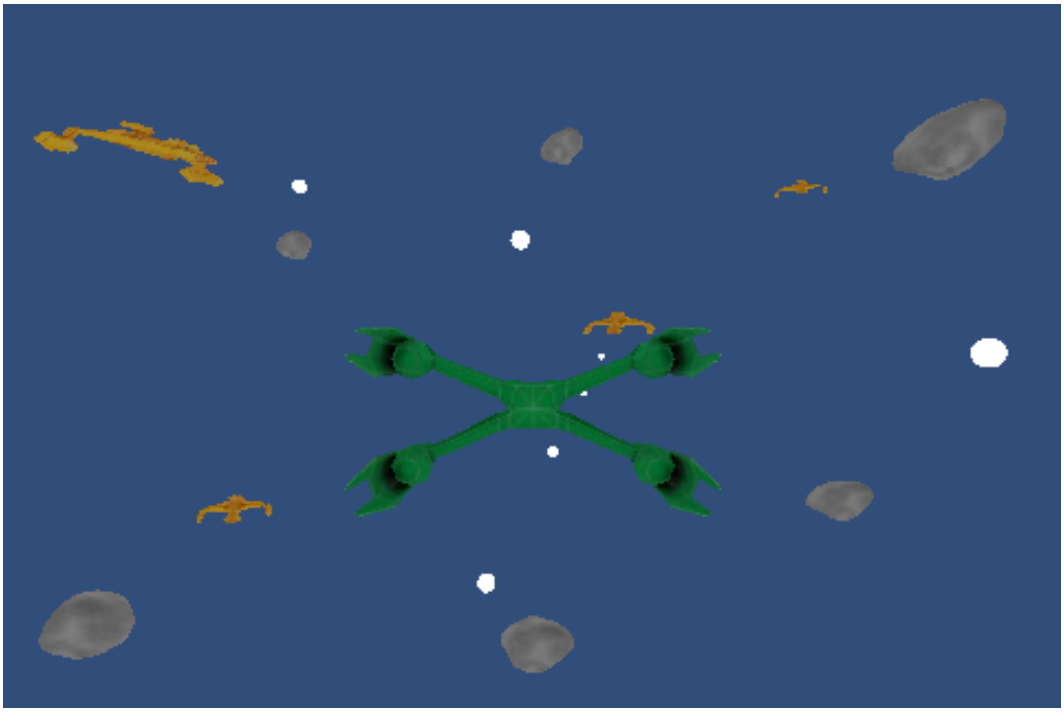


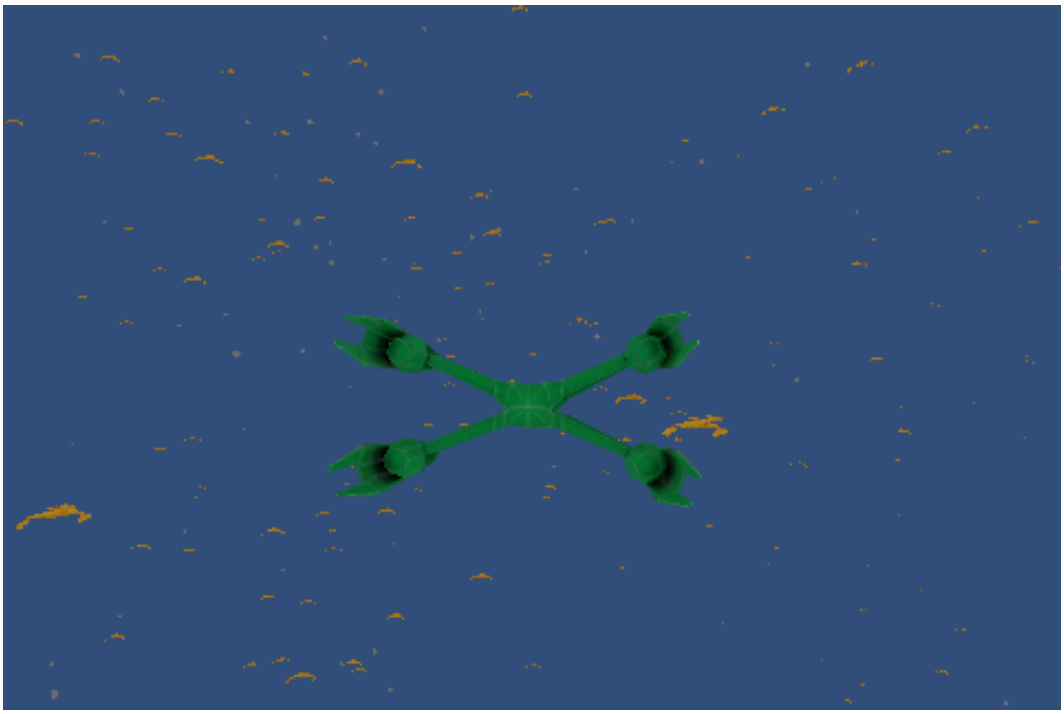


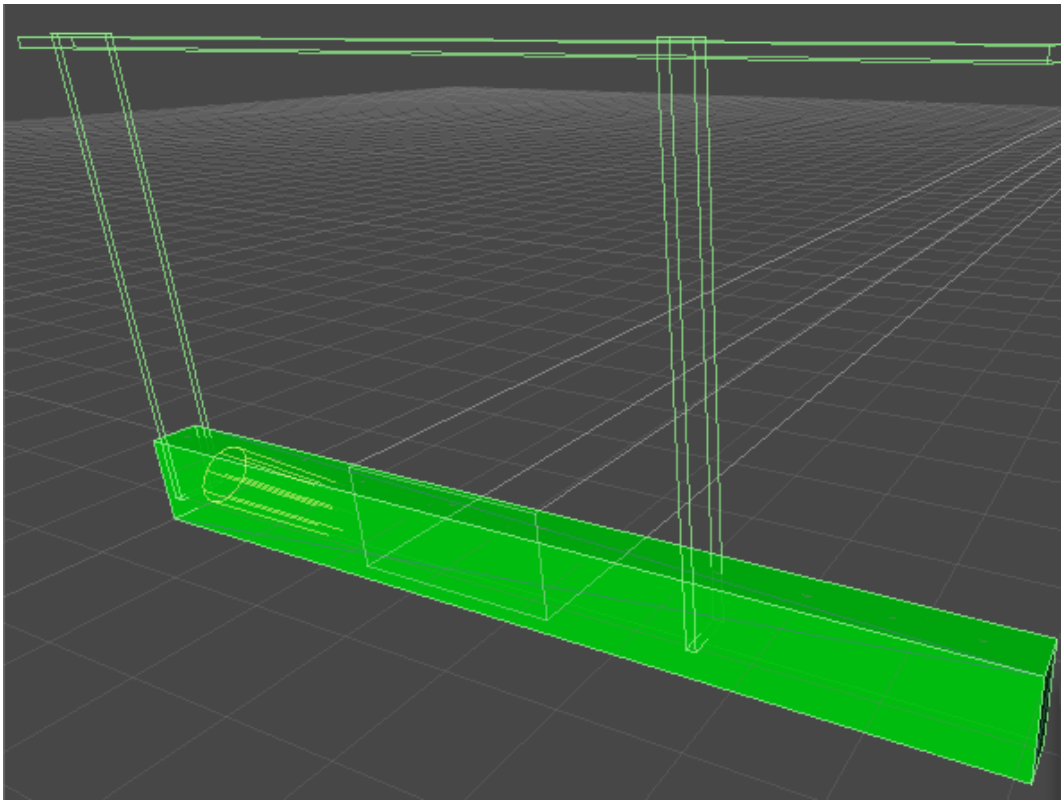


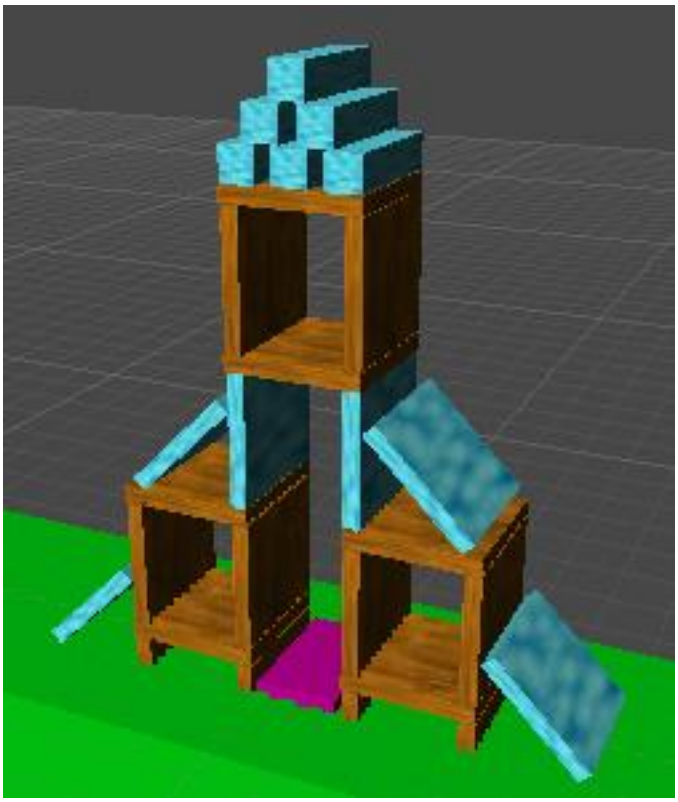


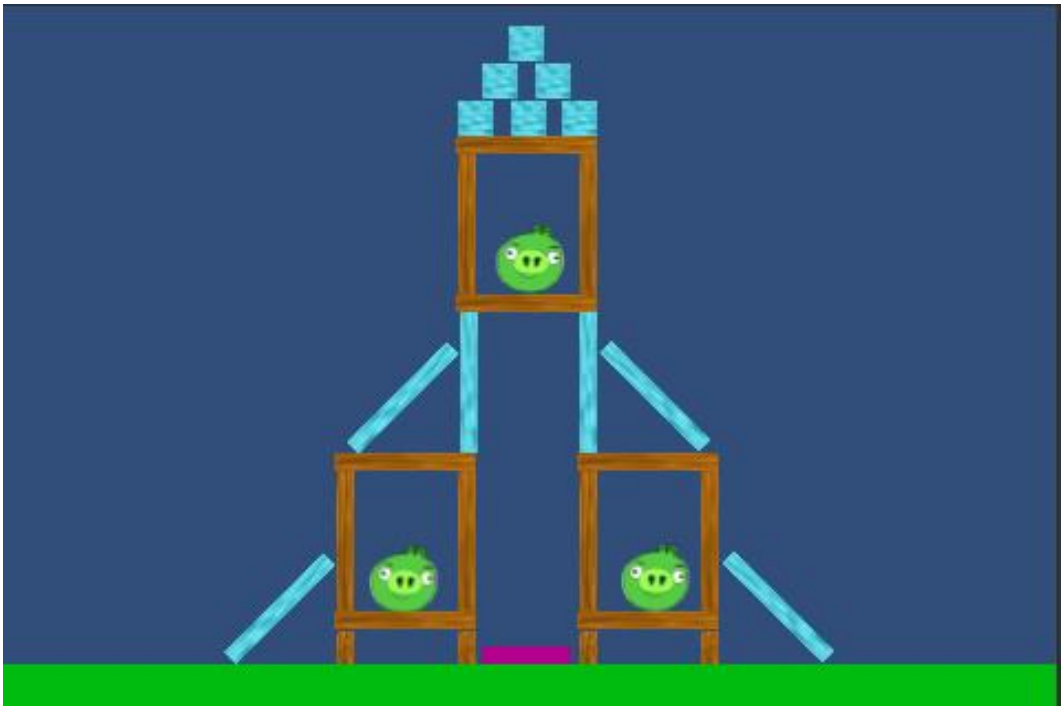


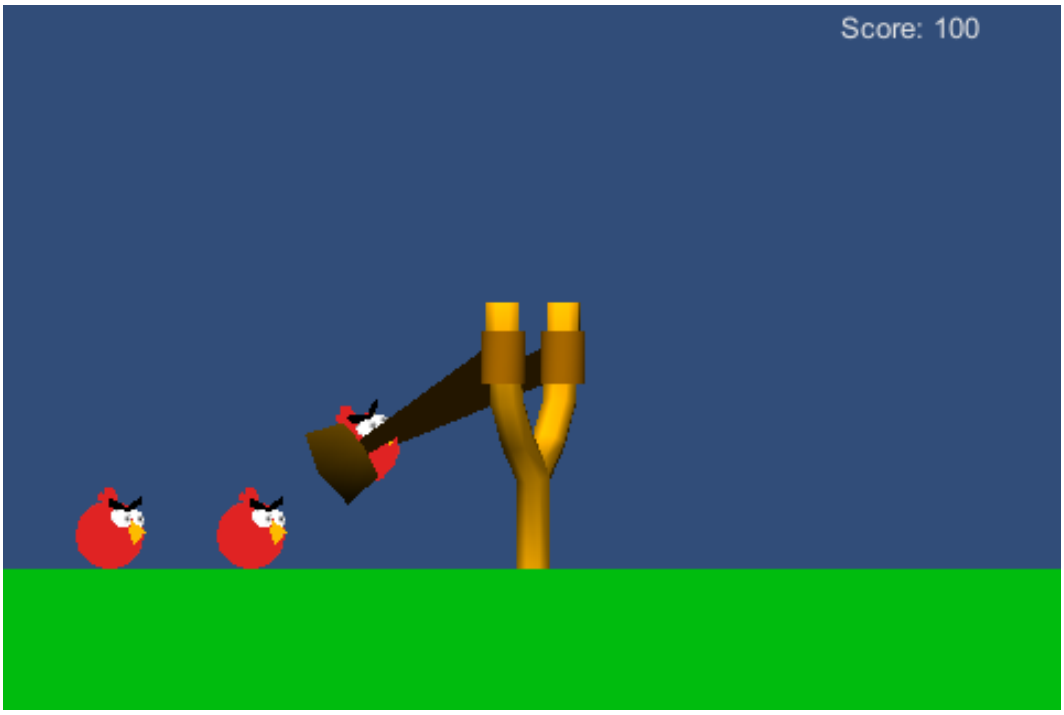


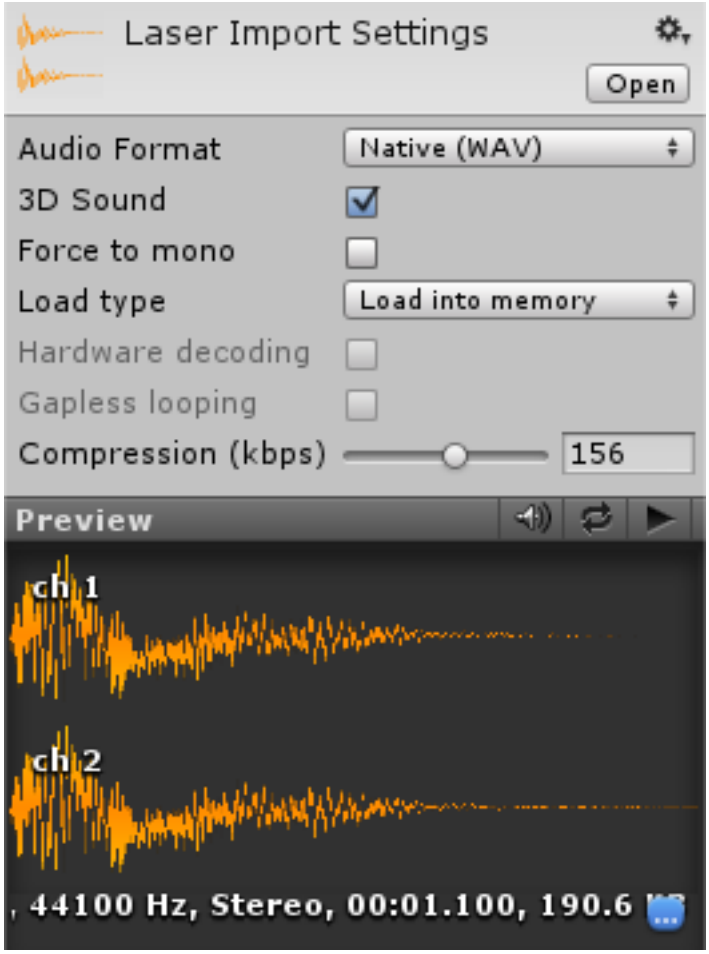


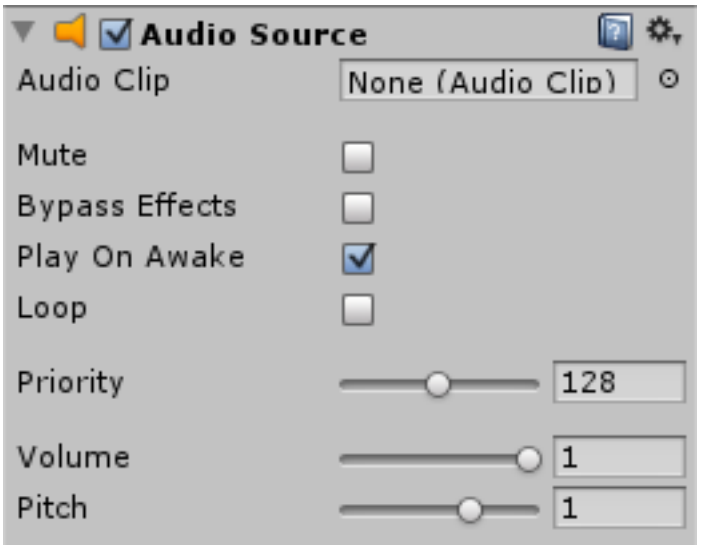


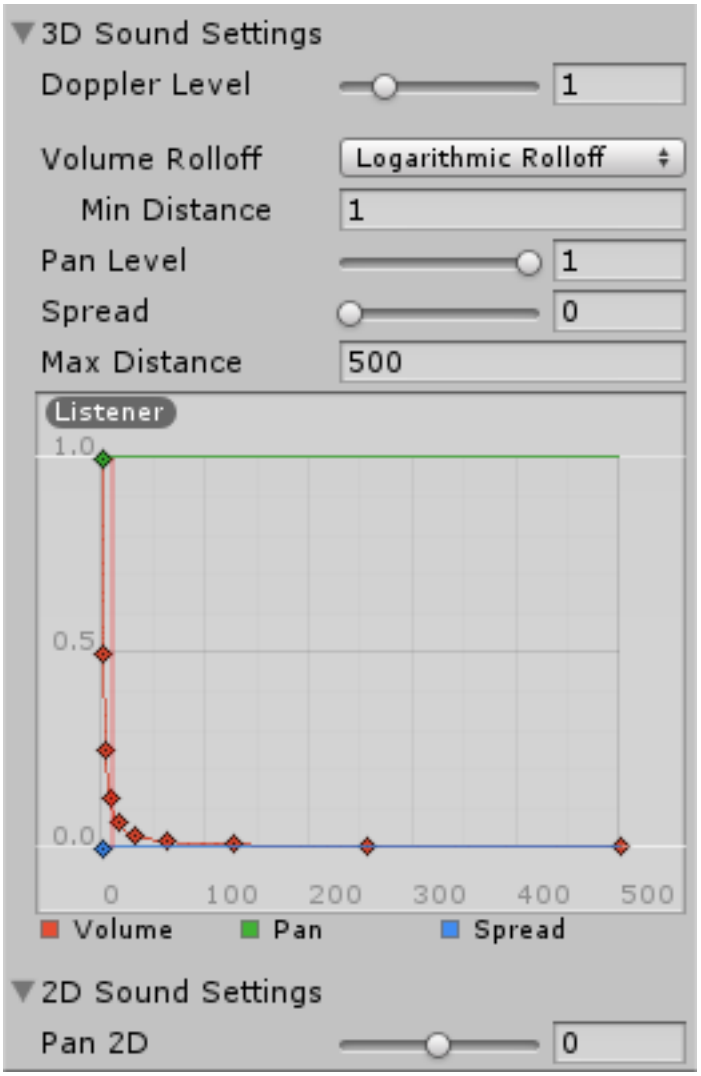


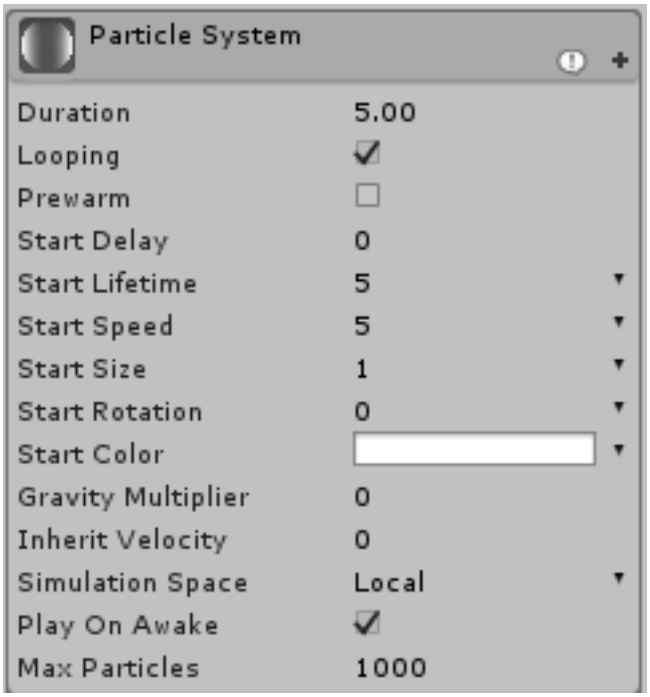


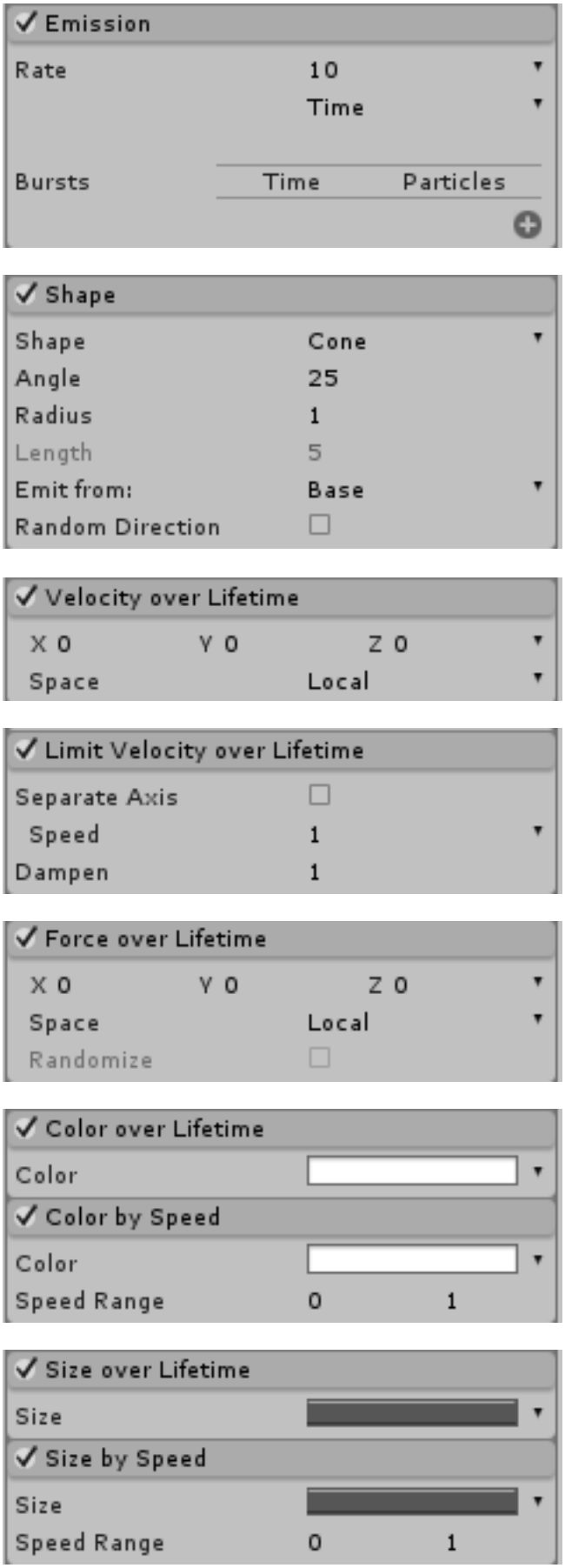

Score: 100

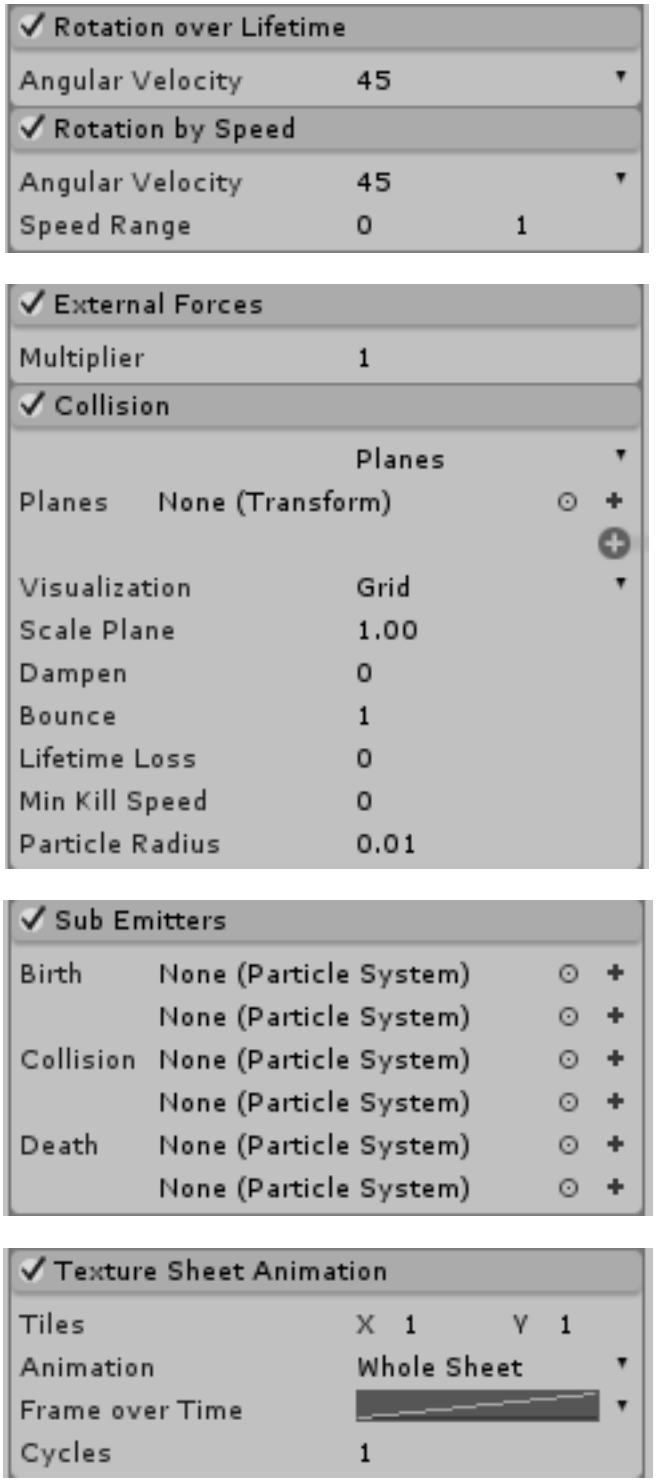

Laser Import Settings
Open
Audio Format
Native (WAV)
3D Sound
Force to mono
Load type
Load into memory
Hardware decoding
Gapless looping
Compression (kbps)
156
Preview
ch 1
ch 2
44100 Hz, Stereo, 00:01.100, 190.6

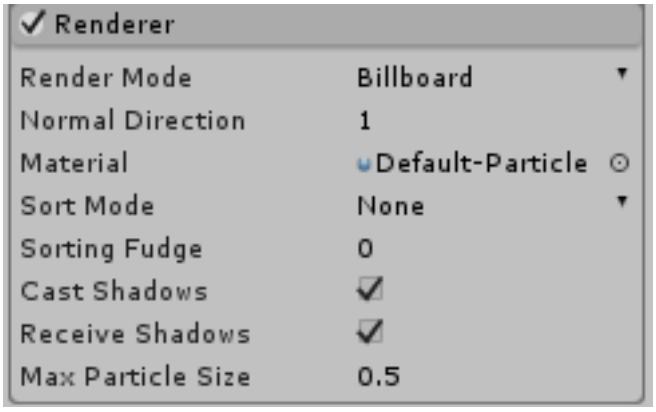

Audio Source
Audio Clip
None (Audio Clip)
Mute
Bypass Effects
Play On Awake
Loop
Priority
128
Volume
1
Pitch
1

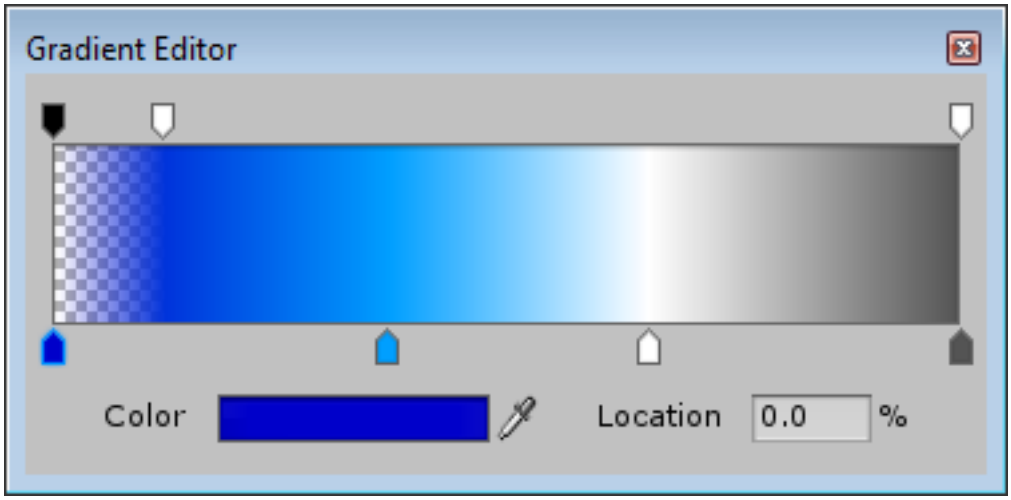

3D Sound Settings
Doppler Level
1
Volume Rolloff
Logarithmic Rolloff
Min Distance
1
Pan Level
1
Spread
0
Max Distance
500
Listener
1.0
0.5
0.0
0
100
200
300
400
500
Volume
Pan
Spread
2D Sound Settings
Pan 2D
0

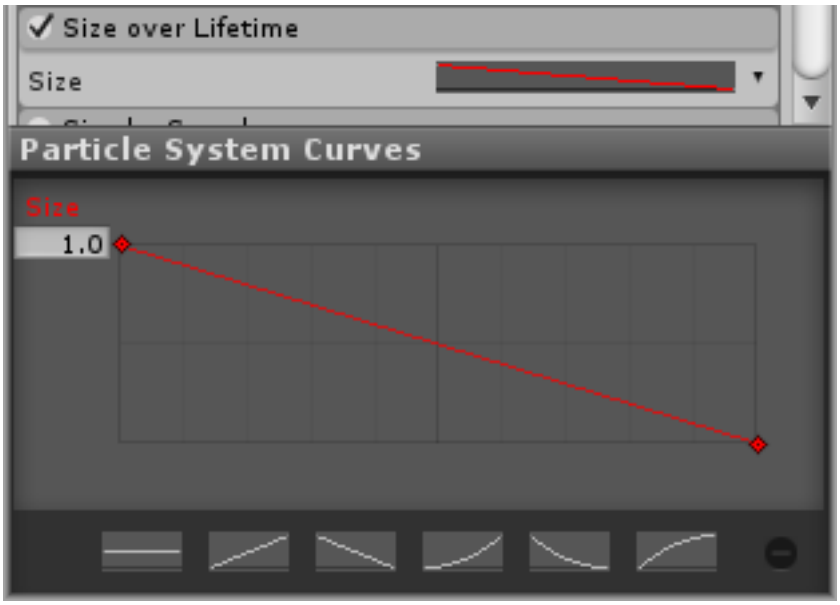

Particle System
Duration
5.00
Looping
Prewarm
Start Delay
0
Start Lifetime
5
Start Speed
5
Start Size
1
Start Rotation
0
Start Color
Gravity Multiplier
0
Inherit Velocity
0
Simulation Space
Local
Play On Awake
Max Particles
1000

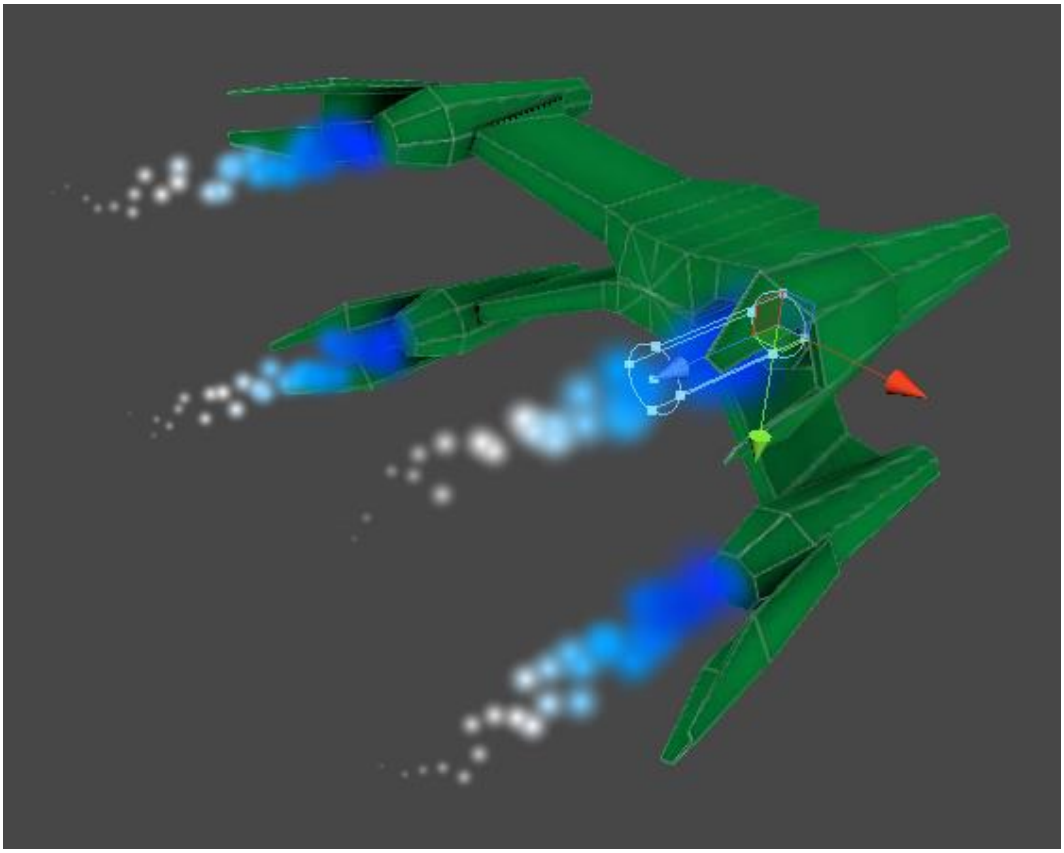

Emission
Rate
10
Time
Bursts
Time
Particles
Shape
Shape
Cone
Angle
25
Radius
1
Length
5
Emit from:
Base
Random Direction
Velocity over Lifetime
X 0
Y 0
Z 0
Space
Local
Limit Velocity over Lifetime
Separate Axis
Speed
1
Dampen
1
Force over Lifetime
X 0
Y 0
Z 0
Space
Local
Randomize
Color over Lifetime
Color
Color by Speed
Color
Speed Range
0
1
Size over Lifetime
Size
Size by Speed
Size
Speed Range
0
1

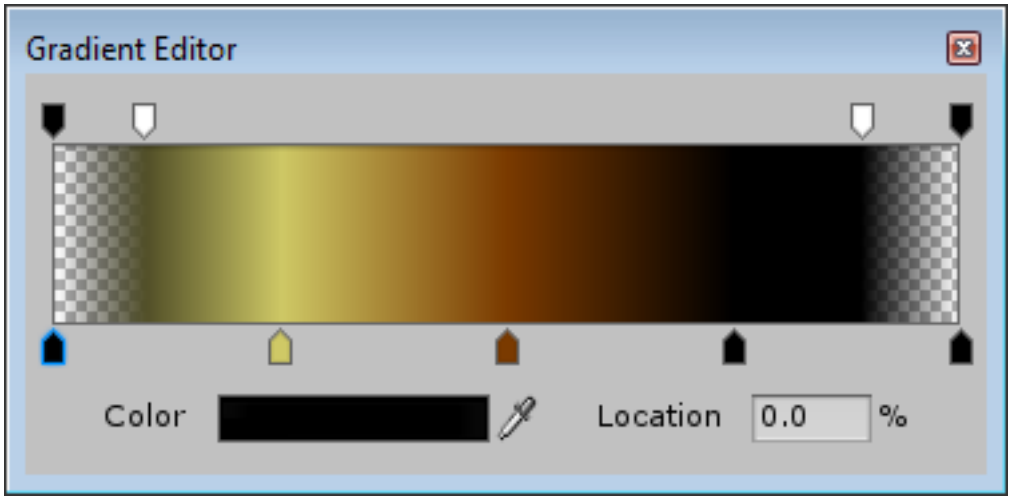

Rotation over Lifetime
Angular Velocity 45
Rotation by Speed
Angular Velocity 45
Speed Range 0 1
External Forces
Multiplier 1
Collision
Planes
Planes None (Transform)
Visualization Grid
Scale Plane 1.00
Dampen 0
Bounce 1
Lifetime Loss 0
Min Kill Speed 0
Particle Radius 0.01
Sub Emitters
Birth None (Particle System)
None (Particle System)
Collision None (Particle System)
None (Particle System)
Death None (Particle System)
None (Particle System)
Texture Sheet Animation
Tiles X 1 Y 1
Animation Whole Sheet
Frame over Time
Cycles 1

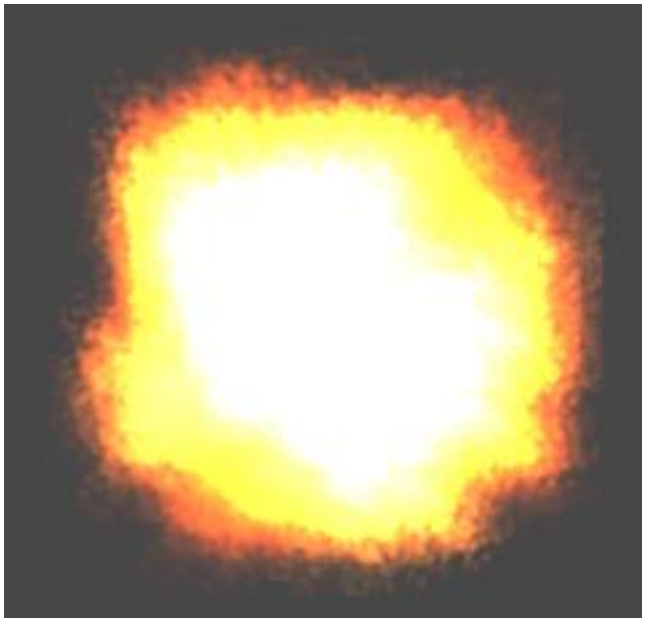

Renderer
Render Mode
Billboard
Normal Direction
1
Material
Default-Particle
Sort Mode
None
Sorting Fudge
0
Cast Shadows
Receive Shadows
Max Particle Size
0.5

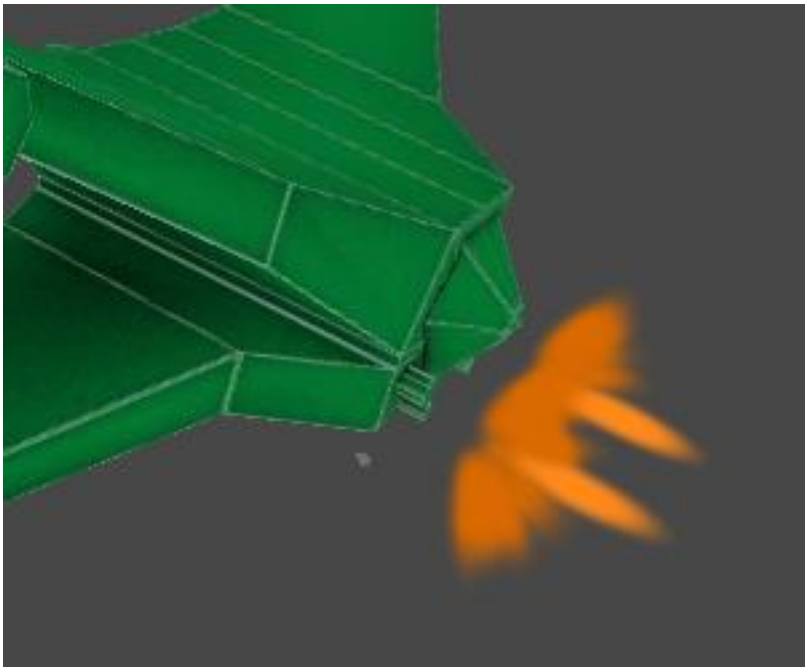

Gradient Editor
Color
Location
0.0
%

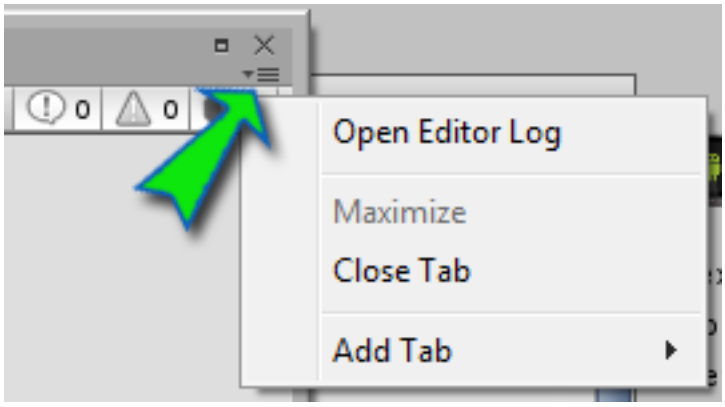

Size over Lifetime
Size
Particle System Curves
Size
1.0




Gradient Editor
Color
Location
0.0
%






0
0
Open Editor Log
Maximize
Close Tab
Add Tab

```
Textures       2.0 mb     9.5%
Meshes         159.6 kb   0.7%
Animations     0.0 kb     0.0%
Sounds         15.4 mb    72.1%
Shaders        41.2 kb    0.2%
Other Assets   7.8 kb     0.0%
Levels         37.9 kb    0.2%
Scripts        14.0 kb    0.1%
Included DLLs  3.7 mb     17.2%
File headers   8.6 kb     0.0%
Complete size  21.4 mb    100.0%

Used Assets, sorted by uncompressed size:
 13.7 mb          64.1% Assets/Audio/Background.wav
 1.0 mb   4.7% Assets/Audio/Explosion.aif
 682.8 kb         3.1% Assets/Models/PlayerShip.png
 682.8 kb         3.1% Assets/Models/EnemyShip.png
 682.7 kb         3.1% Assets/Models/Asteroid.png
 516.9 kb         2.4% Assets/Audio/Alarm.wav
 189.7 kb         0.9% Assets/Audio/Laser.wav
 109.5 kb         0.5% Assets/Models/EnemyShip.blend
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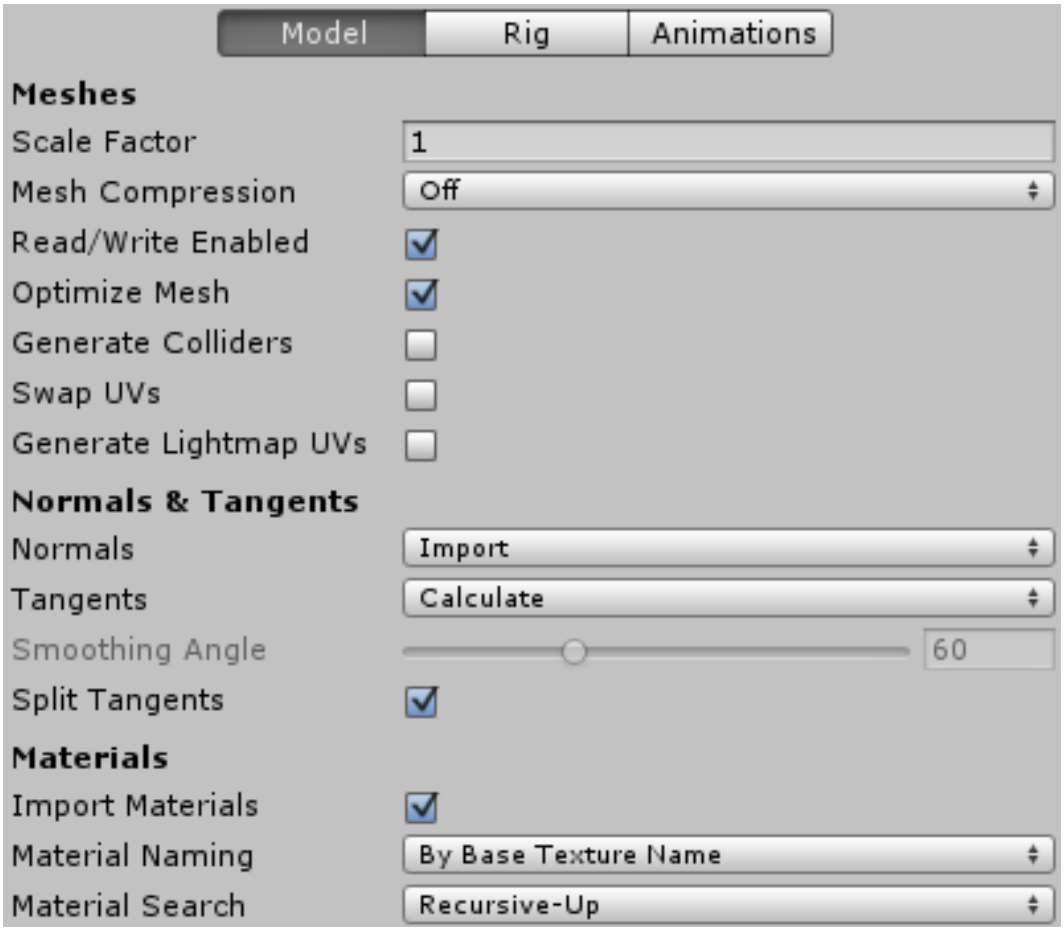
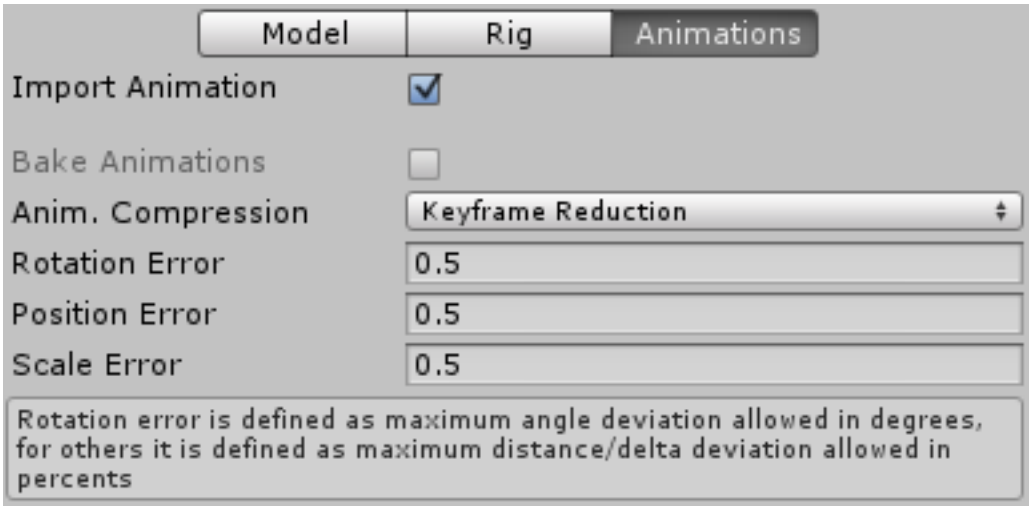
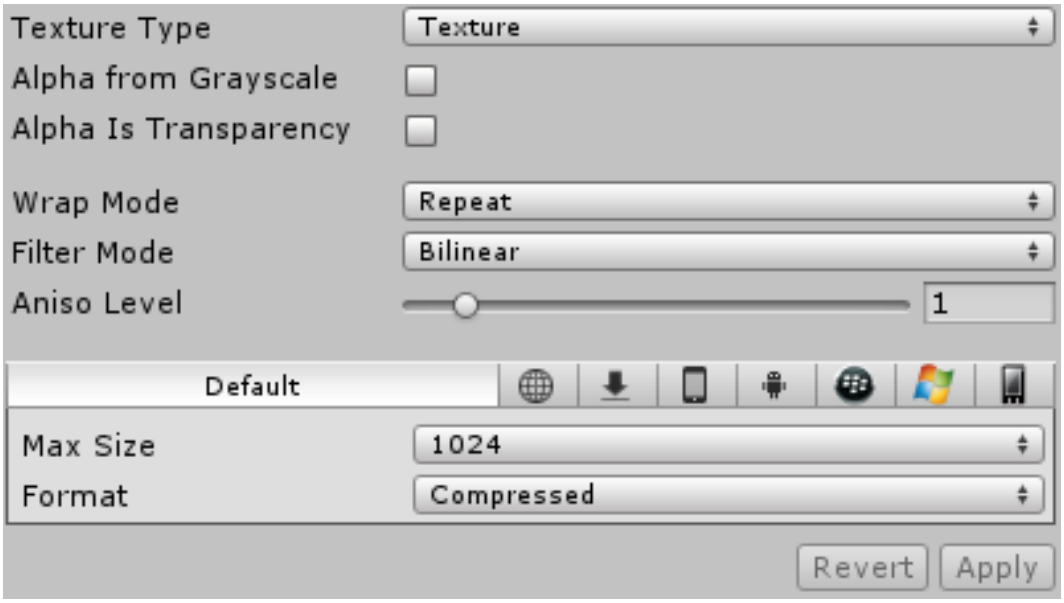
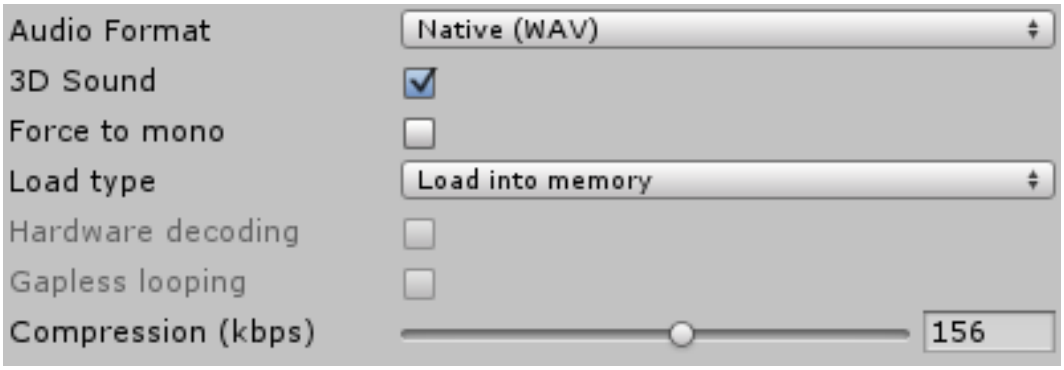
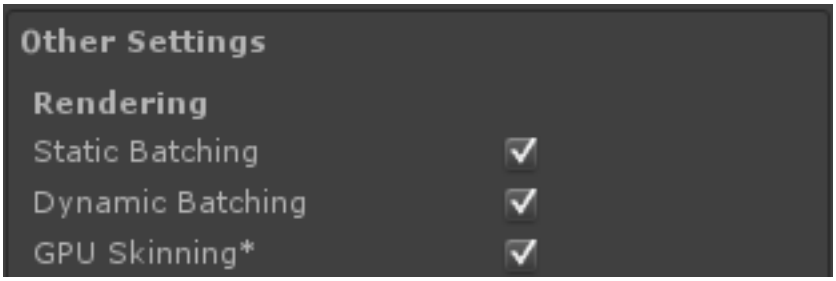
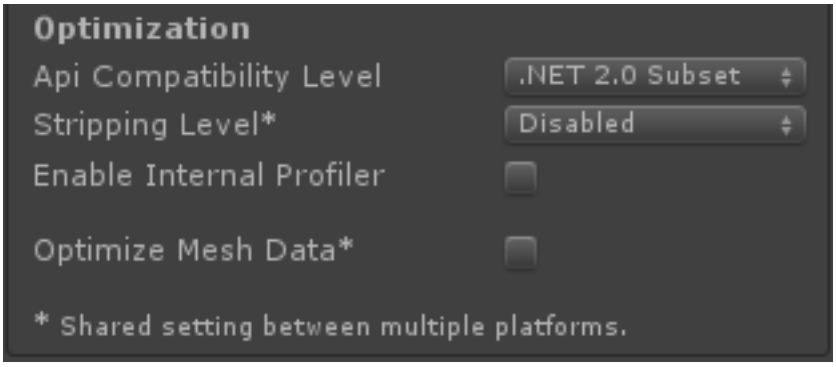


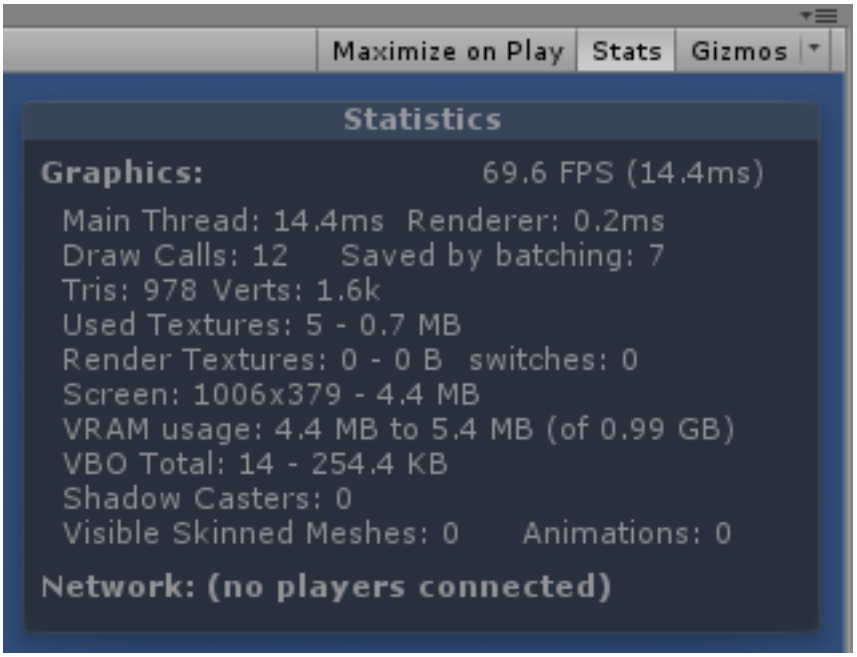

Model
Rig
Animations
Import Animation
Bake Animations
Anim. Compression
Keyframe Reduction
Rotation Error
0.5
Position Error
0.5
Scale Error
0.5
Rotation error is defined as maximum angle deviation allowed in degrees, for others it is defined as maximum distance/delta deviation allowed in percents

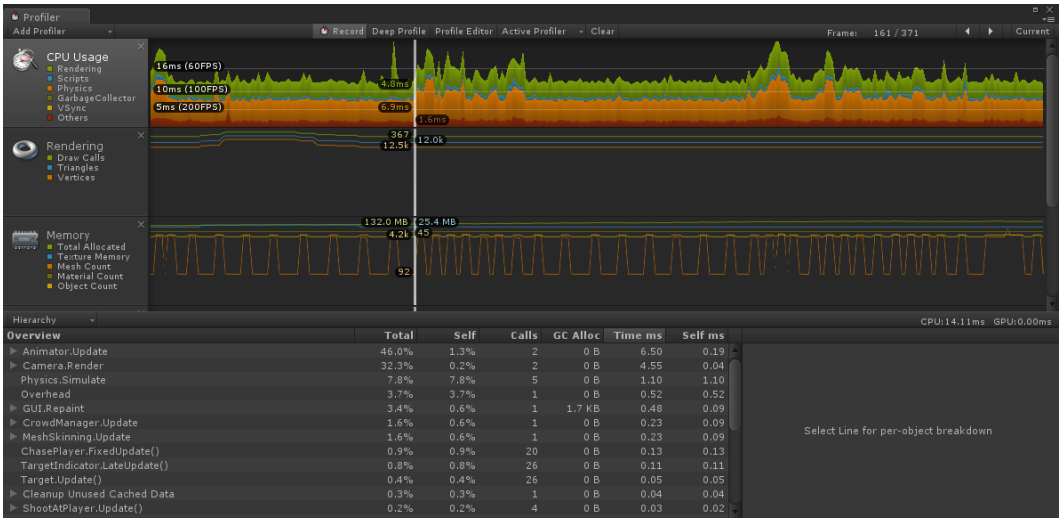

Texture Type
Texture
Alpha from Grayscale
Alpha Is Transparency
Wrap Mode
Repeat
Filter Mode
Bilinear
Aniso Level
1
Default
Max Size
1024
Format
Compressed
Revert
Apply


Audio Format
Native (WAV)
3D Sound
Force to mono
Load type
Load into memory
Hardware decoding
Gapless looping
Compression (kbps)
156


Other Settings
Rendering
Static Batching
Dynamic Batching
GPU Skinning*

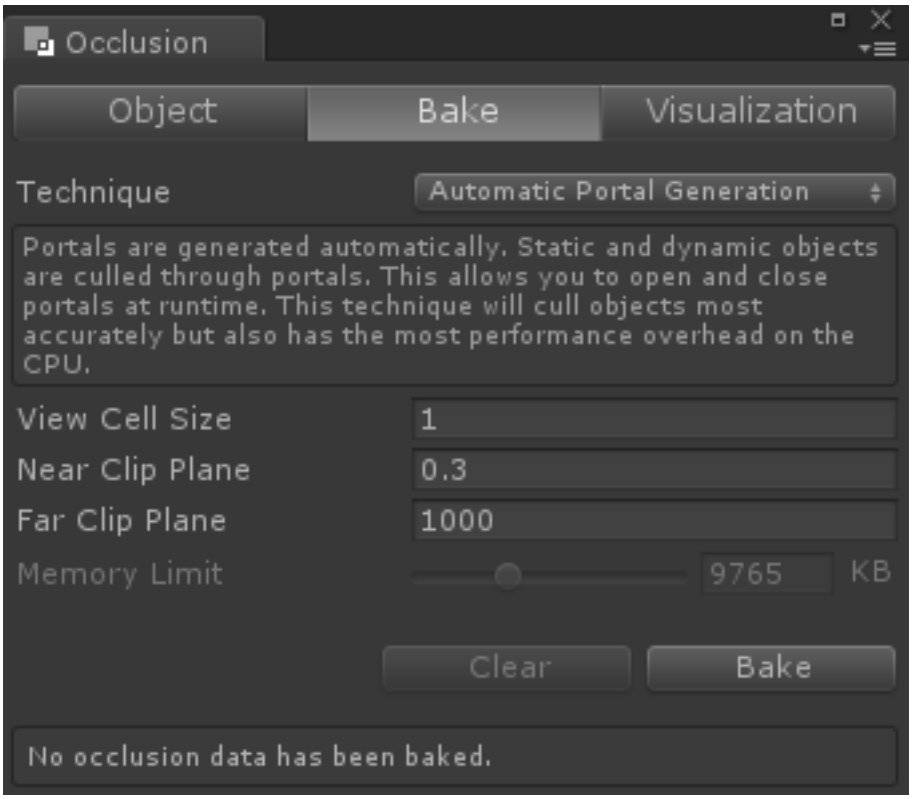

Optimization
Api Compatibility Level
.NET 2.0 Subset
Stripping Level*
Disabled
Enable Internal Profiler
Optimize Mesh Data*
* Shared setting between multiple platforms.

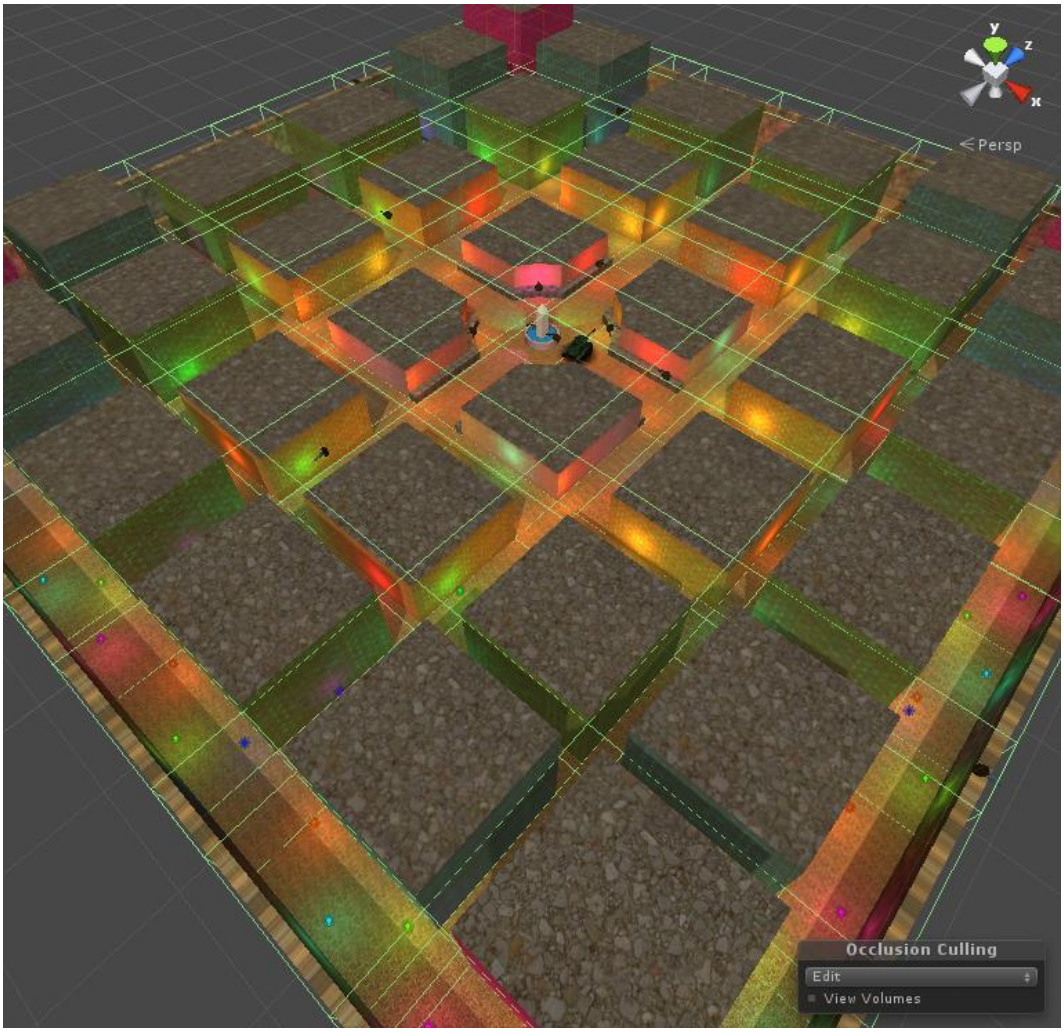

Maximize on Play
Stats
Gizmos
Statistics
Graphics:
69.6 FPS (14.4ms)
Main Thread: 14.4ms Renderer: 0.2ms
Draw Calls: 12 Saved by batching: 7
Tris: 978 Verts: 1.6k
Used Textures: 5 - 0.7 MB
Render Textures: 0 - 0 B switches: 0
Screen: 1006x379 - 4.4 MB
VRAM usage: 4.4 MB to 5.4 MB (of 0.99 GB)
VBO Total: 14 - 254.4 KB
Shadow Casters: 0
Visible Skinned Meshes: 0 Animations: 0
Network: (no players connected)

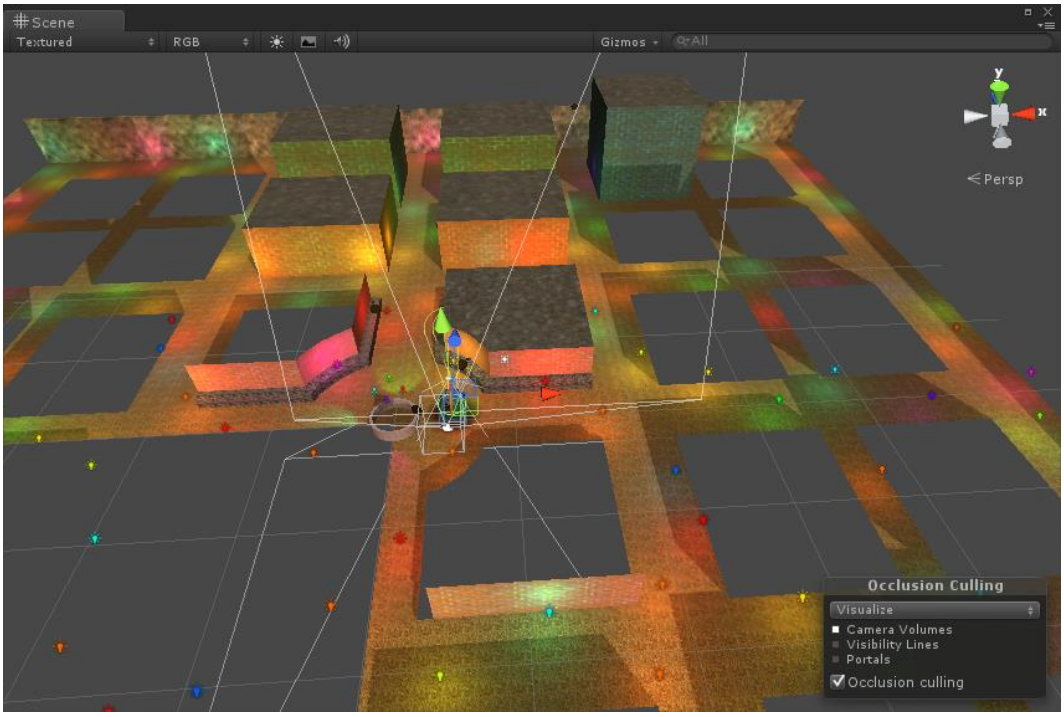

Profiler
Add Profiler
Record
Deep Profile
Profile Editor
Active Profiler
Clear
Frame: 161 / 371
Current
CPU Usage
Rendering
Scripts
Physics
GarbageCollector
VSync
Others
16ms (60FPS)
10ms (100FPS)
5ms (200FPS)
4.8ms
6.9ms
1.6ms
Rendering
Draw Calls
Triangles
Vertices
367
12.5k
12.0k
Memory
Total Allocated
Texture Memory
Mesh Count
Material Count
Object Count
132.0 MB
25.4 MB
4.2k
45
92
Hierarchy
CPU:14.11ms GPU:0.00ms
Overview
Total
Self
Calls
GC Alloc
Time ms
Self ms
Animator.Update 46.0% 1.3% 2 0 B 6.50 0.19
Camera.Render 32.3% 0.2% 2 0 B 4.55 0.04
Physics.Simulate 7.8% 7.8% 5 0 B 1.10 1.10
Overhead 3.7% 3.7% 1 0 B 0.52 0.52
GUI.Repaint 3.4% 0.6% 1 1.7 KB 0.48 0.09
CrowdManager.Update 1.6% 0.6% 1 0 B 0.23 0.09
MeshSkinning.Update 1.6% 0.6% 1 0 B 0.23 0.09
ChasePlayer.FixedUpdate() 0.9% 0.9% 20 0 B 0.13 0.13
TargetIndicator.LateUpdate() 0.8% 0.8% 26 0 B 0.11 0.11
Target.Update() 0.4% 0.4% 26 0 B 0.05 0.05
Cleanup Unused Cached Data 0.3% 0.3% 1 0 B 0.04 0.04
ShootAtPlayer.Update() 0.2% 0.2% 4 0 B 0.03 0.02
Select Line for per-object breakdown

| Key | Average | Total | Longest |
| --- | --- | --- | --- |
| SpaceSpawn_Update | 0.0004085933 | 43 | 0.001991361 |
| PlayerShip_Rotate | 0.0002421485 | 11910 | 0.0006141663 |
| TouchShoot_Fire | 7.281303E-05 | 35 | 0.0008485317 |

Clear




y
z
x
Persp
Occlusion Culling
Edit
View Volumes


Scene
Textured
RGB
Gizmos
All
y
x
Persp
Occlusion Culling
Visualize
Camera Volumes
Visibility Lines
Portals
Occlusion culling