LibGDX

Java game development framework

Tomáš Tušla
2015/2016

Features

- 2D, 3D support
- Audio
- Math & Physics
- Utilities
- Input handling
- …

Cross-platform support

- Windows
- Linux
- Mac OS X
- Android (2.2+)
- BlackBerry
- iOS
- Java Applet
- Javascript/WebGL

Project structure

- Programming languages:
  - Java   38,6%
  - C++   30,6%
  - C   24,3%
  - HTML, Shell, Python, …
- Uses GWT backend => only subset of JRE
- Performance matters

LibGDX

- https://**libgdx**.badlogicgames.com
  - End user support (current build, wiki, forum)
- https://github.com/libgdx/libgdx

  - Development (source code)
- licensed under Apache 2.0
- 17 members
- Irregular releases (~1 per month)
- Developed since 2012

My contribution

- Fixing JSON parser

```
{
    "x": 17,
    "y": 0
}
```

When the last attribute is an integer the JsonValue getInt method throws an exception, because it thinks the blank space is part of a String.

The exception is the following:

```
java.lang.NumberFormatException: For input string: "0    "
    at java.lang.NumberFormatException.forInputString(NumberFormatException.java:65)
    at java.lang.Integer.parseInt(Integer.java:580)
    at java.lang.Integer.parseInt(Integer.java:615)
    at com.badlogic.gdx.utils.JsonValue.asInt(JsonValue.java:237)
    at com.badlogic.gdx.utils.JsonValue.getInt(JsonValue.java:680)
```