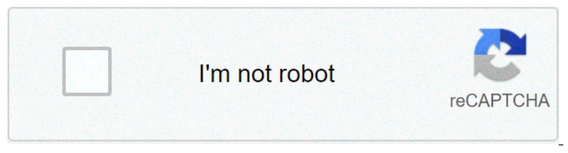

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In this page you will learn everything you need to know to setup the Scala IDE plug-in project in Eclipse. You are literally instants away from being all set and ready to start hacking the Scala IDE sources! Eclipse, including JDT (by 2017-04, Eclipse 4.6 Neon should be used). Look for Eclipse IDE for Eclipse Committers, which comes with Eclipse Plug-In Development Environment pre-installed. You can use this Eclipse installation to develop the plug-in, run unit tests, debug changes to the plug-in, etc. The Eclipse Plug-in Development Environment (PDE), which ships with the Eclipse SDK (Eclipse IDE for Eclipse Committers) but may need to be installed manually. Choose Help > Install New Software..., select the release update site for the given version of Eclipse (ie. for Eclipse 4.6 Neon, choose , then install General Purpose Tools > Eclipse Plug-in Development Environment. The Scala IDE plug-in nightly. Make sure you are using the latest nightly. Java 8 is required for Eclipse 4.6. Maven 3. Git and a GitHub account. This document uses a script to build the Scala IDE plug-in. If you are on Windows, you could try Cygwin. Otherwise, the Run the build section of the documentation describes the different steps to execute for a full build. The first thing you should do is forking the Scala IDE repository, that will greatly simplify the process of sending us patches (remember to also read about the Workflow before creating pull requests). If you are new to GitHub, read here to learn how to fork a project. After forking the project, simply open a terminal and clone your own fork to download the project's sources. The command for cloning the fork should be very close to the following one (mind that you will have to replace with your actual Git username). $ git clone git@github.com:/scala-ide.git Make sure to add an Upstream pointing to the original Scala IDE git remote repository, so that you can keep fetching the latest changes made in the project, and easily integrate them back in your fork. The Scala IDE projects uses libraries which are pulled during the build process and copied in the target/lib folders. So let's run the build. From the project root, run the following command: In case you want to modify the default build you can pass different profiles: $ ./build-all.sh -P scala-2.11.x -P eclipse-luna clean install If you want more information concerning the build, check out Run the build. The Scala IDE project already contains the metadata files needed by Eclipse to setup the project. To import the Scala IDE in your workspace simply click on File > Import. The Eclipse Import dialog will open. There, select General > Existing Projects into Workspace and click Next. A new dialog will open. Browse to the folder that points to your cloned Scala IDE project's and select it. A list of projects should then be loaded in the below white area. The only projects that you absolutely need to import in Eclipse are org.scala-ide.sdt.core and org.scala-ide.sdt.core.tests. If you want to work on Debugger select also org.scala-ide.sdt.debug(.tests) and for expression evaluator add org.scala-ide.sdt.debug.expression(.tests). Select projects you want to work on and click Finish. Note If you want to hack on the Debugger it may be necessary for Linux systems to add the tools.jar to the classpath. This can be achieved by navigating to Preferences → Java → Installed JREs and adding the JAR to the JRE that builds your sources. The JAR itself can be found at . If after rebuilding you see any errors, drop us a note in the Scala IDE Developer Mailing List. The Scala IDE uses Scalastyle to ensure a clean code base. Thus, while it is not absolutely necessary, we recommend to install the Scalastyle plugin that will show errors whenever the style rules are violated. The update site for the plugin can be found on the homepage of Scalastyle. After installing the plugin one needs to add the Scalastyle configuration of the Scala IDE. This can easily be done in Window → Preferences → Scalastyle → Browse/Add, where the configuration can be found at /org.scala-ide.sdt.core/scala-ide-style-config.xml. The Scalastyle builder is already added to all projects that should be checked, thus no further configuration is required. It is also possible to run Scalastyle on the shell. For this type mvn scalastyle:check in the root directory of the Scala IDE to invoke Scalastyle. So, you managed to have the Scala IDE sources compiling, now it's time to learn how to run the Scala IDE within Eclipse. Doing this is especially useful if you need to do some manual debugging of the plug-in. Since the Scala IDE uses weaving, you need to launch the IDE with weaving enabled, which is not configurable in the vanilla launcher. That is why we suggest you to install the Equinox Weaving Launcher. To create a run configuration, right click on the org.scala-ide.sdt.core project and select Run As > Equinox Weaving enabled Eclipse Application. That should fire up a second Eclipse instance. To quickly test that all is working fine, try to create a Scala project. You are now ready to hack on the Scala IDE. Start by looking around, do some change and observe what happens when you launch the second Eclipse's instance. Read the rest of the developer documentation to get more insights about the overall architecture. UX Studio is a plug-in for Eclipse IDE for Java EE Developers. The UX Studio plug-in requires JDK 8 and supports the following Eclipse versions. Mars - Eclipse 4.5 Neon - Eclipse 4.6 Note: Newer versions can work, but have not been tested and are not supported. If you are updating Eclipse, first close the Salesforce B2C Commerce Development perspective. UX Studio is installed as a plug-in for Eclipse. First, install Eclipse. Then, start the program and install the UX Studio plug-in. (Windows only) In your Eclipse directory, open the eclipse.ini file and add the following line under the -vmargs option if it is not already there. -Djava.net.preferIPv4Stack=true Run Eclipse. Select . Click Add. Enter UX Studio as the name. Enter a location according to your Eclipse version and instance type. To access different instance types, install different Eclipse instances with different Studio versions. Mars Sandbox PIG (Production, Staging, or Development) Extended Preview or Early Access Sandbox Neon Sandbox PIG (Production, Staging, or Development) Extended Preview or Early Access Sandbox Select Salesforce B2C Commerce, and click Next. Eclipse verifies compatibility. Click Next. Select I accept the terms of the license agreements, and click Finish. When the installation finishes, click Yes to restart Eclipse. If you experience problems, make sure that JDK 8 is installed. I re-installed Eclipse Neon (executed eclipse-installer/eclipse-inst.exe from wherever I had previously had the eclipse-inst-win64.exe unpack everything) and selected to provision a Papyrus project during the install phase. Prior to that, the Install New Software would report errors about not finding various packages (log message: "No repository found containing: osgi.bundle,org.eclipse.wst.common.core,1.2.0.v200908252030") Various attempts at modifying the Available Sites (appending "/" to those entries missing them was suggested for a previous Eclipse release) ended up killing the Available Sites list, so I started over. After restart, Eclipse ran some updates and now seems to work, though I haven't actually made any drawings yet. .Npackd\Install.bat:for /f "delims=" %%x in ('dir /b eclipse*') do set name=%%x cd "%name%" for /f "delims=" %%a in ('dir /b') do (move "%%a" ..) cd .. rmdir "%name%" eclipse.org went with a neon colored theme to announce the launch of Neon. I found it a bit glaring. The "e" and "n" lights go out after a while which I suppose is cute. The matrix comparing the packages is still clear. It turns out not to matter if you choose the Java EE version or something else for the download. The list of Eclipse packages had a sponsored package in the list. Wonder how much IBM paid to have Bluemix listed second. I also learned there is a Scout package. I hadn't heard of Scout which is a framework for HTML 5 among other things. Overall, there's a lot I'm excited about in this release. The "tar" file (native app) With Eclipse Mars, they switched to a tar file/Eclipse installer for Mac. This is my first upgrade since that Eclipse became a native Mac app. The installer says "Eclipse installer by Oomph" and gives you a choice of a number of Eclipse packages. Which means it doesn't matter what you choose because it takes you to this point. Then it asks where you want to install. This is good as it lets you have both Mars and Neon installed as native apps. (I was wondering how they were going to deal with that when Mars went native.) The default location seemed like as good a place as any. I clicked install and agreed to do the terms. As I saw the progress bar, I got prompted to agree again. As it was downloading the necessary pieces, I got a warning that downloading was slow. Then it was done and I was able to launch Eclipse. I got prompted for a workspace location. I like to upload my workspace in place so I agreed that I would be preventing the workspace from opening in Mars again. (I backed it up first in case.) Then I saw the Neon slash screen. I was a little worried about this since I didn't like the home page. No reason to worry. It's pretty! Installing the plugins Like last year, I decided to install the plugins I need for Eclipse Marketplace so I can shed the plugins I tried out and don't actually want. Cleaning plugin house once a year is nice. The significant plugins I use are listed in this table. A number of plugins were beta for Luna or I had to use the Kepler version. I don't remember that problem in previous years. Last year, I tried out the Code Recommenders plugin. I didn't install it this year as I hardly used it. I added Contrast and Bytecode Analyzer as plugins I installed in the past 12 months that I like. Everything installed easily from Eclipse Marketplace unless otherwise noted. Plugin Purpose Mongrel Tomcat integration supporting recent versions of Tomcat. Ecl Emma Code coverage SonarLint I installed SonarLint last year and quickly came to rely on it. It gives you static analysis findings in Eclipse. I also included the SonarLint Java Configuration Helper so it can see the version of Java I am using. (I'm on Java 8 right now so this is redundant at the moment. But I'm ready for when Java 9 comes out.) I stopped installing PMD and FindBugs. I'm using SonarLint instead. Subversive To access Subversion repositories Eclipse Memory Analyzer For finding memory leaks. It was in Eclipse MarketPlace – however I couldn't install from there. It just kept prompting me to install. So I'm using the update site. Freemarker IDE Freemarker syntax highlighting and macro assistance. Note that it is listed under the JBoss Tool Project. You pick that plugin and then unselect everything except "Freemarker IDE". The JBoss Tool plugin was in beta on Mars release day. I installed this beta. Pydev Python plugin/perspective Contrast To spot potential security issues. See my impressions of the Contrast plugin. Bytecode Outline I've been looking at bytecode a good fit for the book to make sure I understand why things are happening. This plugin makes it easy. I first tried Bytecode Visualizer but install failed. (The website says there were 25 failed installs with the same dependency problem in the last 7 days). After installing Bytecode Outline, I realized this was the one I had installed for Luna anyway. What excites me Autocomplete lets you enter any part of the class name/method name/variable/etc rather than just the first part. Being able to enter a substring for the pattern is awesome! If you know the method name ends with "all" you can type this. You can also type something that is more unique if you have a lot of classes that begin with the same thing. For example, suppose you have MyBusinessWidgetStrategy, MyBusinessWidgetDto and MyBusinessWidgetDao. You can type "widgetDao" and be done rather than the whole thing. You can use a touchpad to pinch/zoom in and out for the editor. This is going to be great for demos. The workspace name is shown at the beginning of the window title. This isn't useful to me at all at home, but is going to be very useful at work where I frequently have multiple workspaces open at the same time. The default name of the workspace is the directory it is in. That actually works out perfectly for me Being able to easily clean up pre-diamond operator (Java 1.5 and 1.6 code) to get rid of the redundant types. (Wrote up how here.) You can control word wrap in Java and other text editors. While you typically want to format in Java, this could still be useful for viewing legacy code you don't want to re-format.) What I didn't like Other interesting features HTML formatting finally works the way I'd expect. I last complained about this in Juno so it might have been fixed for a while and I just never tried it again. You can set Preferences > General >Editors > Autosave to save your editor for you. I don't like this because I want to control when I save since this sometimes triggers builds and such. I think it is nice that it is an option though. You can automatically terminate the previous run of a JUnit test (or other launcher) when you relaunch it. While I don't need this anymore, it would have been useful when I was learning about recursion! It's a good number of clicks to find a specific compile error/warning in the Eclipse preferences. You can now get there directly when you have something show up. There's also another "info" level so you don't have to choose between "warning" and "ignore." You can now search in binary files. (I thought we could always do this, but I must be mistaken since it was in the release notes.)
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