Mac OS Setup

Your Game Code - Adding Custom Elements · https://namazustudios.com/docs/custom-code/mac-os-setup/

This guide will walk you through setting up the Elements Local SDK on a Mac. You'll install the required dependencies using Homebrew or manually, and optionally use IntelliJ IDEA as your IDE.

Manual Step-by-Step Installation

1. Install Homebrew (if not already installed)

Homebrew is the recommended package manager for macOS.

Open Terminal and run:

```
/bin/bash -c "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/HEAD/install.sh)"
```

After installation, run:

```
brew doctor
```

2. Install OpenJDK

Install OpenJDK 21(or later):

```
brew install openjdk@21
```

You may need to add the following to your shell profile (`~/.zshrc`, `~/.bash_profile`, or similar):

```
export PATH="/opt/homebrew/opt/openjdk@17/bin:$PATH"
export CPPFLAGS="-I/opt/homebrew/opt/openjdk@17/include"
```

Apply the changes:

```
source ~/.zshrc  # or your corresponding shell config
```

Verify the installation:

```
java -version
```

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3. Install Maven

```
brew install maven
```

Verify it’s installed:

```
mvn -version
```

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4. Install Git (if not already installed)

```
brew install git
```

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5. Install IntelliJ IDEA (Optional but Recommended)

You can install IntelliJ IDEA via Homebrew:

```
brew install --cask intellij-idea
```

Or download from:

https://www.jetbrains.com/idea/download/

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6. Clone and Import the Example Project

Clone the Elements example project:

```
git clone https://github.com/NamazuStudios/element-example.git
```

Then:

1. Open IntelliJ IDEA
2. Click **Open** and select the `element-example` directory
3. If prompted, import as a Maven project
4. If not prompted, right-click `pom.xml` and select **Add as Maven Project**

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7. Run the Local SDK

1. In IntelliJ, navigate to the `dev.getelements.sdk.local` package
2. Locate and run the `LocalSdkMain` class (or the appropriate main class)
3. The local server should boot up and be accessible for testing

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Full Setup Script (For Convenience)

Paste the following into Terminal to install everything in one shot:

```
/bin/bash -c "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/HEAD/install.sh)"
brew install openjdk@21 maven git
brew install --cask intellij-idea
```

Then update your shell profile:

```
echo 'export PATH="/opt/homebrew/opt/openjdk@21/bin:$PATH"' >> ~/.zshrc
echo 'export CPPFLAGS="-I/opt/homebrew/opt/openjdk@21/include"' >> ~/.zshrc
source ~/.zshrc
```

You’re Ready

Once you’ve completed the setup:

- You can build and run the Elements example project locally
- You’re now ready to begin backend development using the Elements SDK