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jMonkeyEngine. jMonkeyEngine is a 3-D game engine for adventurous Java developers. It's open-source, cross-platform, and cutting-edge. 3.2.4 is the latest stable version of the jMonkeyEngine 3 SDK, a complete game development suite. We'll release 3.2.x updates until the major 3.3 release arrives.

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This is a book written by Rickard Eden, a Swedish game

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JMonkeyEngine version 3.3.2 is here! After 3 months of beta testing, the Java game engine's long-awaited v3.3 release arrived on 30 March. With it came exciting new features: AppState ids, light-probe blending, a better ragdoll control, and an animation system rewritten from the ground up.

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jMonkeyEngine 3, better known as jME 3, is an open-source 3D



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game development engine written entirely in Java.Using this engine, game developers can exploit Java's capabilities to develop games not just for modern operating systems, but also for the Android market.

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## **jMonkeyEngine 3.3.2 released**

jMonkeyEngine 3 SDK. By itself, jMonkeyEngine is a collection of libraries, making it a low-level game development tool. Coupled with an IDE like the official jMonkeyEngine 3 SDK it becomes a higher level game development environment with multiple graphical components. The SDK is based on the NetBeans Platform, enabling graphical editors and plugin capabilities.

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the ground up.

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