

PLAY 2.3.x IN ECLIPSE *[EDITING DISABLED BECAUSE OF VANDALISM]*

INSTALLATION

Grab the Scala-IDE plugin, also if you use the Java version of Play.

Update site for Eclipse Kepler:

<http://download.scala-ide.org/sdk/lithium/e38/scala211/dev/site/>

Update site for Eclipse Luna:

<http://download.scala-ide.org/sdk/lithium/e44/scala211/dev/site>

Install "Scala IDE Plugins>Play Templates" and "Scala-IDE for Eclipse"

For Eclipse Kepler you should also install Java 8 support:

<http://download.eclipse.org/eclipse/updates/4.3-P-builds/>

But be careful, Java 8 is not yet fully supported by Play.

If you use the Streams Api/Optionals and get errors that make zero sense try using good old for loops instead.

GENERATE ECLIPSE PROJECT FILES

Run

```
$ activator eclipse
```

on the shell, then import your project into Eclipse.

TWEAK ECLIPSE

In Settings>Workspace>General

- Build automatically: disable (important!)
Play performs byte code changes during compilation. If your class files are generated by Eclipse those will be missing and Play gets utterly confused.
- Refresh using native hooks: enable
I believe this is required to constantly import the class files generated by Play.

In Project>Properties>Play2

- From the default imports remove all lines with "play.api.templates"
Those imports moved to twirl and are now found automatically