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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. As often happens, a few key bugfixes missed the cutoff for v3.3.0-stable. In its wake, the jMonkeyEngine team came together and identified a handful of existing fixes that could be safely backported into ...

### **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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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.

### **jMonkeyEngine - Wikipedia**

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