

J2ME

IntelliJ IDEA supports the following toolkits for developing Java mobile applications:

- [J2ME Wireless Toolkit](#) (a.k.a. WTK), versions 1.x and 2.x.
- [DoJa](#), version 1.x.

IntelliJ IDEA integration with those toolkits is based on the [J2ME plugin](#). This plugin is bundled with the IDE and enabled by default.

Preparing for Java mobile application development

1. Download and install a [JDK](#) and one of the [supported Java mobile toolkits](#).
2. Make sure that the J2ME plugin is enabled, see [Making sure that the J2ME plugin is enabled](#).
3. Define the JDK and the mobile toolkit in IntelliJ IDEA. (In IntelliJ IDEA, the supported Java mobile toolkits are referred to as mobile SDKs). See [Defining a JDK and a mobile SDK in IntelliJ IDEA](#).
4. Create a project with a J2ME module, see [Creating a project with a J2ME module](#).
5. If necessary, configure the compilation settings specific to Java mobile applications, see [Configuring Java mobile-specific compilation settings](#).

See also, [Running and debugging Java mobile applications](#). For general instructions, see [IntelliJ IDEA Usage Guidelines](#).

Making sure that the J2ME plugin is enabled

Even though the J2ME plugin is enabled by default, it's always worth making sure that this plugin is still enabled before you start developing a Java mobile application. To do that:

1. [Open the Settings dialog](#) (e.g. Ctrl+Alt+S).
2. In the left-hand part of the dialog, under **IDE Settings**, select **Plugins**.
3. In the right-hand part of the dialog, on the [Plugins page](#), type j2 in the search box. As a result, only the plugins whose names and descriptions contain j2 are shown in the list of plugins.
4. If the check box to the left of **J2ME** is not selected, select it.
5. Click **OK** in the **Settings** dialog.
6. If suggested, restart IntelliJ IDEA.

See Also

Web Resources:

- [Developer Community](#)