

Forum:[Hack Forums](#)

Thread: [Anyone mess with LibGDX?](#)

HarveySpecter - December 14, 2016, 4:58 pm

Been messing with LibGDX for my Computer Science class. I'm currently working on a Main Menu for my game but I'm having trouble with my code for it.

Here's the code:

<http://pastebin.com/DRHtKGzY>

Been getting an error about "cannot find method, newDrawable."

Any help would be great.

Stealth™ - December 14, 2016, 5:01 pm

Code import javafx.scene.control.Skin;
You're probably importing the wrong Skin class.

HarveySpecter - December 14, 2016, 5:08 pm

(Dec 14, 2016 06:01 PM)Stealth™ Wrote: [\[CITE\]](#) Code import javafx.scene.control.Skin;
You're probably importing the wrong Skin class.

Thank you so much that, fixed the problem. If you can the last thing I'm getting an error on is in my

@Override

```
public void render() {  
    Gdx.g1.g1ClearColor(1, 1, 1, 1);  
    Gdx.g1.g1Clear(GL20.GL_COLOR_BUFFER_BIT);  
    stage.act();  
    stage.draw();  
}
```

its telling me that
cannot find symbol
variable g1

edit: nvm answered my own question. thanks again

Stealth™ - December 14, 2016, 5:11 pm

(Dec 14, 2016 06:08 PM)HarveySpecter Wrote: [\[CITE\]](#) Thank you so much that, fixed the problem. If you can the last thing I'm getting an error on is in my

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<http://stackoverflow.com/questions/41154277/main-menu-code-not-working-libgdx/41154824#41154824>

Accept my answer ;)

-Base- - December 15, 2016, 6:37 pm

I've been using LibGDX for over 3 years. Check out [my website](#) or check out [TerraLegion](#), an open-source game I've been developing for over a year now.