

Installing SSKCorona

Creating New Projects

For your ease, this guide comes bundled with two starter projects:

- portrait – A 320 x 480 letterBox project with SSK pre-installed.
- landscape – A 480 x 320 letterBox project with SSK pre-installed.

Both of these projects use the 'magic recipe' described here:

<http://www.coronalabs.com/blog/2010/11/20/content-scaling-made-easy/>

Additionally, each of these projects comes with:

- a default loading image,
- icons (located in SSK/appicons), and
- a formatted main.lua file including a small physics based example.

Just Copy, Rename, and Go

To create a new project, simply:

1. Make a copy of the 'portrait' folder or 'landscape' folder,
2. Rename it, and...
3. start coding.

Adding SSK To Existing Projects

If you have an existing project and want to add SSK, you can do so in three easy steps:

1. Download the latest version of SSK here: <https://github.com/roaminggamer/SSKCorona>
2. Copy the folder 'ssk' into your project.
3. Add the following code towards the top of you main.lua file.

```
-- Load SSK Globals & Libraries
--
require "ssk.globals"
require "ssk.loadSSK"
```

Updates

Please note, the versions of SSK that comes with this guide may be out-of-date. However, you can always get the latest version of SSK here: <https://github.com/roaminggamer/SSKCorona>

Templates & Docs

Lastly, you can find more templates here: <http://roaminggamer.com/makegames/> and basic SSK docs here: <https://github.com/roaminggamer/SSKCorona/wiki> .