

Chukong Technologies

# Cocos3D Getting Started

MAC-Android

Cocos3D Team

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# 1 Preparations

- Software:
  1. Mac OS (In this case, we use OS X 10.9.1)。
  2. Jre (In this case, we use jre-7u51-macosx-x64)。  
Download: <http://www.java.com/en/download/manual.jsp>
  3. adt-bundle (In this case, we use adt-bundle-mac-x86\_64-20131030 and unzip it at /Users/zhukai/Documents/SDK/adt-bundle-mac-x86\_64-20131030)。  
Download: <http://developer.android.com/sdk/index.html>
  4. NDK (本例使用 android-ndk-r9b-darwin-x86\_64.tar and unzip it at /Users/zhukai/Documents/SDK/android-ndk-r9b)。  
Download: <http://developer.android.com/tools/sdk/ndk/index.html>
- Get cocos3d-x source from GitHub: <https://github.com/cocos2d/cocos3d-x> (in this case, we put the source into the Desktop) , directory structure is shown as below。

名称	修改日期
▶ 文件夹 cocos2dx	昨天 下午6:36
▶ 文件夹 cocos3d	昨天 下午6:39
▶ 文件 cocos3d-win32.vc2010.sln	昨天 下午6:39
▶ 文件夹 CocosDenshion	昨天 下午1:21
▶ 文件夹 Doc	今天 上午9:46
▶ 文件夹 EngineDemo	昨天 下午4:31
▶ 文件 README.md	今天 上午9:36
▶ 文件夹 template	昨天 下午1:21
▶ 文件夹 tools	昨天 下午1:21

## 2 Create cocos3d-x project

Open a terminal and navigate to cocos3d-x\tools\project-creator directory

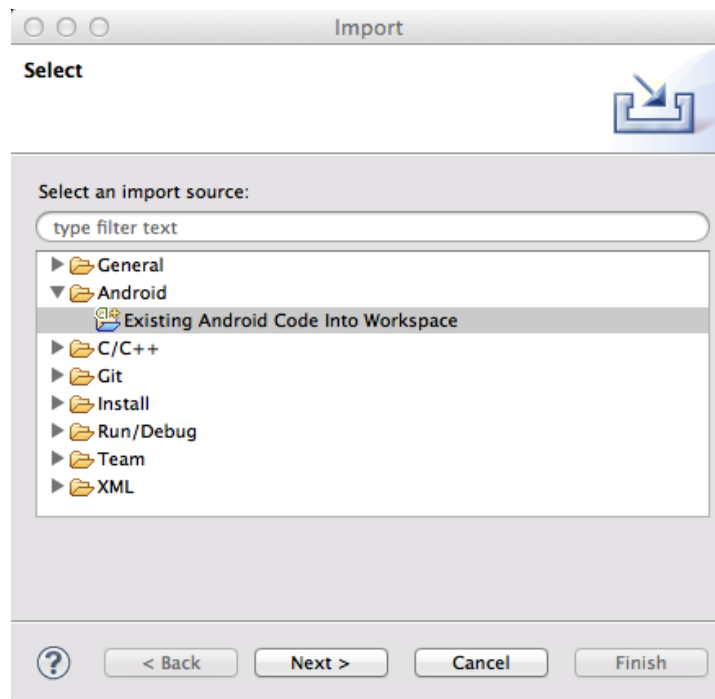
```
project-creator — bash — 80x5
localhost:tools zhukai$ cd ~
localhost:~ zhukai$ cd Desktop/cocos3d-x/tools/project-creator/
localhost:project-creator zhukai$
```

Input "Python ./create\_project.py -project fishjoy -package com.chukong.fishJoy"

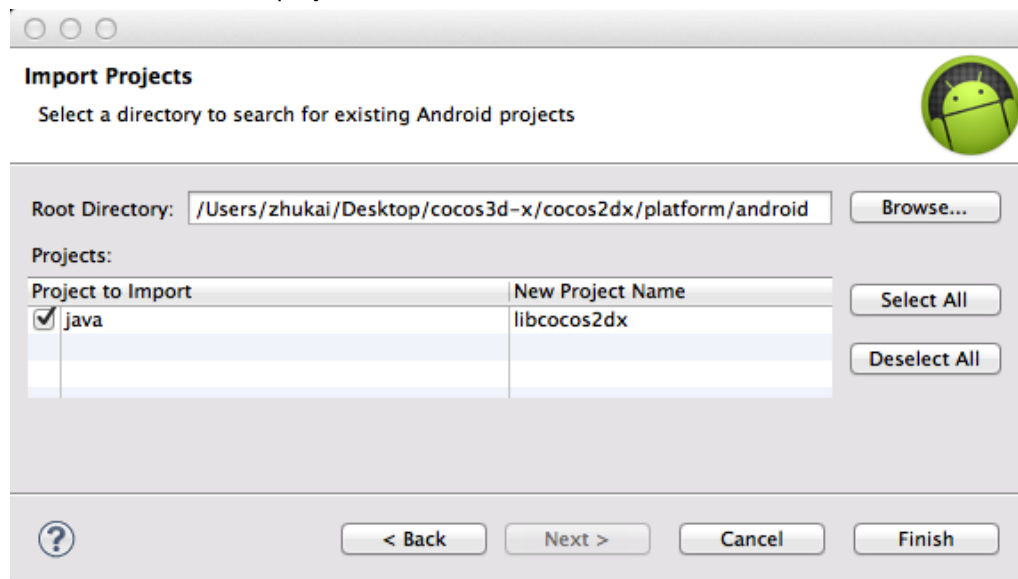
```
project-creator — bash — 106x7
localhost:project-creator zhukai$ python ./create_project.py -project fishjoy -package com.chukong.fishJoy
proj.android          : Done!
proj.win32            : Done!
proj.ios              : Done!
New project has been created in this path: /Users/zhukai/Desktop/cocos3d-x/projects/fishjoy
Have Fun!
localhost:project-creator zhukai$
```

Finally, the newly created project will be located in cocos3d-x\projects.

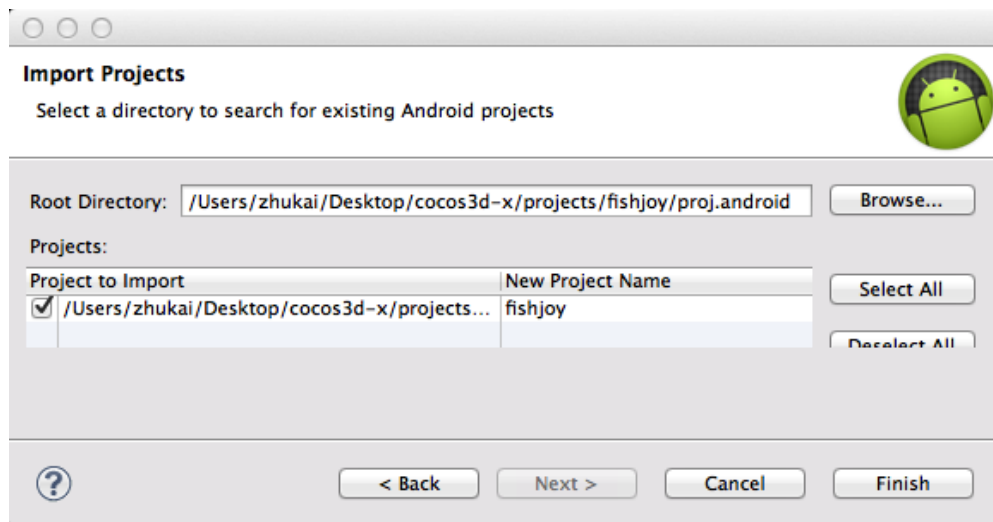
Run eclipse (/Users/zhukai/Documents/SDK/adt-bundle-mac-x86\_64-20131030/eclipse), right-click on a blank space in the Package Explorer, select import



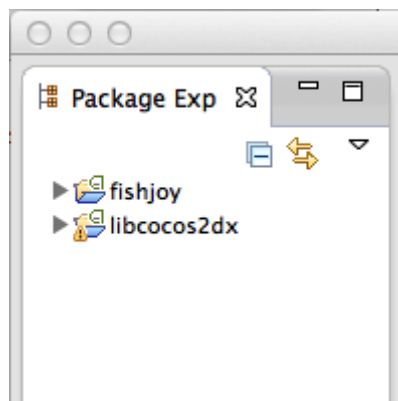
Select "Existing Android Code into Workspace" and then click the Browser button to import cocos2d-x lib for android projects



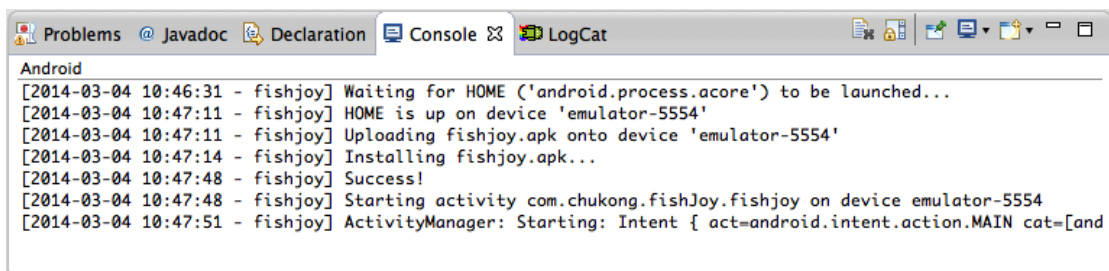
Repeat the above process, import your android project



Click the Finish button to complete the import process and now the Package Explorer window will appear both projects



Right click fishjoy project -> Run as -> Android Application.



## 3.4 Run

Select menu "Window->Andorid Virtual Device Manage" to create a avm( check "Use Host GPU")

Create new Android Virtual Device (AVD)

AVD Name:

Device:

Target:

CPU/ABI:

Keyboard: ☒ Hardware keyboard present

Skin: ☒ Display a skin with hardware controls

Front Camera:

Back Camera:

Memory Options: RAM:  VM Heap:

Internal Storage:


SD Card:

☒ Size:

☐ File:

Emulation Options: ☐ Snapshot ☒ Use Host GPU

☐ Override the existing AVD with the same name

 The AVD name 'Default' is already used.  
Check "Override the existing AVD" to delete the existing one.

Finally, start the avm

