Chukong Technologies

# Cocos3D Getting Started

PC-Android

Cocos3D Team

# Contens

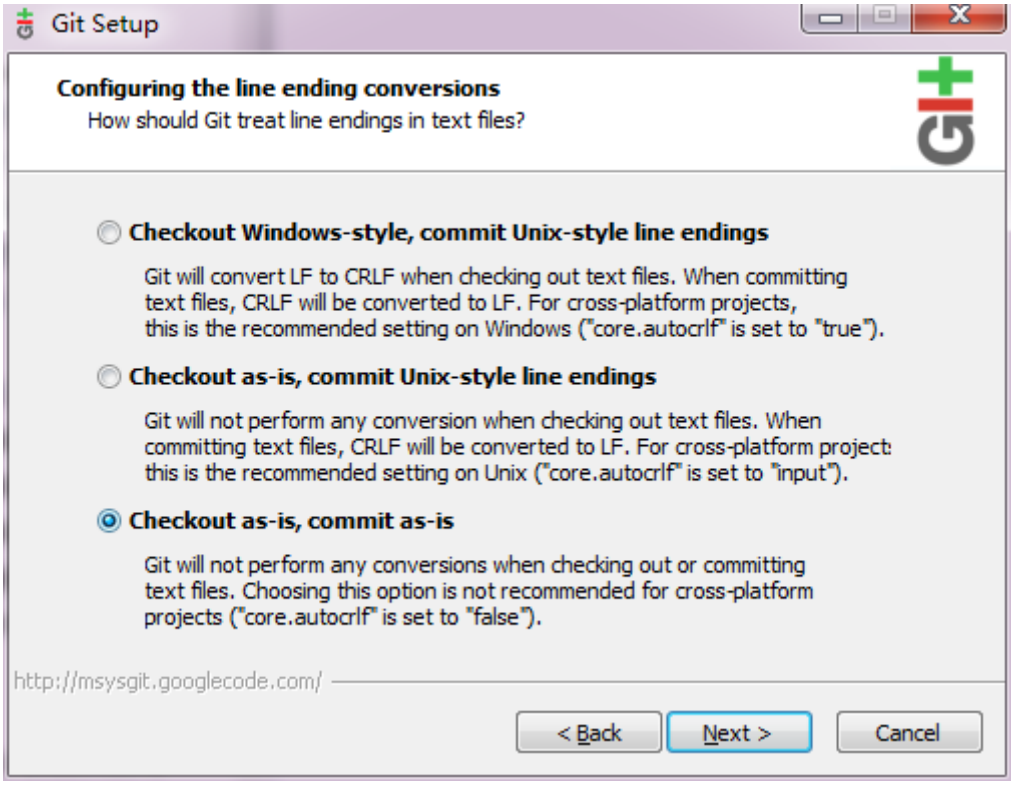
# 1 Preparation

- Software：
  1. Windows (In this case, we use Windows7 64 bit)
  2. Jre (In this case, we use Jre -7u51-windows-x64)
     Download: http://www.java.com/en/download/manual.jsp
  3. Python (In this case, we use python2.7.5 and install at C:\)
     Download：http://www.python.org/download/releases/2.7.5/
  4. Cygwin (In this case, we use Cygwin for 64-bit versions of Windows and install at D:\)
     Download：http://cygwin.com/install.html
  5. adt-bundle (In this case, we use adt-bundle-windows-x86_64-20131030 and unzip it at D:\)
     Download：http://developer.android.com/sdk/index.html#download
  6. NDK (In this case, we use android-ndk-r9b-windows-x86_64 and unzip it at D:\)
     Download：https://developer.android.com/tools/sdk/ndk/index.html

- install Git (In this case we use git version 1.7.10-preview20120409)

  Download: http://git-scm.com/download/win

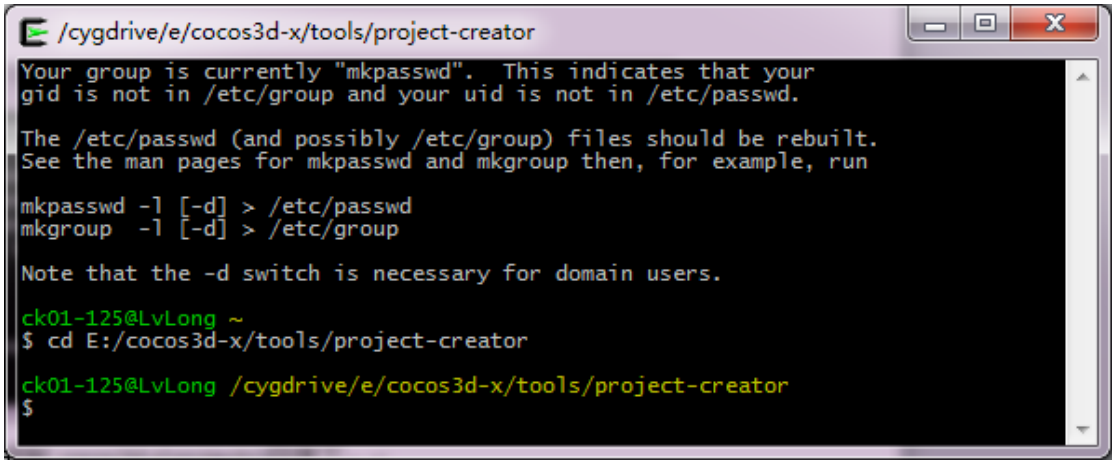
  Note：this step we suggest you choice third option shown below




- Get cocos3d-x source from GitHub：https://github.com/cocos2d/cocos3d-x (in this case, we put the source into E:\)

# 2 Create cocos3d-x project

Run Cygwin as Administrator and navigate to cocos3d-x\tools\project-creator directory




Input "Python ./create_project.py -project fishjoy -package com.chukong.fishJoy"

```
$ python ./create_project.py -project fishjoy -package com.chukong.fishjoy
```

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

```
proj.android              : Done!
proj.win32                : Done!
proj.ios                  : Done!
New project has been created in this path: E:\cocos3d-x\tools\project-creator/..
/../projects/fishjoy
Have Fun!
```

# 3 Compile Android project

## 3.1 Configuration environment variable

In this case, my environment variable as below:

ANDROID_SDK D:\adt-bundle-windows\sdk

NDK_ROOT D:\android-ndk-r9b

Add D:\cygwin\bin to Path tail。

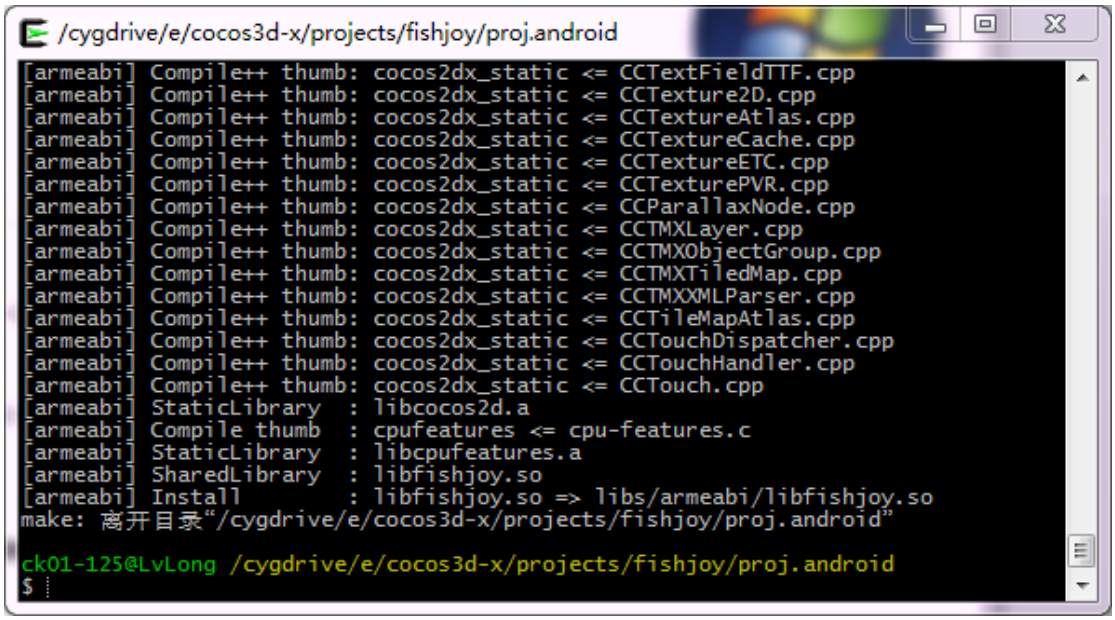
Add C:\ Python27 to Path tail

## 3.2 Compile lib file

1. Run Cygwin as Administrator，navigate to cocos3d-x\projects\fishjoy\proj.android directory，and run build_native.sh

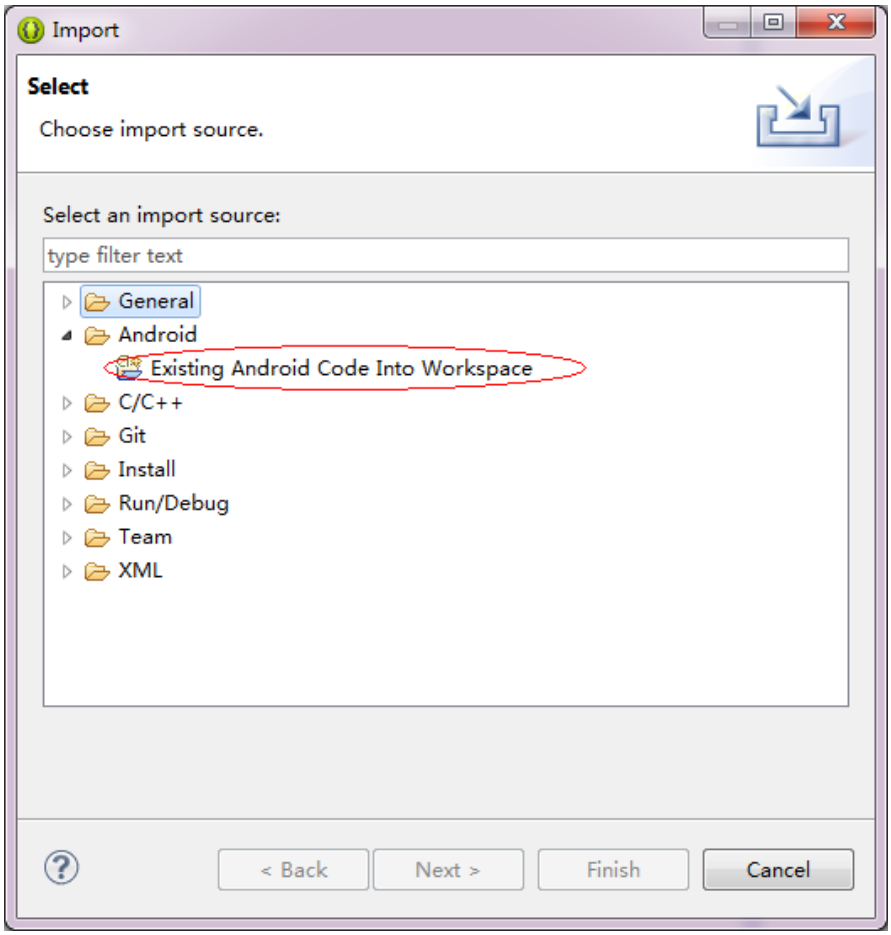
```
ck01-125@LvLong /cygdrive/e/cocos3d-x/projects/fishjoy/proj.android
$ ./build_native.sh
```

The output as follows:

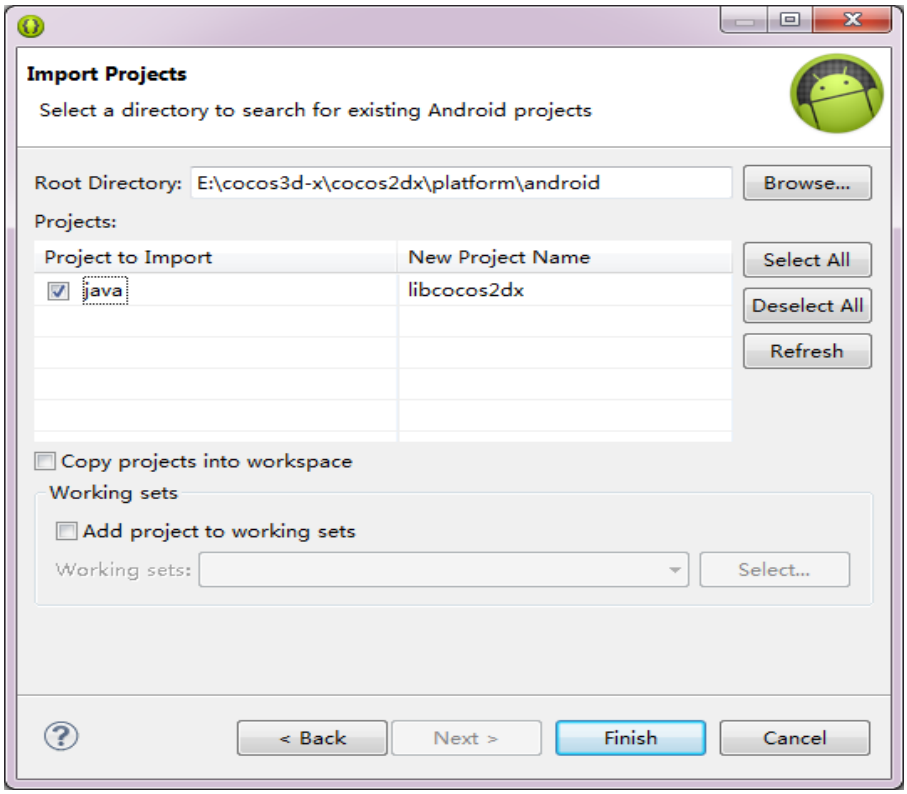



## 3.3 Generate apk file

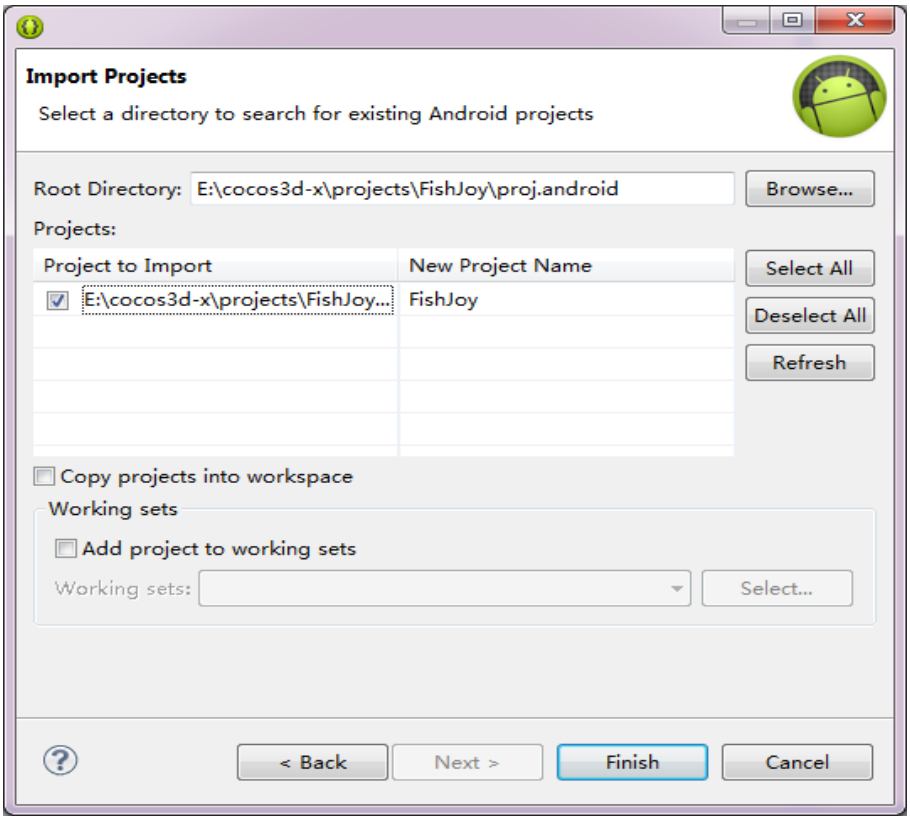
Run eclipse as Administrator， right-click on a blank space in the Package Explorer, select import



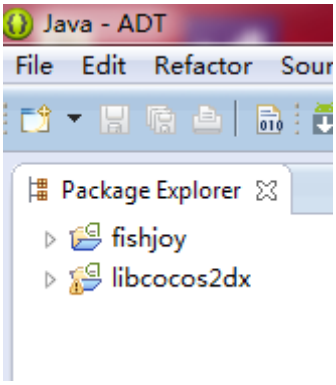

Select “Existing Android Code into Workspace” and then click the Browser button to import cocos2d-x lib for android projects




Repeat the above process, import your android project



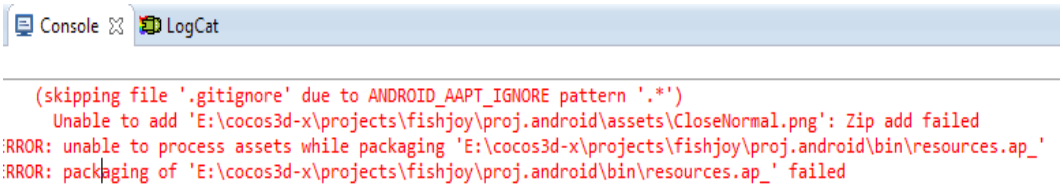

Click the Finish button to complete the import process and now the Package Explorer window will appear both projects




## 3.4 Run

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

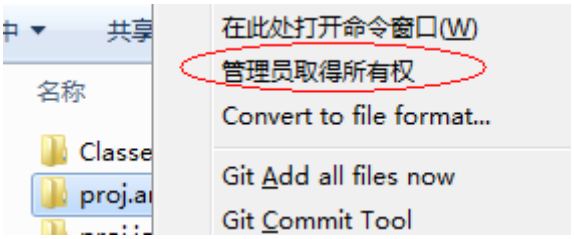
Note: at this step you may have permission problem as below:



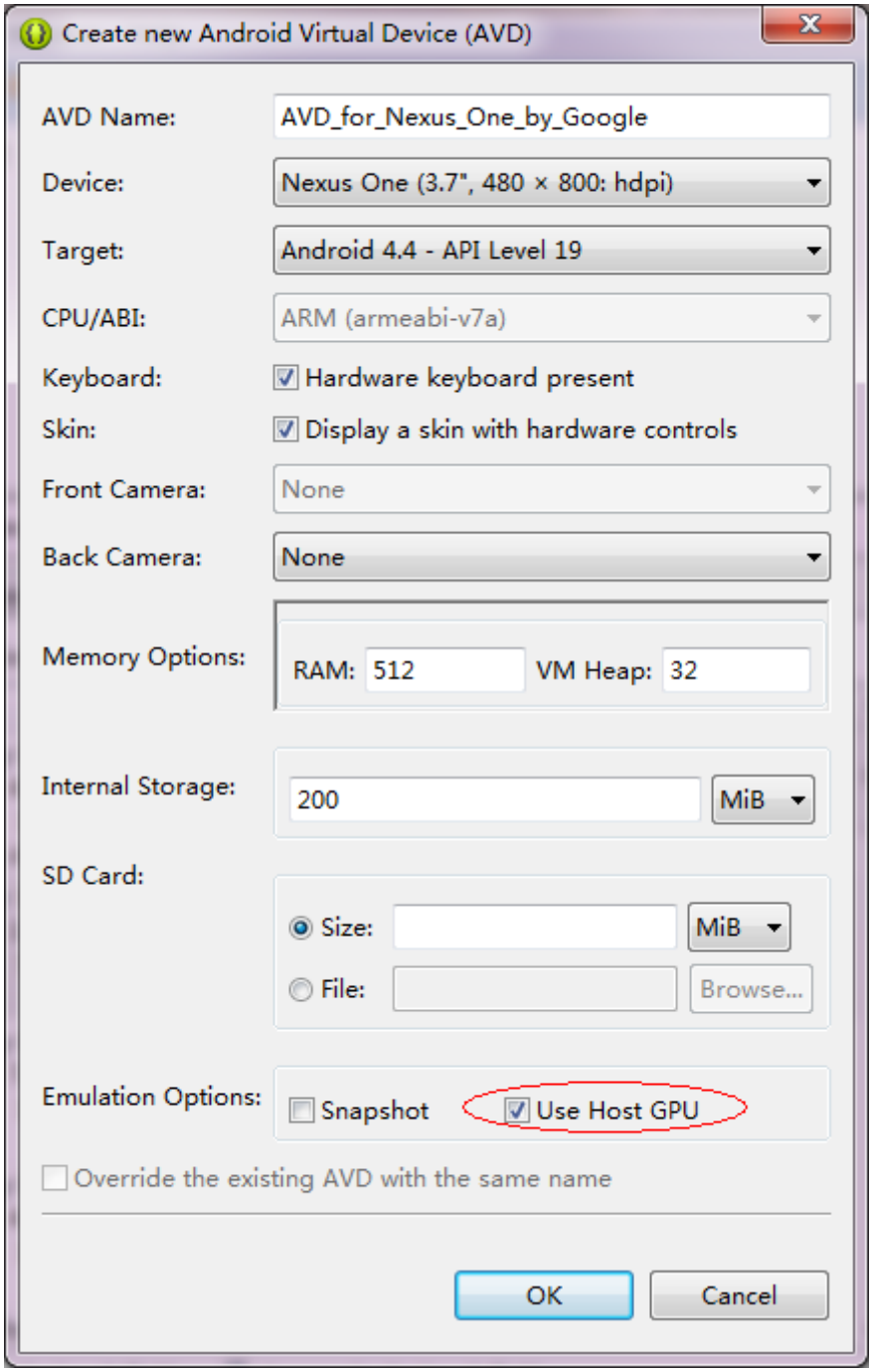

Double click the follow script

MaxRight.reg

Now, right click proj.android folder select “管理员取得所有权限”：




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




Finally, start the avm


5554:AVD_for_Nexus_S_by_Google
Basic Controls
Hardware Buttons
MENU
DPAD not enabled in AVD
Hardware Keyboard
Use your physical keyboard to provide input
4
0.004
13.7