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| Beijing CHUKONG Technology Co |
| Getting Started with Cocos3D |
| [键入文档副标题] |
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| **Cocos Team** |
| **2014/2/26** |

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| This document explains how to get up and running quickly with Cocos3D. |

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# Welcome

Welcome to CHUKONG® COCOS3D® 1.0. This guide describes what COCOS3D is, how to use and

install the SDK, and where to look for additional information.

## ABOUT COCOS3D

cocos3d is a significant extension to cocos2d, a popular, well-designed framework for building cross plantform games and applications that play out in 3D. Although on the one hand it is possible to start with the cocos3d Application template and develop a 3D application without knowing too much about the workings of cocos3d, to get the most out of this document, you should familiarize yourself with cocos2d. You can learn more about cocos2d at the cocos2d Wiki.

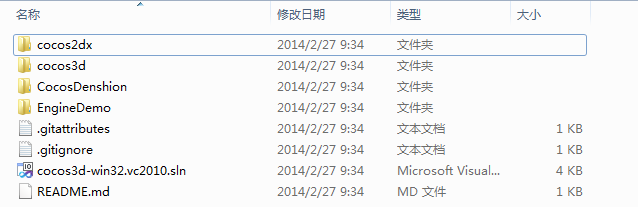
## COCOS3D Features

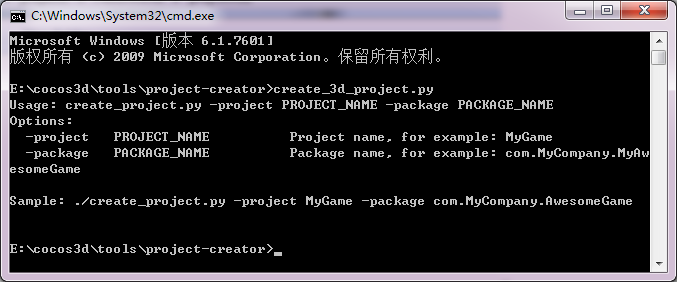
# Setting up Development Environments

## Create a New cocos3d project on multi-platforms

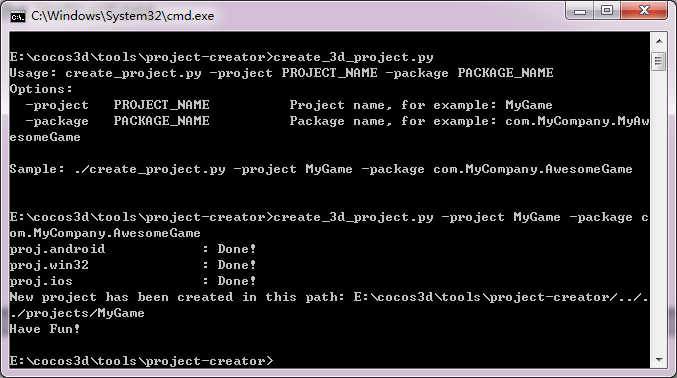
 Preparation  
Before create your game with cocos3d-x in Windows, setup your environment first. You should have installed VS2010 , download Cocos2d-x version 3.0(<https://code.google.com/p/cocos2d-x/downloads/list>) and python version 2.72(<http://www.python.org/download/releases/2.7.2/>).

 Configuration  
Unzip the cocos3d-x.zip you just downloaded in your working directory. And then import cocos2d-win32.vc2010.sln in VS2010 at workingdirectory/cocos3d-x. As below.

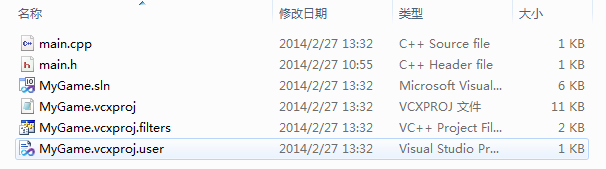


 Create multi-platforms cocos3d-x project  
Installed the python you just downloaded. Locate the directory which you Cocos3d-x-1.0 in, then run the create\_project.py at cocos3d/tools/project-creator/ in command line, then you will see below  


Input again follow the instructions



Check out your directory, you will find a new file “projects” in Cocos3d-x-3.0 and a new folder “MyGame” you just created in “Cocos3d-x-3.0/projects”. Now import the “proj.win32” in the VS2010 and enjoy the programming.



## Windows Environment Setup

#### Setup android development environment

This document describes how to run a simple ‘EngineDemo’ sample under NDK with Windows (using Cygwin), or Linux.  
Your NDK version must be r5 or above.

##### NOTE:

This document doesn’t describe how to set up NDK. Please refer to the following website if you wish to learn more about the Android NDK, and how to download and install it:  
<http://developer.android.com/sdk/ndk/overview.html>

##### Your Cygwin’s version should be 1.7 or above

This is described in the NDK documentation.

##### NOTE

We recommend you to use Eclipse as your IDE when programming for Android, not only for cocos2d-x projects, but all other apps as well, because it is the IDE that Google supports. The Android tutorials on this site will also be using Eclipse for its examples, making it easier to follow. Other IDEs are fine, but we do not discuss them here.

##### 2. Compiling

You should define environment variable NDK\_ROOT before compiling.

“NDK\_ROOT” means the path of NDK you installed in.

##### Linux

To compile the project, simply run build\_native.sh in your shell. In Linux, this simply means opening up a shell prompt such as *bash*.

Here is an example:

cd /usr/workspace/cocos3d-x/EngineDemo/proj.android/

./build\_native.sh

This assumes that you put cocos3d-x in /usr/workspace, and left EngineDemo in its default location.

##### Windows using Cygwin

The same applies for Windows, but you will need to use Cygwin’s *bash*, rather than the command prompt. This is because build\_native.sh is a shell script meant for Linux, which calls a Linux-based tool included in Android-NDK. If you were to create an NDK app without using cocos2d-x, you would still have to call the tool, *ndk\_build*, from Cygwin. build\_native simply automates the process of building the project.

Here is an example:

bash

cd /cygdrive/c/cocos2d-x/samples/HelloWorld/proj.android

./build\_native.sh

This assumes that you put cocos2d-x in C:/, and left HelloWorld in its default location.

##### 3. Running

Running EngineDemo is the same as other ndk samples.

##### 3.1 Build Project

This step will generate R.java automatically, it will also compile the java code and generate the .apk.

##### 3.2 Clean Project

If you recompile the native code and want to pack the .so to .apk, you should do this step. Step 1 will not pack the .so to .apk except the first time.

##### 3.3 Run Project

Right click the project, select “run as”, then select “Android Application”. Don’t forget to start your emulator before running.

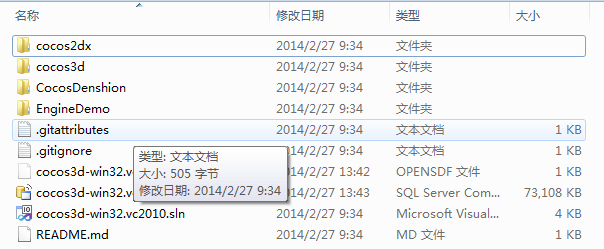
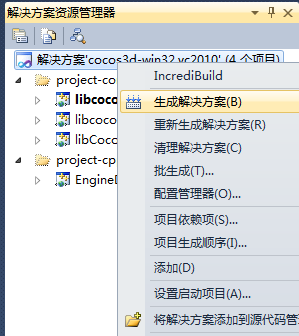
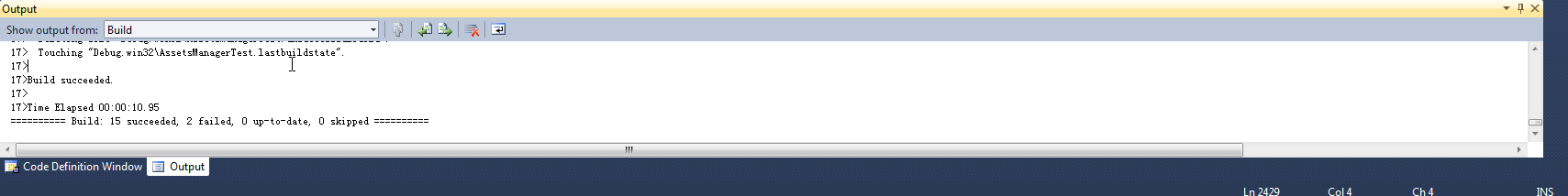
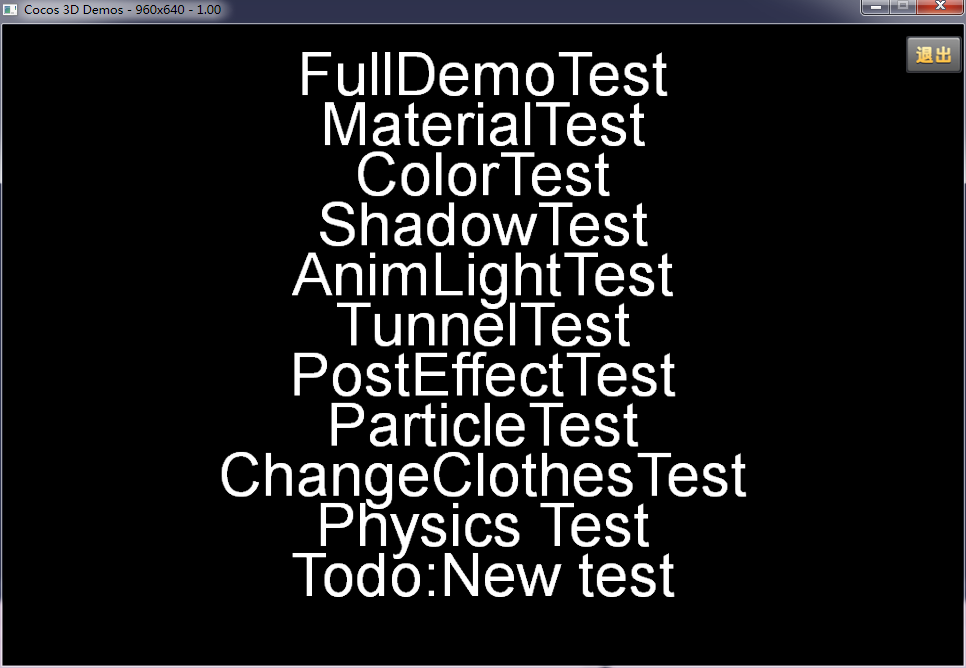
##### 4. Warning

You should do “clean project” after recompiling native code. If not, the latest .so will not be packed into .apk.



#### Setup win32 development environment

**Using Cocos3d-x version 3.0 in VS2010**

1. Preparation  
   Before create your game with Cocos3d-x in Windows, setup your environment first. You should have installed VS2010 , download Cocos3d-x version 1.0(<https://code.google.com/p/cocos2d-x/downloads/list>) and python version 2.72(<http://www.python.org/download/releases/2.7.2/>).
2. Configuration  
   Unzip the cocos3d-x-3.0.zip you just downloaded in your working directory. And then import cocos3d-win32.vc2010.sln in VS2010 at workingdirectory/cocos3d-x-3.0. As below.  
     
   Then Select “Build Solution” as below  
     
   About 5 minutes later, if you see the below in your Output Window, congratulation!  
   
3. Test  
   Now let’s do some test. Select EngineDemo and choose “Set as StartUp Project” as below  
     
   Start debugging  
     
   

## Mac OS X Environment Setup

# Support

There are a wide variety of support options available to you as a Cocos3D customer.

## Website

Each customer has a registered name and project on the Cocos3D website at

www.Cocos3D.com. If this is not the case, please register. Once registered, access to

https://developer.Cocos3D.com/ will become available. This is the developer section of the

Cocos3D website, where there is a variety of documents, whitepapers, tutorials, sample files,

downloads, forums and an FAQ.

## Ticketing System

Open a ticket in the Cocos3D Developer Center with any problems or questions

that might arise. Please search the documentation and website support forums for more info on topics

before contacting support, however, as there have been many issues that have already been solved

and posted in the developer section of the website. When contacting support, please include: name,

company name, detailed description of the problem, steps to reproduce, platform, screenshots of the

problem if available. Please be sure to attach any relative code or files Cocos3D will need to view in

order to help diagnose the issue.

Forum: We encourage all Cocos3D licensees to use the developer forums to exchange information

with other developers whenever possible. Because every project has different needs, it is possible that

another studio with a similar project has already tackled the issue. A fellow programmer, designer or

artist may be able to provide advice tailored to the issue even better than one of Cocos3D’s technical

support team members. The Cocos3D engineers also regularly post important information in the

forums, so keep an eye out for these critical posts.

If your company currently has a support contract with us, we also provide additional email and phone

support. Please see your master service agreement for full details on technical support options.

## Feedback

At Cocos3D we want to hear anything you have to say about us or our products. We have set up a

special email address at feedback@Cocos3D.com. This email address goes directly to our senior

production team. We would love to hear ideas for new features, suggestions for changes to our core

architecture and anything else that you think we should hear about. Your feedback and suggestions

are essential to help us continue making Cocos3D a great product.