|  |
| --- |
| Chukong Technologies |
| Cocos3D Getting Started |
| MAC-IOS |

|  |
| --- |
| Cocos3D Team  2014/3/3 |

Contents

[1 Preparations 0](#_Toc381683420)

[2 Create cocos3d-x project 0](#_Toc381683421)

[3 Compile IOS project 0](#_Toc381683422)

# Preparations

* Software：

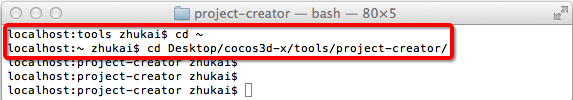
1. Mac OS（In this case, we use OS X 10.9.1）。
2. Xcode（In this case, we use Xcode 5.0.2）。

* 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 below。

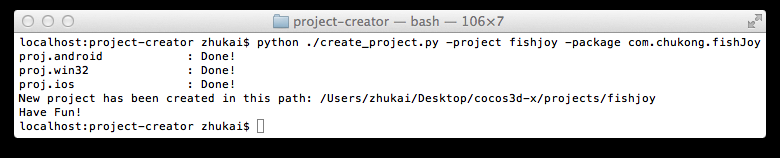


# Create cocos3d-x project

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



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

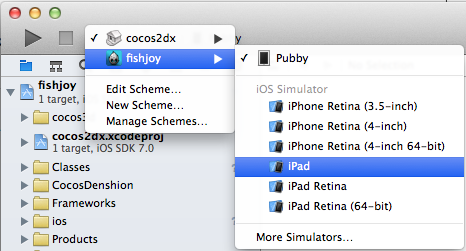


Finally, the newly created project will be located in cocos3d-x\projects.

# Compile IOS project

1: Navigate to “/Users/zhukai/Desktop/cocos3d-x/projects/fishjoy/proj.ios” and open the Xcode project file (fishJoy.xcodeproj) .

2: Select the startup project and target platform as shown below:



Click run, the simulator will automatically start later

