

Chukong Technologies

Cocos3D Getting Started

MAC-IOS

Cocos3D Team

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1 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。

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

```
localhost:tools zhukai$ cd ~
localhost:~ zhukai$ cd Desktop/cocos3d-x/tools/project-creator/
localhost:project-creator zhukai$
```

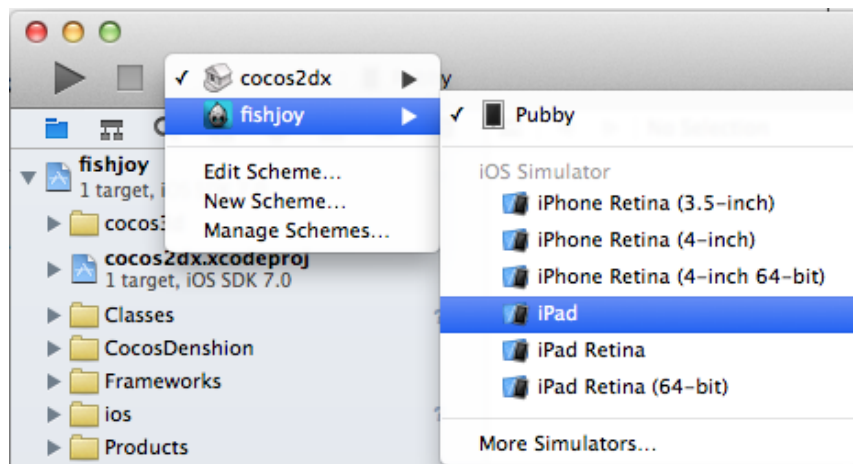
Input "Python ./create_project.py -project fishjoy -package com.chukong.fishJoy"

```
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.

3 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

