

Chukong Technologies

# Cocos3D Getting Started

PC-Android

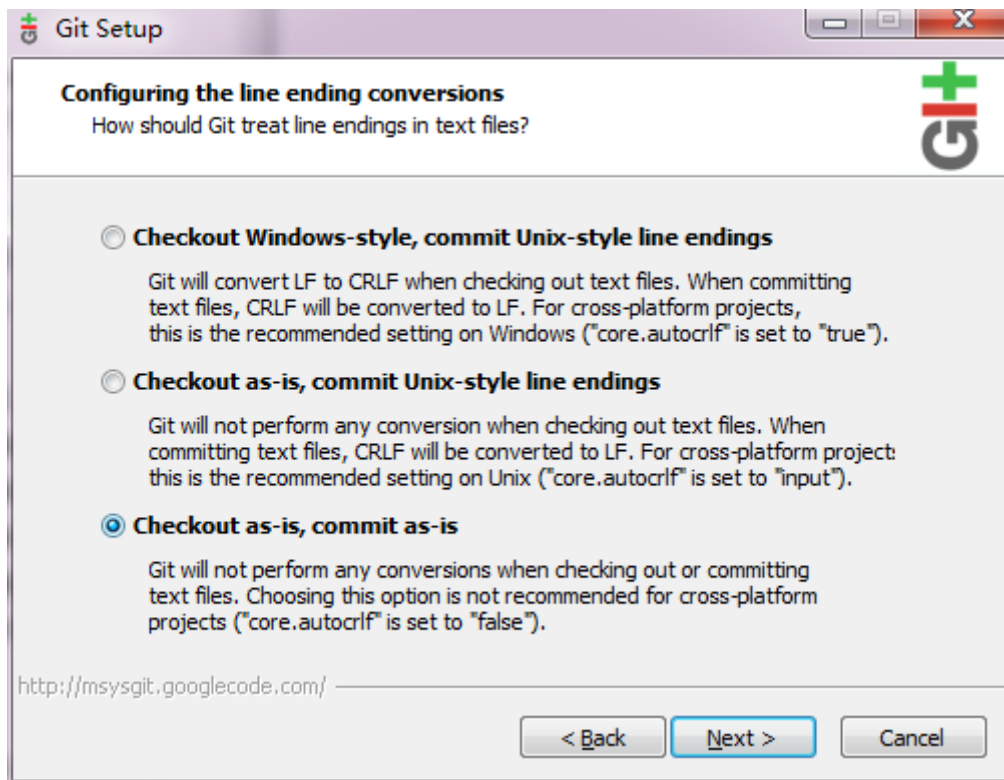
Cocos3D Team

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# 1 Preparation

- Software:
  1. Windows (In this case, we use Windows 7 64 bit)
  2. Jdk (In this case, jdk-7u3-windows-x64 and install to the default path)  
Download: <http://www.oracle.com/technetwork/java/javase/downloads/jdk7-downloads-1880260.html>
  3. Jre (In this case, we use Jre -7u51-windows-x64)  
Download: <http://www.oracle.com/technetwork/java/javase/downloads/jre7-downloads-1880261.html>
  4. Ant (In this case, we use apache-ant-1.9.3 and unzip it at D:\)  
Download: <https://ant.apache.org>
  5. Python (In this case, we use python2.7.5 and install at C:\)  
Download: <http://www.python.org/download/releases/2.7.5/>
  6. 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>
  7. 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 choose 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 windows command line and navigate to "cocos3d-x\tools\project-creator"

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

A screenshot of a Windows command prompt window. The title bar says 'C:\Windows\System32\cmd.exe'. The text inside shows the command 'C:\Users\w7\work\GitHub\cocos3d-x\tools\project-creator>create\_project.py -project fishjoy -package com.chukong.fishjoy' being executed. The output shows 'proj.android : Done!', 'proj.win32 : Done!', and 'proj.ios : Done!'. It then states 'New project has been created in this path: C:\Users\w7\work\GitHub\cocos3d-x\tools\project-creator\../../projects/fishjoy' and 'Have Fun!'. The prompt ends with 'C:\Users\w7\work\GitHub\cocos3d-x\tools\project-creator>'.

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

## 3 Compile Android project

### 3.1 Configuration environment variable

In this case, my environment variable as below:

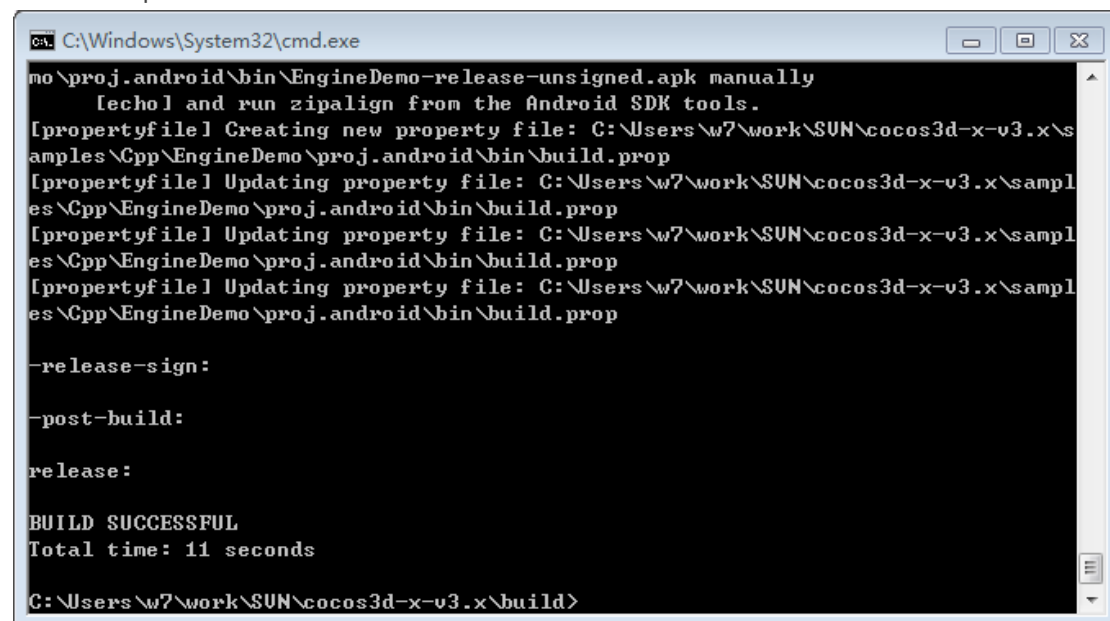
```
ANDROID_SDK      D:\adt-bundle-windows\sdk
NDK_ROOT         D:\android-ndk-r9b
JAVA_HOME        C:\Program Files\Java\jdk1.7.0_03
Add C:\apache-ant-1.9.3\bin to Path tail.
```

### 3.2 Compile lib file

1. Run windows command line,navigate to build\ directory,and run "android-build.py -p 19 -b release"

```
C:\Users\w7\work\SUN\cocos3d-x-v3.x\build>android-build.py -p 19 -b release
```

The output as follows:



```
C:\Windows\System32\cmd.exe
mo\proj.android\bin\EngineDemo-release-unsigned.apk manually
[echo] and run zipalign from the Android SDK tools.
[propertyfile] Creating new property file: C:\Users\w7\work\SUN\cocos3d-x-v3.x\samples\Cpp\EngineDemo\proj.android\bin\build.prop
[propertyfile] Updating property file: C:\Users\w7\work\SUN\cocos3d-x-v3.x\samples\Cpp\EngineDemo\proj.android\bin\build.prop
[propertyfile] Updating property file: C:\Users\w7\work\SUN\cocos3d-x-v3.x\samples\Cpp\EngineDemo\proj.android\bin\build.prop
[propertyfile] Updating property file: C:\Users\w7\work\SUN\cocos3d-x-v3.x\samples\Cpp\EngineDemo\proj.android\bin\build.prop
[propertyfile] Updating property file: C:\Users\w7\work\SUN\cocos3d-x-v3.x\samples\Cpp\EngineDemo\proj.android\bin\build.prop

-release-sign:

-post-build:

release:

BUILD SUCCESSFUL
Total time: 11 seconds

C:\Users\w7\work\SUN\cocos3d-x-v3.x\build>
```

Finally ,the apk package will be generated at "proj.android\bin"