Chukong Technologies

Cocos3D Getting Started

MAC-Android

Cocos3D Team

Contens

1 Preparations

- Software：
  1. Mac OS（In this case, we use OS X 10.9.1）。
  2. JDK（In this case, we use jdk-7u40-macosx-x64）。
     Download: http://www.java.com/en/download/manual.jsp
  3. adt-bundle（In this case, we use adt-bundle-mac-x86_64-20131030 and unzip it at /Users/zhukai/Documents/SDK/adt-bundle-mac-x86_64-20131030）。
     Download: http://developer.android.com/sdk/index.html
  4. NDK（In this case, we use android-ndk-r9b-darwin-x86_64.tar and unzip it at /Users/zhukai/Documents/SDK/android-ndk-r9b）。
     Download: http://developer.android.com/tools/sdk/ndk/index.html
  5. Ant（In this case, we use apache-ant-1.9.3，and unzip it at/Users/zhukai/Documents/SDK/apache-ant-1.9.3）。
     Download: http://ant.apache.org
- 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 as below。

名称	▲	修改日期
▶ 📁 cocos		昨天 下午6:36
▶ 📁 cocos3d		昨天 下午6:39
📄 cocos3d-win32.vc2010.sln		昨天 下午6:39
▶ 📁 CocosDenshion		昨天 下午1:21
▶ 📁 Doc		今天 上午9:46
▶ 📁 EngineDemo		昨天 下午4:31
📄 README.md		今天 上午9:36
▶ 📁 template		昨天 下午1:21
▶ 📁 tools		昨天 下午1:21

2 Create fishJoy 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"
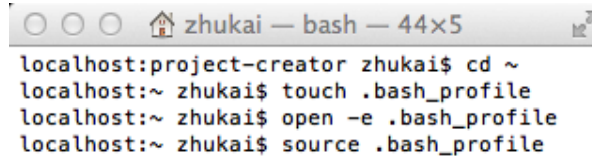
```
localhost:project-creator zhukai$ python ./create_project.py -project fishjoy -package com.chukong.fishJoy
proj.android      : Done!
proj.win32        : Done!
proj.ios          : Done!
New project has been created in this path: /Users/zhukai/Desktop/cocos3d-x/projects/fishjoy
Have Fun!
localhost:project-creator zhukai$
```

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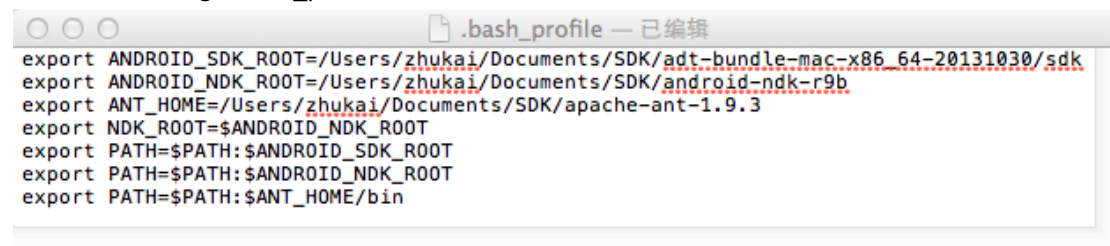
3 Compile Android project

3.1 Configuration environment variable

1. Open a terminal

2. cd ~

3. touch .bash_profile

4. open -e .bash_profile

```
localhost:project-creator zhukai$ cd ~
localhost:~ zhukai$ touch .bash_profile
localhost:~ zhukai$ open -e .bash_profile
localhost:~ zhukai$ source .bash_profile
```

In this case change .bash_profile as below：

```
export ANDROID_SDK_ROOT=/Users/zhukai/Documents/SDK/adt-bundle-mac-x86_64-20131030/sdk
export ANDROID_NDK_ROOT=/Users/zhukai/Documents/SDK/android-ndk-r9b
export ANT_HOME=/Users/zhukai/Documents/SDK/apache-ant-1.9.3
export NDK_ROOT=$ANDROID_NDK_ROOT
export PATH=$PATH:$ANDROID_SDK_ROOT
export PATH=$PATH:$ANDROID_NDK_ROOT
export PATH=$PATH:$ANT_HOME/bin
```
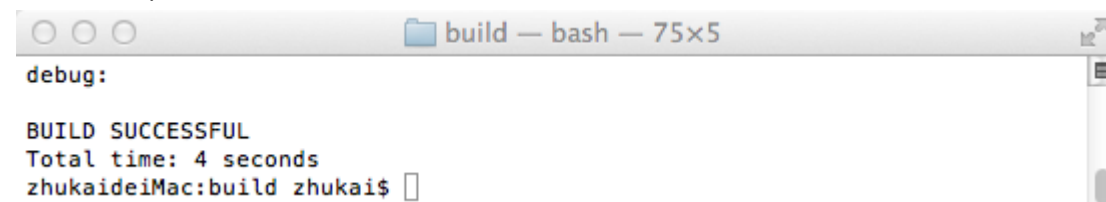
5. save and exit .bash_profile

6. source .bash_profile。

3.2 Compile fishJoy

1. Open a terminal, navigate to cocos3d-x\build directory，and run android-build.py：
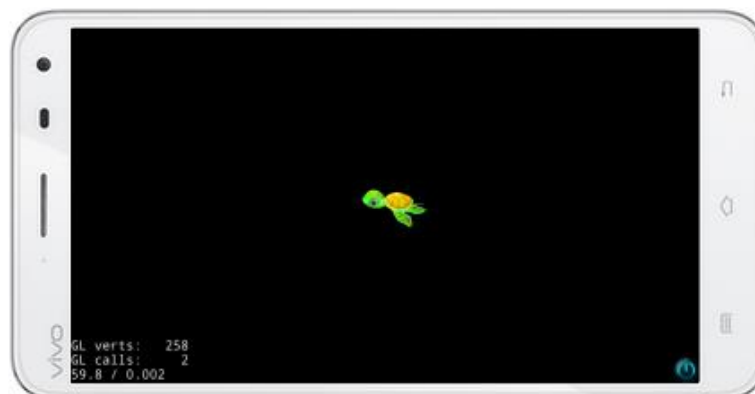
```
zhukaideiMac:build zhukai$ cd ~
zhukaideiMac:~ zhukai$ cd Desktop/cocos3d-x/build/
zhukaideiMac:build zhukai$ python ./android-build.py -p 19 fishJoy
```

The output as follows:

```
debug:

BUILD SUCCESSFUL
Total time: 4 seconds
zhukaideiMac:build zhukai$
```

You will find the apk file at cocos3d-x/projects/fishJoy/proj.android/bin/fishJoy-debug.apk.

3.3 Compile EngineDemo

4 Tips

If you run the demo at java vm , please open eclipse and select menu "Window->Andorid Virtual Device Manage" to create a avm(check "Use Host GPU")

Finally, start the avm