

Chukong Technologies

Cocos3D Getting Started

PC-Android

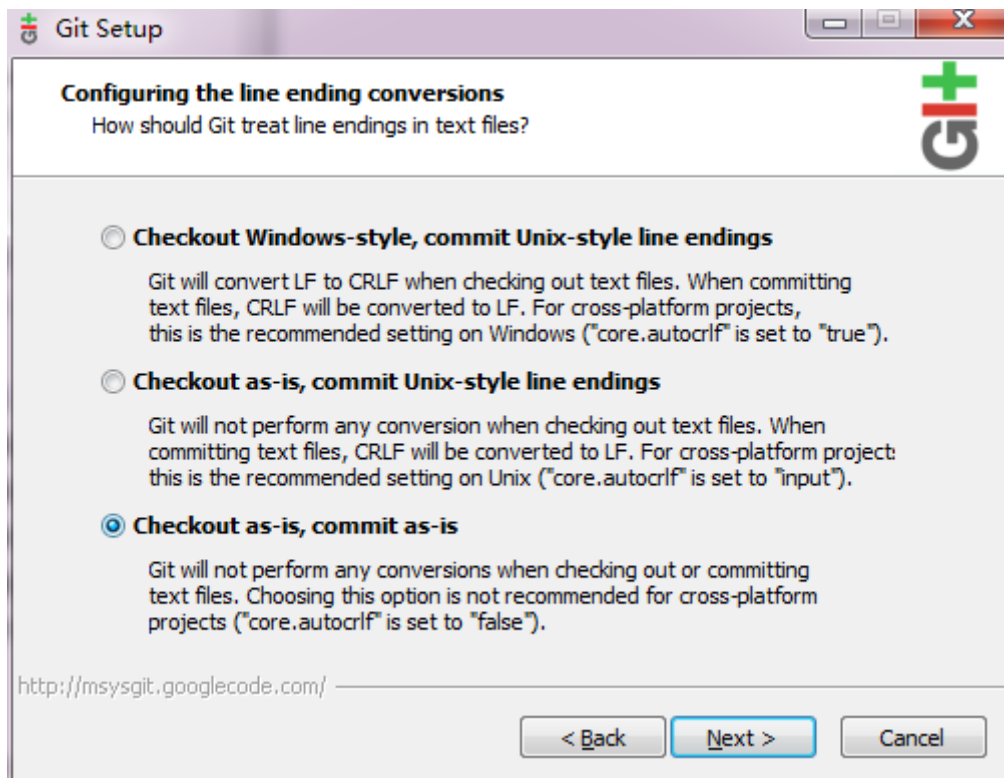
Cocos3D Team

Contens

1	Preparation.....	0
2	Create cocos3d-x project.....	1
3	Compile Android project.....	2
3.1	Configuration environment variable	2
3.2	Generate fishJoy apk	2
3.3	Generate EngineDemo apk	2

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"

```
C:\Windows\System32\cmd.exe
Microsoft Windows [版本 6.1.7601]
版权所有 (c) 2009 Microsoft Corporation。保留所有权利。

C:\Users\w7\work\GitHub\cocos3d-x\tools\project-creator>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: C:\Users\w7\work\GitHub\cocos3d-x\tools\project-creator\../../projects/fishJoy
Have Fun!

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:

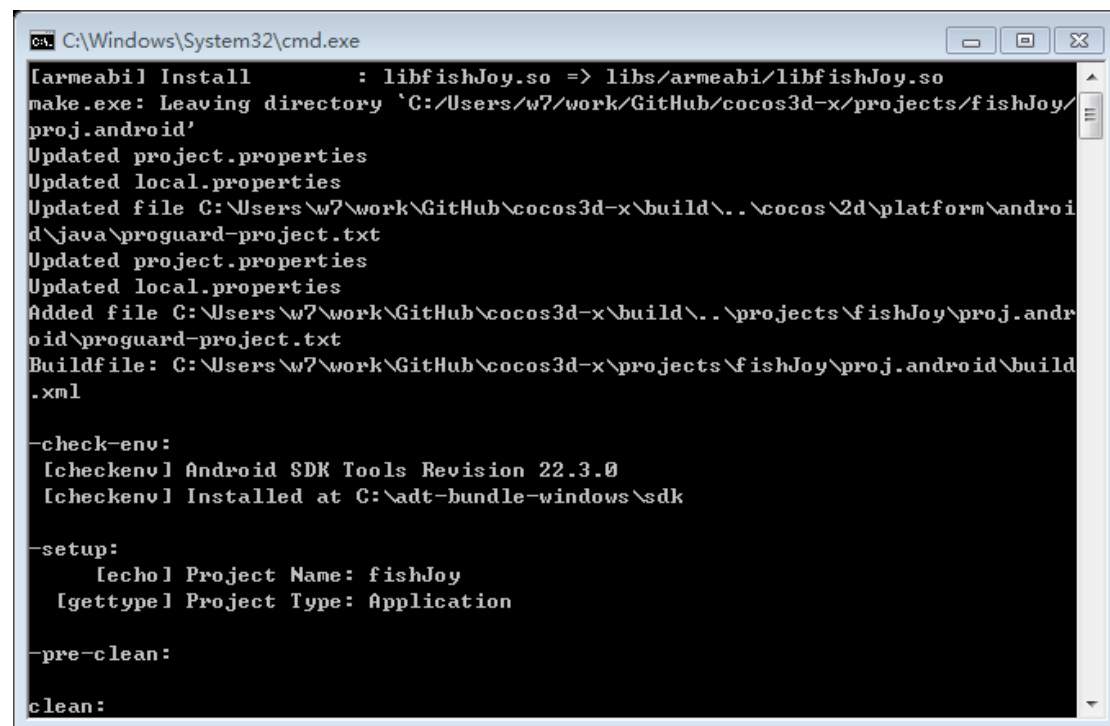
```
ANDROID_SDK      D:\adt-bundle-windows\sdk
NDK_ROOT         D:\android-ndk-r9b
JAVA_HOME        C:\Program Files\Java\jdk1.7.0_03
Add C:\apache-ant-1.9.3\bin to Path tail.
```

3.2 Generate fishJoy apk

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

```
C:\Users\w7\work\GitHub\cocos3d-x\build>android-build.py -p 19 fishJoy
```

The output as follows:



```
C:\Windows\System32\cmd.exe
[armeabi Install      : libfishJoy.so => libs/armeabi/libfishJoy.so
make.exe: Leaving directory 'C:/Users/w7/work/GitHub/cocos3d-x/projects/fishJoy/proj.android'
Updated project.properties
Updated local.properties
Updated file C:\Users\w7\work\GitHub\cocos3d-x\build\..\cocos\2d\platform\android\java\proguard-project.txt
Updated project.properties
Updated local.properties
Added file C:\Users\w7\work\GitHub\cocos3d-x\build\..\projects\fishJoy\proj.android\proguard-project.txt
Buildfile: C:\Users\w7\work\GitHub\cocos3d-x\projects\fishJoy\proj.android\build.xml

-check-env:
[checkenv] Android SDK Tools Revision 22.3.0
[checkenv] Installed at C:\adt-bundle-windows\sdk

-setup:
[echo] Project Name: fishJoy
[gettype] Project Type: Application

-pre-clean:

clean:
```

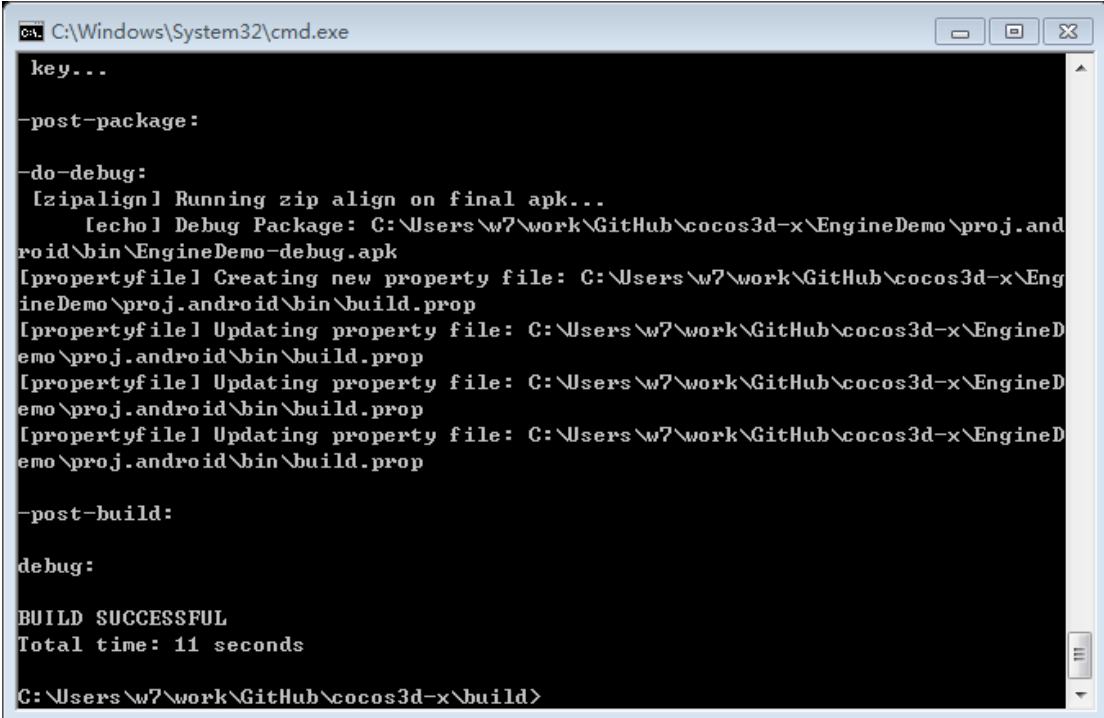
Finally ,the apk package will be generated at " projects\fishJoy\proj.android\bin".

3.3 Generate EngineDemo apk

Run windows command line,navigate to cocos3d-x\build\ directory,and run "android-build.py -p 19 EngineDemo"

```
C:\Users\w7\work\GitHub\cocos3d-x\build>android-build.py -p 19 EngineDemo
```

The output as follows:



```
C:\Windows\System32\cmd.exe

key...

-post-package:

-do-debug:
  [zipalign] Running zip align on final apk...
    [echo] Debug Package: C:\Users\w7\work\GitHub\cocos3d-x\EngineDemo\proj.android\bin\EngineDemo-debug.apk
  [propertyfile] Creating new property file: C:\Users\w7\work\GitHub\cocos3d-x\EngineDemo\proj.android\bin\build.prop
  [propertyfile] Updating property file: C:\Users\w7\work\GitHub\cocos3d-x\EngineDemo\proj.android\bin\build.prop
  [propertyfile] Updating property file: C:\Users\w7\work\GitHub\cocos3d-x\EngineDemo\proj.android\bin\build.prop
  [propertyfile] Updating property file: C:\Users\w7\work\GitHub\cocos3d-x\EngineDemo\proj.android\bin\build.prop

-post-build:

debug:

BUILD SUCCESSFUL
Total time: 11 seconds

C:\Users\w7\work\GitHub\cocos3d-x\build>
```

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