

Chukong Technologies

Cocos3D Getting Started

PC-Win

Cocos3D Team

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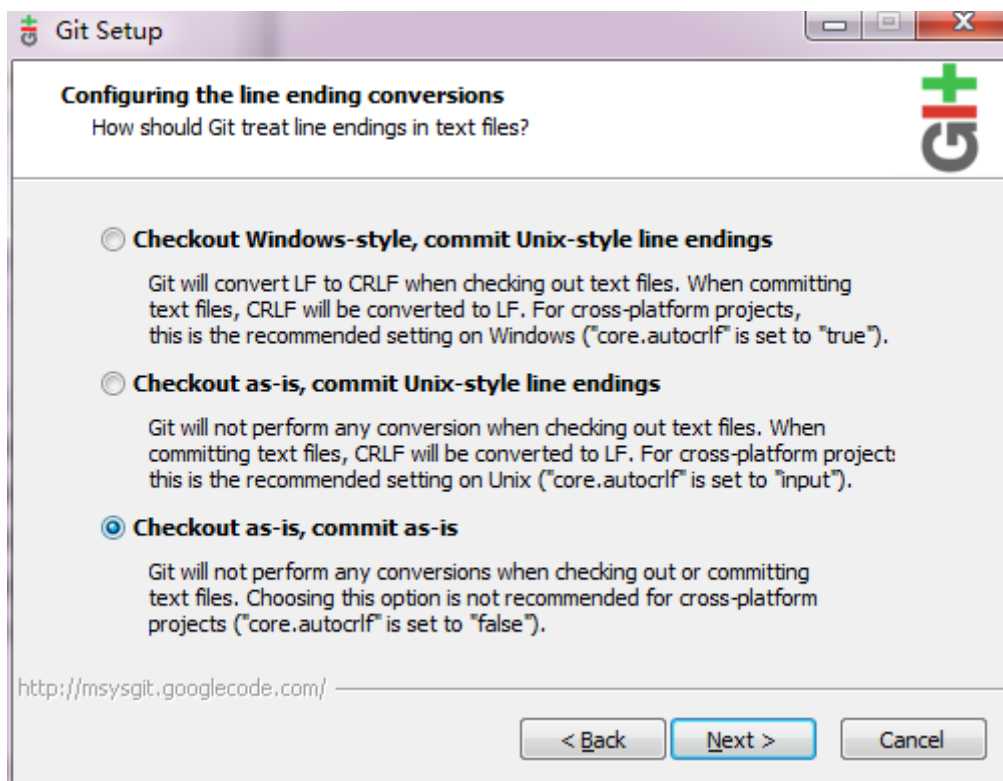
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1 Preparation

- Software:
 1. Windows (In this case we use Windows7 64 bit).
 2. Microsoft Visual Studio 2010.
 3. Python (In this case we use python2.7.5 and locate to C:\)
Download: <http://www.python.org/download/releases/2.7.5/>.
- 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 choice 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"

```
ca. 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 Windows project

Navigate to “cocos3d-x\projects\fishjoy\proj.win32”, open fishjoy.sln, compile and run the fishjoy project

