

Installaing Cocos2d

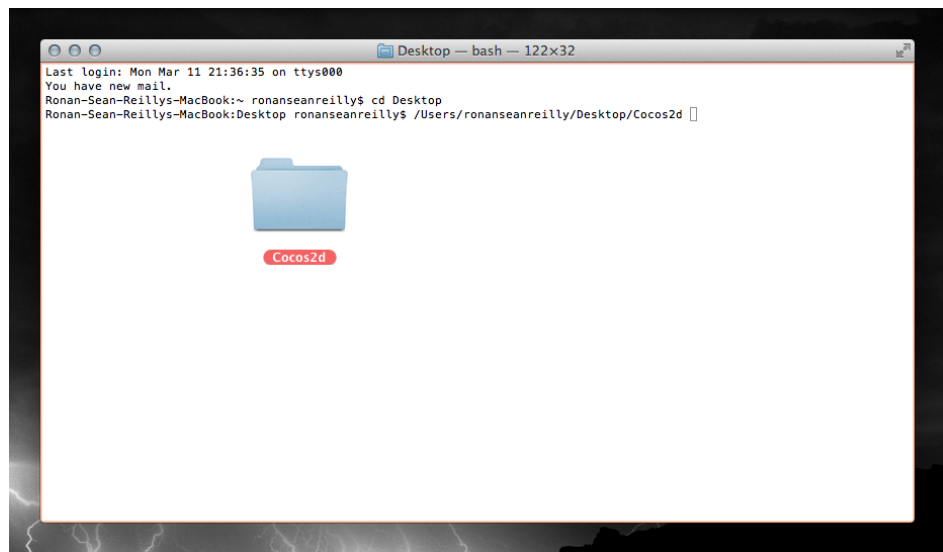
The most recent stable and unstable versions can be found here:

<http://www.cocos2d-iphone.org/download>

Older legacy versions of Cocos2d can be found here:

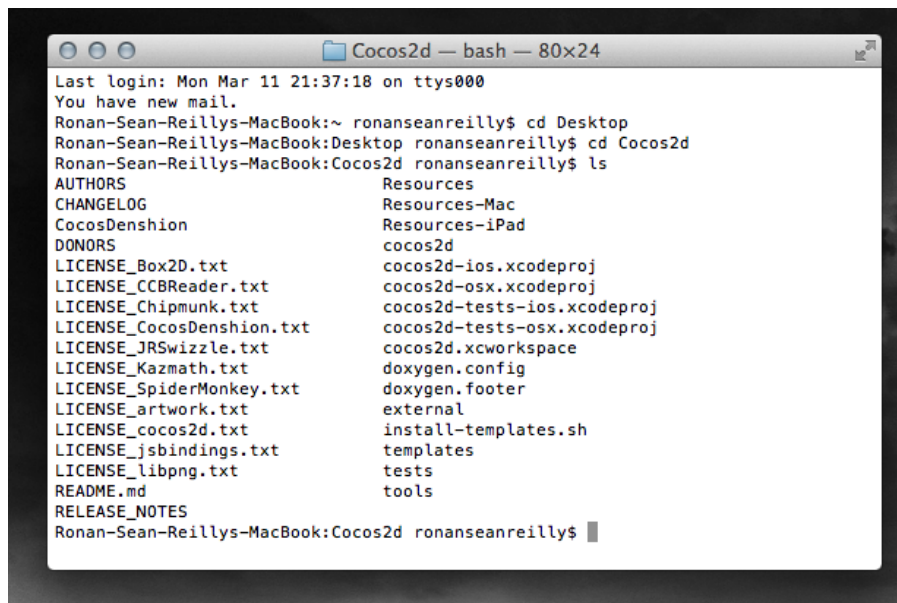
<https://github.com/cocos2d/cocos2d-iphone/tags>

Cocos2d version 2.1 was used for the development of this project. Once the zip has finished downloading move it from the downloads folder to the desktop, extract it and rename the folder (something easy to remember like Cocos2d would be sufficient). Next open the terminal application and navigate to the desktop. The command to navigate to the desktop is: `cd Desktop`. Now change directory to the folder that was previously renamed to Cocos2d. This can be done by entering the terminal command to change directory (`cd Cocos2d`) or by simply dragging the folder onto the Terminal window (see Figure 1).



Drag the Newly Named Cocos2d Folder onto the Terminal Window to Change Directory to it - (Figure 1)

To ensure that the Terminal is now pointing to the Cocos2d folder on the desktop enter the command `ls`. This command will list out the contents of the Cocos2d folder. If the result in the Terminal window matches the result shown in Figure 2, the final step to the installation can be carried out.

A terminal window titled "Cocos2d — bash — 80x24" showing the output of the 'ls' command in the Cocos2d directory. The output lists various files and subdirectories in two columns.

```
Cocos2d — bash — 80x24
Last login: Mon Mar 11 21:37:18 on ttys000
You have new mail.
Ronan-Sean-Reillys-MacBook:~ ronanseanreilly$ cd Desktop
Ronan-Sean-Reillys-MacBook:Desktop ronanseanreilly$ cd Cocos2d
Ronan-Sean-Reillys-MacBook:Cocos2d ronanseanreilly$ ls
AUTHORS                               Resources
CHANGELOG                             Resources-Mac
CocosDenshion                         Resources-iPad
DONORS                                cocos2d
LICENSE_Box2D.txt                     cocos2d-ios.xcodeproj
LICENSE_CCBReader.txt                 cocos2d-osx.xcodeproj
LICENSE_Chipmunk.txt                  cocos2d-tests-ios.xcodeproj
LICENSE_CocosDenshion.txt             cocos2d-tests-osx.xcodeproj
LICENSE_JRSwizzle.txt                 cocos2d.xcworkspace
LICENSE_Kazmath.txt                   doxygen.config
LICENSE_SpiderMonkey.txt              doxygen.footer
LICENSE_artwork.txt                   external
LICENSE_cocos2d.txt                   install-templates.sh
LICENSE_jsbindings.txt                templates
LICENSE_libpng.txt                    tests
README.md                             tools
RELEASE_NOTES
Ronan-Sean-Reillys-MacBook:Cocos2d ronanseanreilly$
```

Listing the Contents of the Cocos2d Folder - (Figure 2)

There is a file inside the Cocos2d folder called install-templates.sh. Running this script from the terminal will install the Cocos2d templates into Xcode. To run the install script enter the command: `./install-templates.sh -u`. While the script is executing a series of lines will be printed out to the terminal window. When the script is finished executing the Terminal will look something like that which is shown in Figure 3.

A terminal window showing the output of the 'install-templates.sh' script. The script installs JS Bindings templates and CCNode file templates, then removes old libraries and creates a destination directory.

```
Installing JS Bindings templates
-----
...copying JSBindings files
...copying JSBindigns Support files
...copying SpiderMonkey files
...copying JR Swizzle files
...copying CocosBuilderReader files
done!

Installing CCNode file templates...
-----
removing old libraries: /Users/ronanseanreilly/Library/Developer/Xcode/Templates/File Templates/cocos2d v2.x/
...creating destination directory: /Users/ronanseanreilly/Library/Developer/Xcode/Templates/File Templates/coco
s2d v2.x/
done!
Ronan-Sean-Reillys-MacBook:Cocos2d ronanseanreilly$
```

Cocos2d Installation Complete - (Figure 3)

Finally navigate to the V1.0 folder open it and navigate to the game2 folder and open that. Click on the game5.xcodeproj file to open the application in Xcode. Please note that this game has a unique identifier so you will not be able to run it on a device. Instead run the game on the Xcode emulator. This game was developed for iPads of the

3rd and 4th generation and iPhone5 only. Run the game on the emulator for retina iPad or the four-inch iPhone settings at iOS 5.1, 6.0 or 6.1.

Any queries, drop me an email;

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