Chukong Technologies

Cocos3d-x Getting Started

PC-Win

Contents

1 Preparation

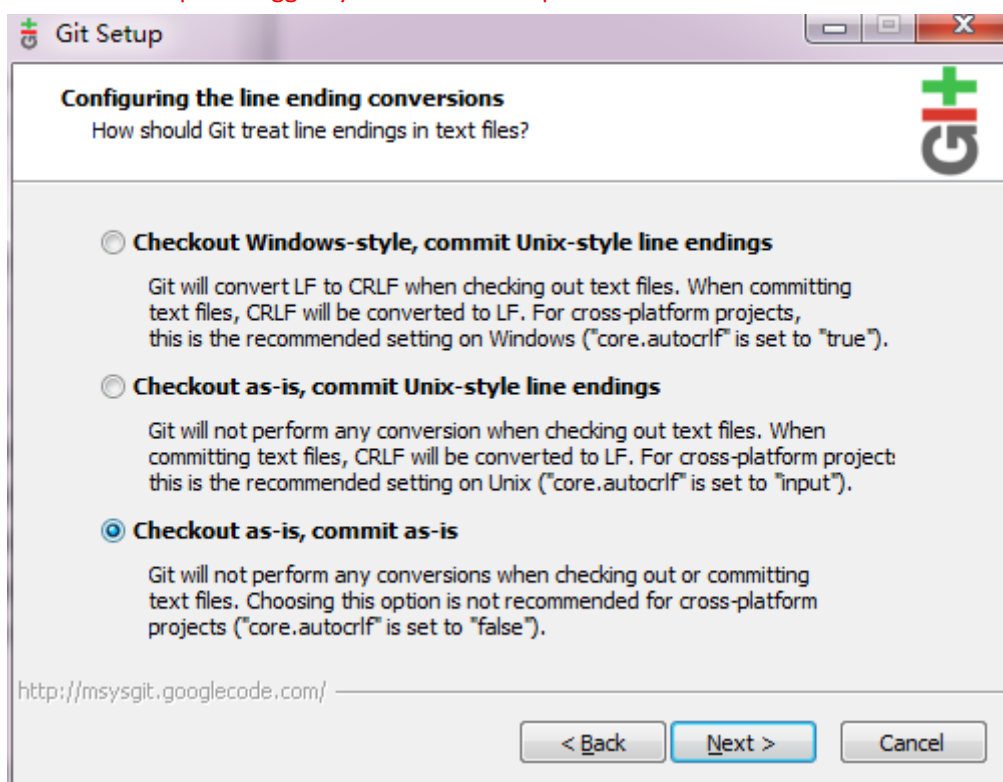- Software：
    1. Windows (In this case we use Windows7 64 bit).
    2. Microsoft Visual Studio 2010.
    3. Python (In this case we use python2.7.5 and locate to C:\)
       Download: http://www.python.org/download/releases/2.7.5/.

- 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"

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 peoject