

Chukong Technologies

Cocos3d-x Getting Started

MAC-Android

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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
▶ 文件夹 cocos	昨天 下午6:36
▶ 文件夹 cocos3d	昨天 下午6:39
▶ 文件 cocos3d-win32.vc2010.sln	昨天 下午6:39
▶ 文件夹 CocosDenshion	昨天 下午1:21
▶ 文件夹 Doc	今天 上午9:46
▶ 文件夹 EngineDemo	昨天 下午4:31
▶ 文件 README.md	今天 上午9:36
▶ 文件夹 template	昨天 下午1:21
▶ 文件夹 tools	昨天 下午1:21

2 Create fishjoy project

Open a terminal and navigate to cocos3d-x\tools\project-creator directory

```
project-creator — bash — 80x5
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"

```
project-creator — bash — 106x7
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 — bash — 44x5
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:

```
.bash_profile — 已编辑
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`:

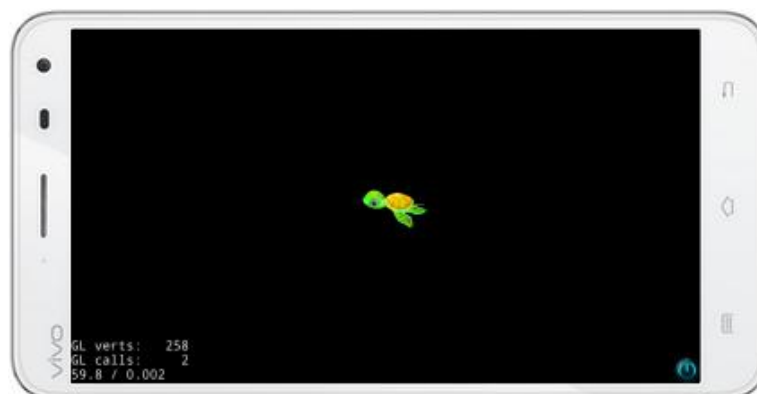
```
zhukaideiMac:build zhukai$ cd ~
zhukaideiMac:~ zhukai$ cd Desktop/cocos3d-x/build/
zhukaideiMac:build zhukai$ python ./android-build.py -p 19 fishJoy
```

The output as follows:

```
build — bash — 75x5
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

```
build — bash — 75x5
BUILD SUCCESSFUL
Total time: 4 seconds
zhukaideiMac:build zhukai$ cd ~
zhukaideiMac:~ zhukai$ cd Desktop/cocos3d-x/build/
zhukaideiMac:build zhukai$ python ./android-build.py -p 19 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”)

Create new Android Virtual Device (AVD)

AVD Name:

Device:

Target:

CPU/ABI:

Keyboard: ☒ Hardware keyboard present

Skin: ☒ Display a skin with hardware controls

Front Camera:

Back Camera:


Memory Options: RAM: VM Heap:

Internal Storage:

SD Card: ☒ Size:
☐ File:

Emulation Options: ☐ Snapshot ☒ Use Host GPU

☐ Override the existing AVD with the same name

 The AVD name 'Default' is already used.
Check "Override the existing AVD" to delete the existing one.

Finally, start the avm

