|  |
| --- |
| Chukong Technologies |
| Cocos3d-x Getting Started |
| PC-Win |

|  |
| --- |
|  |

Contents

[1 Preparation 0](#_Toc381804432)

[2 Create cocos3d-x project 0](#_Toc381804433)

[3 Compile Windows project 1](#_Toc381804434)

# 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:\).

# 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”

# Compile Windows project

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

