LEARNING
cocos2d-x

#cocos2d-x

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About

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Chapter 1: Getting started with cocos2d-x

Remarks

This section provides an overview of what cocos2d-x is, and why a developer might want to use it.

It should also mention any large subjects within cocos2d-x, and link out to the related topics. Since the Documentation for cocos2d-x is new, you may need to create initial versions of those related topics.

Examples

Installation or Setup(Mac OS X)

OVERVIEW

cocos2d-x is an open source, cross-platform game engine. It allows developers to code in C++, Lua and Javascript deployment into iOS, Android, Windows Phone, Mac OS X, Windows Desktop and Linux.

PREREQUISITES

Build Requirements

- Mac OS X 10.7+, Xcode 4.6+
- Windows 7+, VS 2012+
- Ubuntu 12.10+, CMake 2.6+
- Python 2.7.5
- NDK, JDK, ANT (Android development)

Runtime Requirements

- iOS 5.0+ for iPhone / iPad games
- Android 2.3+ for Android games
- Windows Phone 8+ for Windows Phone games
- OS X v10.6+ for Mac games
- Windows 7+ for Windows games

Installation

Download everything below:

- [Cocos2d-x v3.x](#)
- [JDK/SDK 1.6+](#)
- [Android command-line tools](#)
- [NDK](#)
- [Apache Ant](#)
- [Python 2.7.5](#)

After downloading everything above,

- unzip Cocos2d-x
- install the JDK.
- unzip the Android SDK and NDK to the same root location. (maybe: ~/AndroidDev)
- verify that Python 2.7 is installed and is accessible.
- install Apache Ant and verify that it works.

    Inside your Cocos2d-x directory run:

```
python setup.py
```

caution: You must **not** use the ~ sign. Use the full path to your **home** directory. Otherwise, the scripts will fail due to error path value.

- Now it will ask for **NDK_ROOT** path. Here, enter the extracted NDK directory path:

    ~/android-ndk-r10e

- **SDK_ROOT**. Here, enter the Android SDK path:

    ~/android-sdk-macosx

- **ANT_ROOT**. Here, enter the Apache ANT bin path:

    ~/apache-ant-1.9.6/bin

After setting the above environment variables,run:

```
source ~/.bash_profile
```

Vola, the cocos2d-x has been successfully setup on your system.

Installation or Setup(Windows)

OVERVIEW

cocos2d-x is an open source, cross-platform game engine. It allows developers to code in C++, Lua and Javascript deployment into iOS, Android, Windows Phone, Mac OS X, Windows Desktop and Linux.

PREREQUISITES

Build Requirements

- Mac OS X 10.7+, Xcode 4.6+
- Windows 7+, VS 2012+
- Ubuntu 12.10+, CMake 2.6+
- Python 2.7.5
- NDK, JDK, ANT (Android development)

Runtime Requirements

- iOS 5.0+ for iPhone / iPad games
- Android 2.3+ for Android games
- Windows Phone 8+ for Windows Phone games
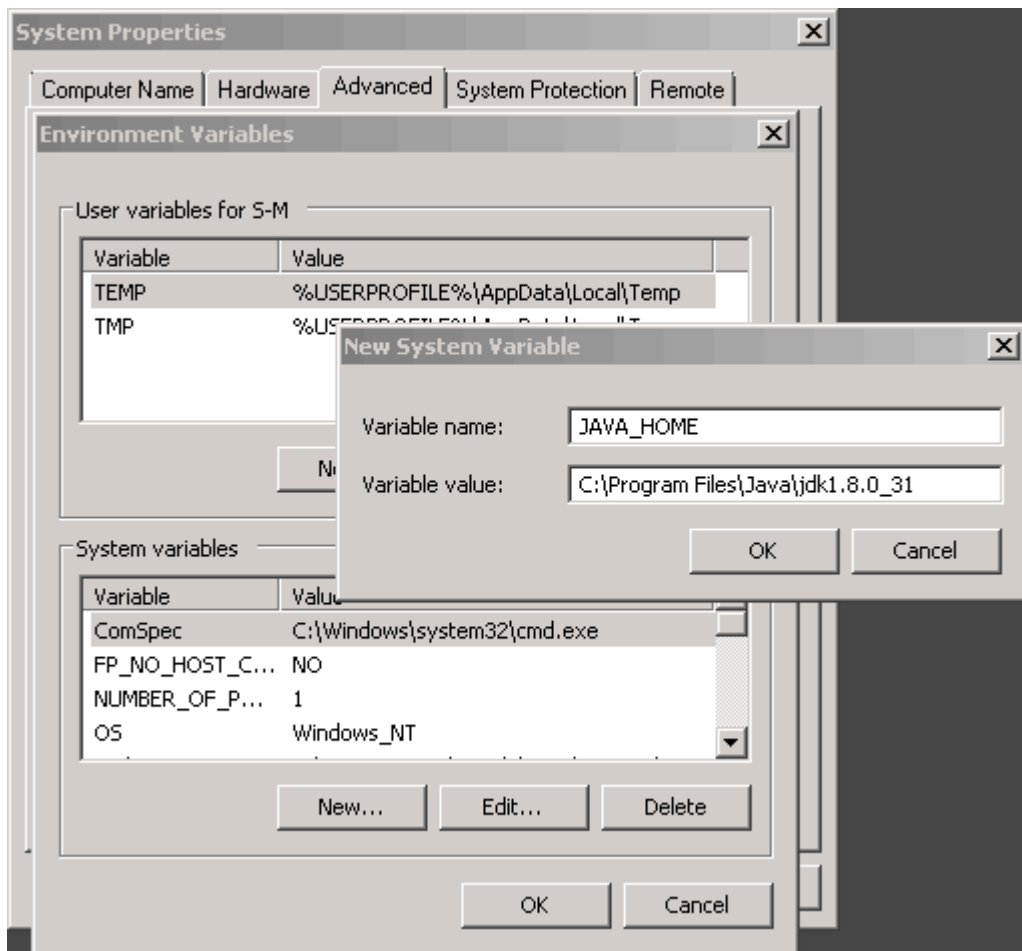- OS X v10.6+ for Mac games
- Windows 7+ for Windows games

Installation

Download everything below:

- Cocos2d-x v3.x
- JDK/SDK 1.6+
- Android command-line tools
- NDK
- Apache Ant
- Python 2.7.5

After downloading everything above,

- unzip Cocos2d-x

- install the JDK and at the same time create a new variable called: JAVA_HOME and give it the path to where you installed the JDK above.

- unzip the Android SDK and NDK to the same root location. (maybe: ~/AndroidDev)

- install Python and take note of where you placed it.

- extract Apache Ant and place the entire folder where you wish to keep it. Take note of where you placed it.

- add the paths for Apache Ant and Python to your PATH variable.
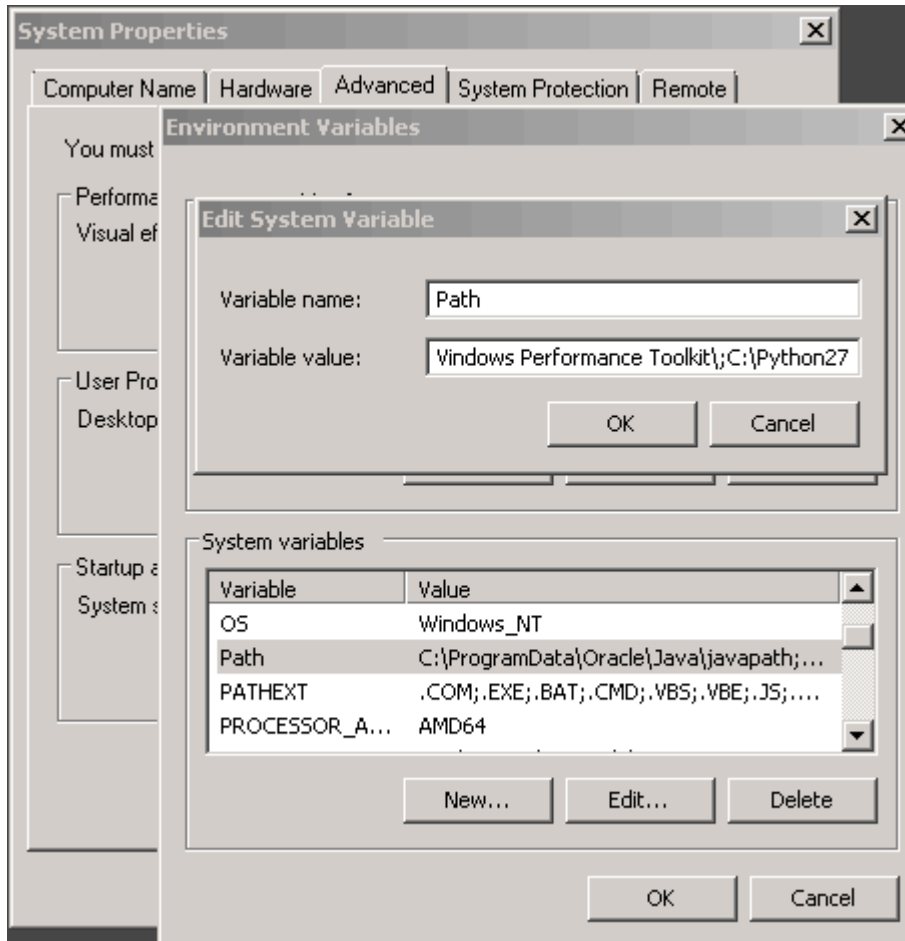
- reboot

- now, test your environment before continuing. Launch a command prompt and execute:

```
ant
```

```
python
```

If everything works it is time to run setup.py to configure your Android development environment. This will set the necessary environment variables needed. If you haven't configured this environment before, you will be prompted to enter paths for variables that are not found. You run setup.py from the directory Cocos2d-x is in.

Inside your Cocos2d-x directory run:

```
python setup.py
```

caution: You must **not** use the ~ sign. Use the full path to your **home** directory. Otherwise, the scripts will fail due to error path value.

- Now it will ask for **NDK_ROOT** path. Here, enter the extracted NDK directory path:

  ~/android-ndk-r10e

- **SDK_ROOT**. Here, enter the Android SDK path:

~/android-sdk-macosx

- **ANT_ROOT**. Here, enter the Apache ANT bin path:

  ~/apache-ant-1.9.6/bin

- Reboot

Vola, the cocos2d-x has been successfully setup on your system.

Credits

S. No	Chapters	Contributors
1	Getting started with cocos2d-x	Community, mohakagr