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Thread: [iOS 3 game in objective-c](#)

Steve Miller - August 14, 2016, 9:04 pm

My high school Crossfire project ported to an iPhone.

About 6 weeks worth of work. Uses cocos2d. Targeted iOS 3 using v4.2 of the compiler. A lot of useful code in there (may be obsolete now).

<https://bitbucket.org/realgangsta/xfire>

Enjoy.

Ronan. - August 16, 2016, 10:45 am

Looks like your repo is set to private.

Been using Cocos2dx for a while now so it'll be interesting to see a legacy project

Steve Miller - August 16, 2016, 10:58 am

I'm sorry. Let me fix that. Just don't expect amazing code. It wasn't supposed to be.

You did get my point, you're curious, want to see why I did things the way I did them.

Most of people on here think playing games = hacking and other crazy stuff.

There are few people that know stuff on here. One person actually figured out the meaning behind my nickname.

This is not a proper source control project. But if you unzip it, that's the source including all assets required to build it certain version of Xcode. I opened it with current version of Xcode and it does build if you change the target and the compiler to current one. It tries to run then exists because the APIs must have changed since iOS 3.0

Enjoy.

Ronan. - August 16, 2016, 12:34 pm

I only just found out that CoCos2d supported obj-c, I've always just used CoCocs2dx with C++.

Most people on the forum are knuckle-dragging highschool students looking to show off to their friends.

HF is not a place to learn, if you want to learn then work on projects, attend hackathons, gamejams etc.

That being said, there are people on the forum that are brilliant at what they do, so ask them questions.

Steve Miller - August 16, 2016, 12:45 pm

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When I'm bored, I spend my days on hackerrank.com. The easy tasks are usually the hardest one for some reason... hmm...

It doesn't really teach you anything directly, you have to do a lot of research and keep trying until it passes all the test cases :)

ubbelol - August 21, 2016, 1:45 pm

Come on that's not how you use Git. :(

Steve Miller - August 21, 2016, 2:07 pm

I do apologize, but that project was not in source control. It's something I wrote for fun and don't have the time to organize.

When I was just a tiny little baby we did not have source control :)

Shoe - August 21, 2016, 4:48 pm

I'm curious how you managed this. You can't even target iOS 3 anymore, and you'd need a Mac running something...jeez, years old OS X, to develop for it. Apple is no longer signing iOS 3, they sign iOS 7 and that's about it.

Steve Miller - August 21, 2016, 5:08 pm

Funny you should say that. I could never afford a Mac anything, so I was probably made on a hackintosh. I don't remember lol. I've built like at least 6 of them, no joke. Laptops and desktops.

Oh and I fake codesigned it so it would run on a and It was installed on a jailbroken iPhone 3 I think :)