Cocos2d-JS

(2D) . C++ Cocos2d-x
. Cocos2d-JS Cocos2d-html5 Cocos2d-x Javascript Binding .
.

1.
2.
3. {Cocos2d-JS }\tools\cocos2d-console\bin
4. python setup.py

Cocos2d-x [1] .

```
// Create a project contains Cocos2d-x JSB and Cocos2d-html5:
$ cocos new -l js

// Create a project contains Cocos2d-html5 only:
$ cocos new -l js --no-native

// Create a specified name project in a specified directory:
$ cocos new projectName -l js -d ./Projects
```

MyJSGame .

-

```
$ cd ~/work/MyJSGame
$ cocos run -p web
```

- Cocos2d-x Javascript

```
$ cd ~/work/MyJSGame
$ cocos compile -p ios|android|mac
$ cocos run -p ios|android|mac
```

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```
-p platform : The platform can be ios|mac|android|web.
-s source   : Your project directory, if not specified the current directory
will be used.
-q          : Quiet mode, remove log messages.
-m mode     : Mode debug or release, debug is default
--source-map: General source-map file. (Web platform only)
```

IDE

IDE   WebStorm   . (   )   SublimeText
         . WebStorm   .
         .

1. WebStorm
2. (   ) Cocos2D-JS
3. WebStorm
4. File - New Project from Existing Files…
5.
6.   Project Root
7. Finish

                                 .   WebStorm   .
         .

                                                                                                  .

- (Tutorials   Pakour Game with Javascript)
- Raywenderlich   Intermediate Game Programming with Cocos2D
- Cocos2D HTML 5 Tutorial Series

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         .

- SHOW_ALL (PROPORTION_TO_FRAME + SHOW_ALL)
- NO_BORDER (EQUAL_TO_FRAME + NO_BORDER)
- EXACT_FIT (EQUAL_TO_FRAME + EXACT_FIT)
- FIXED_WIDTH (EQUAL_TO_FRAME + FIXED_WIDTH)
- FIXED_HEIGHT (EQUAL_TO_FRAME + FIXED_HEIGHT)

                   (Container strategy + Content strategy)   . Container strategy   3   , Content
strategy   5   . Container strategy
cocos2d container   canvas   frame(body,   )
           . Content strategy   game world   container   .

strategy customizing . .

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- WebStorm WebStorm .

WebStorm . WebStorm
WebStorm .

- compile .

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1. JAVA_HOME, PATH jdk 1.6 or 1.7 .
2. cocos2d-js-v3.1\tools\cocos2d-console\plugins\project_compile\build_web\init.py
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```
child = subprocess.Popen(commands, stderr=subprocess.PIPE)
```

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```
child = subprocess.Popen(commands, stderr=subprocess.PIPE, shell=True)
```

Facebook SDK

3.0 Facebook SDK . Facebook SDK
Cocos2D JS SDK .
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- [Facebook SDK Beta for Cocos2d-JS API Reference](#)

Local Storage

iOS local storage cc.sys.localStorage .
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```
//Handle for quick access to Cocos2D's implementation of Local Storage:
var ls = cc.sys.localStorage;

var value = "foo";
```

```javascript
var key  = "bar";

//This should save value "foo" on key "bar" on Local Storage
ls.setItem(key, value);

//This should read the content associated with key "bar" from Local Storage:
var data = ls.getItem(key);

cc.log(data); //Should output "foo" to the console.

//This should remove the contents of key "bar" from Local Storage:
ls.removeItem(key);

//This should print "null"
data = ls.getItem(key);
cc.log(data);
```

Analytics

Push

- Cocos2d-JS
- Cocos2d-JS
- Test Cases

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- Cocos2D-JS Release Notes, Change Log
- Cocos2d-x

- My first game with Cocos2D JS
- Cocos2D-JS   flappy bird

[1)](#)