

# Cocos2d-JS

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

- 1.
- 2.
3. {Cocos2d-JS } \tools\cocos2d-console\bin 가
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 가

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```

$ 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 가 ( ) SublimeText  
. WebStorm .

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

. WebStorm .

가

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

5가

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

strategy가 customizing

- 가

가

- WebStorm WebStorm
- WebStorm 가 WebStorm 가
- compile

- JAVA\_HOME, PATH jdk 1.6 or 1.7
- cocos2d-js-v3.1\tools\cocos2d-console\plugins\project\_compile\build\_web\init.py

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

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

## Facebook SDK

3.0 Facebook SDK가 Facebook Cocos2D JS SDK SDK 가

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

## Local Storage

iOS local storage cc.sys.localStorage

```
//Handle for quick access to Cocos2D's implementation of Local Storage:
var ls = cc.sys.localStorage;
var value = "foo";
```

```
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](#)

- [Cocos2D-JS Release Notes, Change Log](#)
- [Cocos2d-x](#)

- [My first game with Cocos2D JS](#)
- [Cocos2D-JS flappy bird](#)

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