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Cocos2d-JS

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

1.

2.

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

4. python setup.py

Cocos2d-x

```
// 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

•

```
$ 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
```

•

```
-p platform : The platform can be ios|mac|android|web.
-s source : Your project directory, if not specified the current directory
will be used.
           : 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
                      ) Cocos2D-JS
2. (
3. WebStorm
4. File - New Project from Existing Files...
5.
6.
                   Project Root
7. Finish
                          WebStorm
```

가

Tutorials Pakour Game with Javascript)

. Content strategy game world container

- Raywenderlich Intermediate Game Programming with Cocos2D
- Cocos2D HTML 5 Tutorial Series

```
• 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,
                                                                   )
```

5가

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가

strategy가 customizing

가

가

WebStorm

WebStorm 가 . WebStorm WebStorm

compile

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

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

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

Facebook SDK

3.0 Facebook SDK가 . Facebook SDK Cocos2D JS 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

1)

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