# Cocos2d-JS

Cocos2d-JS API/Wiki

- - Learn Docs Framework Cocos2d-html5 New features and API changes in version 3.0
  - Learn Docs Tutorials Pakour Game with Javascript (Cocos2d-JS v3.0)

Cocos2d JS



- frameworks : cocos2d
- res
- src : 가 . app.js
- index.html : HTML5

:

- project.json :
- main.js :

. resource.js

- . Viewpoint,
  - 가 . . .

- Director
- Layer
- Scene
- Sprite
- Coordinate System

• Action : Position, Scale, Rotation, Visibility, Opacity, Color

// Move a sprite 50 pixels to the right, and 10 pixels to the top over 2
seconds.

```
sprite.runAction(cc.MoveBy.create(2, cc.p(50, 10)));
```

Animation

```
var animation = cc.Animation.create ( ) ;
 for ( var i = 1 ; i < 15 ; i ++ ) {</pre>
    var frameName = "res/Images/grossini_dance_" + ( ( i < 10 ) ? ( "0" + i</pre>
 ) : i ) + ".png" ;
     animation. addSpriteFrameWithFile ( frameName ) ;
 }
 animation.setDelayPerUnit ( 2.8 / 14 ) ;
 animation.setRestoreOriginalFrame ( true ) ;
 var action = cc.Animate.create ( animation ) ;
 sprite. runAction ( cc.Sequence.create( action, action. reverse ( ) ) );
            sprite
                          sprite sheet
                                              plist
                  가
                                      #
this.sprite = cc.Sprite.create("#runner0.png");

    Scheduler

    EventManager

    addchild

                                            .<sup>1)</sup> Layer
child
          onEnter(), onEnterTransitionDidFinish()
                                                             Scene
                                                                       child
가
```

OBG WiKi - http://obg.co.kr/doku/

## Chipmunk

```
//l. sprite
                         PhysicsSprite
this.sprite = cc.PhysicsSprite.create("#runner0.png");
var contentSize = this.sprite.getContentSize();
// 2. runner physic body
this.body = new cp.Body(1, cp.momentForBox(1, contentSize.width,
contentSize.height));
//3. set the position of the runner
this.body.p = cc.p(g_runnerStartX, g_groundHight + contentSize.height / 2);
//4. apply impulse to the body
this.body.applyImpulse(cp.v(150, 0), cp.v(0, 0));//run speed
//5. add the created body to space
this.space.addBody(this.body);
//6. create the shape for the body
this.shape = new cp.BoxShape(this.body, contentSize.width - 14,
contentSize.height);
//7. add shape to space
this.space.addShape(this.shape);
//8. set body to the physic sprite
this.sprite.setBody(this.body);
```

#### **Mouse Over**

```
var GameLayer = cc.Layer.extend({
    init:function () {
        var self = this;
        // .....
        this.curPosition = null;
        if( 'mouse' in sys.capabilities ) {
            //this.setMouseEnabled(true);
            this.mouseCaptured = false;
        }
    }
}
```

```
canvas = document.getElementById('gameCanvas');
            canvas.addEventListener('mousemove', function(evt) {
                var rect =
document.getElementById('gameCanvas').getBoundingClientRect();
                var curPos = new cc.Point();
                curPos.x = evt.clientX - rect.left;
                curPos.y = evt.clientY - rect.top;
                self.curPosition = curPos
                self.updatePosition(curPos);
            }, false);
        }
        // .....
    },
    updatePosition:function (position) {
        this.currentPosition = position;
        // .....
    }
});
```

## Action

## runAction

	this.runActoin	this가 cc.Node	target	target
callFund	2			

## cc.callFunc

cc.CallFunc.create(selector, selectorTarget, data)

selector . selectorTarget, data . selectorTarget selector selectorTarget context . , selector.call 가 . data . ( target )

• Docs

<sup>1)</sup> http://codeng.tistory.com/160 Permanent link: http://obg.co.kr/doku/doku.php?id=programming:javascript:cocos2d-js:syntax Cocos2d-JS

Last update: 2020/11/29 14:09



5/5