Cocos2d-JS
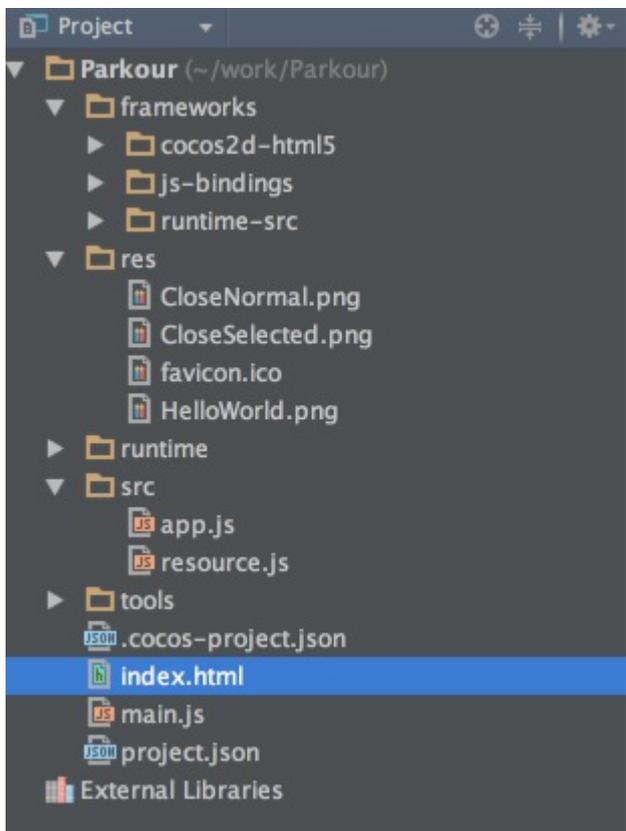
Cocos2d-JS   API/Wiki

- - 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**   :   . **app.js**   . **resource.js**
                    .
- **index.html** : HTML5   . Viewpoint,
                    .
- **project.json** :   .   .
- **main.js** :   .   .

- Director
- Layer
- Scene
- Sprite

- Coordinate System

```javascript
// create sprite
    var sprite = cc.Sprite.create ( "bottomleft.png" ) ;
    sprite.attr({
            x: 0,
            y: 0,
            anchorX: 0,
            anchorY: 0
        });
    this.addChild ( sprite ) ;
```

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

```javascript
// 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

```javascript
 var animation = cc.Animation.create ( ) ;

 for ( var i = 1 ; i < 15 ; i ++ ) {
    var frameName = "res/Images/grossini_dance_" + ( ( i < 10 ) ? ( "0" + i
) : 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
                                    #   .

```javascript
this.sprite = cc.Sprite.create("#runner0.png");
```

- Scheduler
- EventManager

- addchild

child   onEnter(), onEnterTransitionDidFinish()   .[1] Layer   Scene   child
                                  .

Chipmunk

```
//1. 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   this   cc.Node   target   .   target
    callFunc   .

cc.callFunc

                                .

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

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

- Docs

1)
http://codeng.tistory.com/160

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