

# Cocos2d-JS

## UI

## UI

UI

- UI parent pause()

## FPS

project.json      showFPS      true      가 .

```
82      <-- number of draw calls
0.016   <-- time it took to render the frame
60.0    <-- frames per second
```

From:

<http://obg.co.kr/doku/> - **OBG WiKi**

Permanent link:

<http://obg.co.kr/doku/doku.php?id=programming:javascript:cocos2d-js:tip>

Last update: **2020/11/29 14:09**

