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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.
            : Your project directory, if not specified the current directory
-s source
will be used.
              : Quiet mode, remove log messages.
- a
              : Mode debug or release, debug is default
-m mode
--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)
                   Intermediate Game Programming with Cocos2D

    Raywenderlich

    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
```

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가

strategy가 customizing

가

가

• WebStorm WebStorm

WebStorm 가 . WebStorm WebStorm

• compile

1. JAVA_HOME, PATH jdk 1.6 or 1.7

 $2.\ cocos2d-js-v3.1 \\tools\\cocos2d-console\\plugins\\project_compile\\build_web\\\underline{init}.py$

```
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";
```

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```
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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