

Cocos2d-iPhone

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About us

- iPhone Fans
- A very young company
- Our Games



PopZit



Crazy Neighb



DropBrick

Agenda

- About Cocos2D-iPhone
- I'm a beginner
- Let's dive into the code
- What else ? CocosDenshion and Box2D
- Please save memory
- Q&A

About “”

- Why cocos2D?
- Cocos2D Family
- LGPL License but...

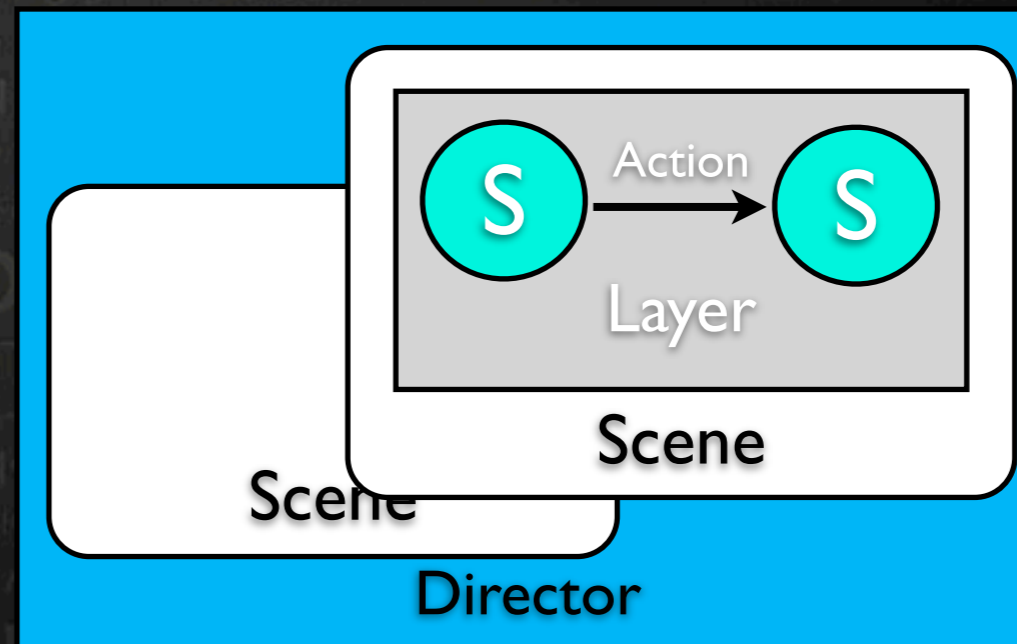
to use cocos2d for iPhone as a static library
to include all or part of the cocos2d for iPhone sources inside your project

- What is it capable of
- Shortcomings



I'm a beginner

- Run tests
- Setup cocos2d project
- cocos2d Basics
 - Director
 - Scene
 - Layer
 - Sprites
 - Action
 - Position



Let's dive into the code

- Setup Director
 - Select a director
 - Setup color settings
 - Setup device orientation
 - Setup frame rate
- Create Scene
 - Add layer into scene
 - Setup scene transition
- Create Layer

Let's dive into it

- Create Label
- Create AtlasSprite
 - What is AtlasSprite?
 - Why AtlasSprite?
- Create Menu
- Create Animation
- Various Actions

Let's dive into it

- Touch inputs
- Fire Effect (Particle)
- MotionStreak
- Pause /Resume
- TileMap
 - <http://mapeditor.org/>
- Camera

What Else?

- CocosDenshion

- CDSoundEngine
- CDAudioManager
- SimpleAudioEngine

- Box2D

- What is Box2D
- World, Rigid Body, Shape, Joint, Contact
- How does it work?



Please save memory

- Using AtlasSprite
- Organize AtlasSprite image reasonably
- Free texture when you don't need it
 - Use TextureMgr
- Unload sound buffer in time
- Set Texture2DPixelFormat as needed

```
[Texture2D setDefaultAlphaPixelFormat:kTexture2DPixelFormat_RGBA8];
```

Q&A

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