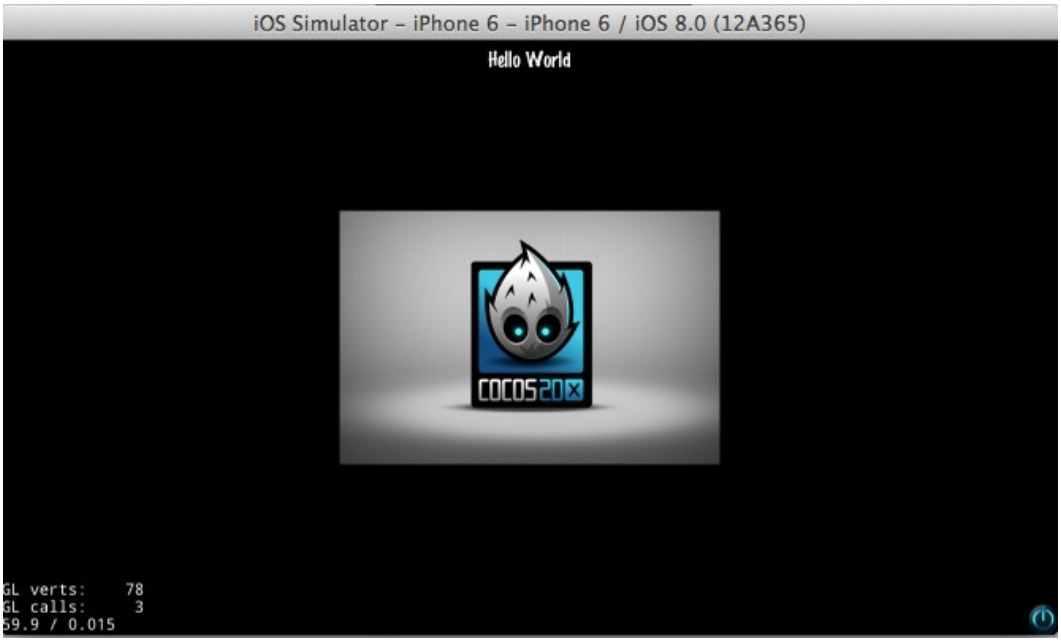
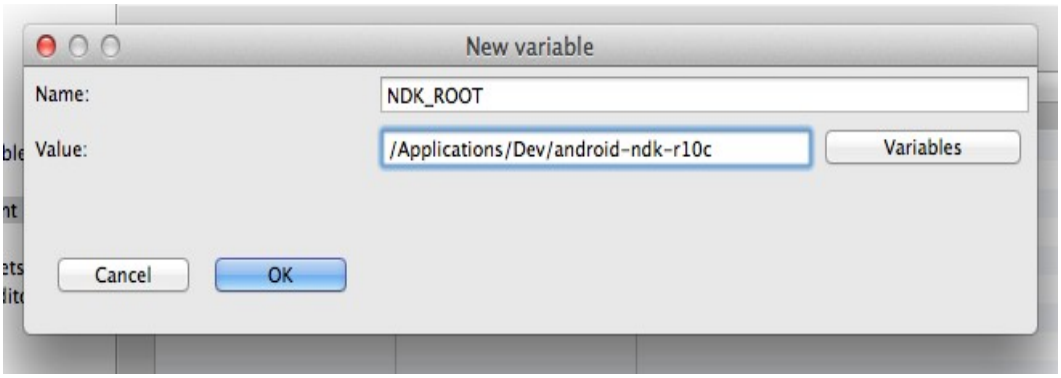
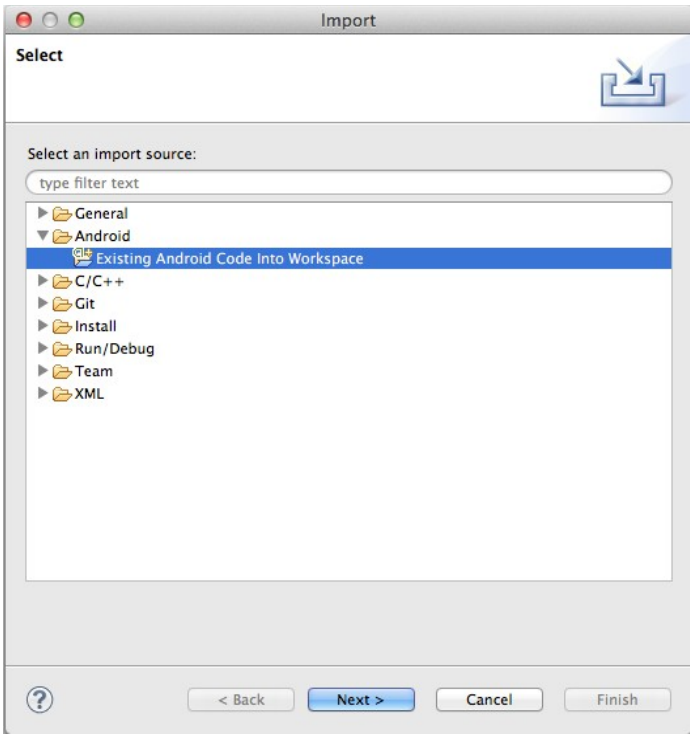
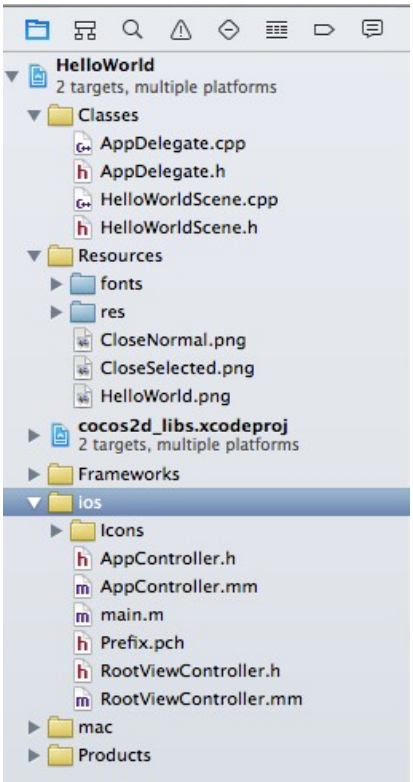
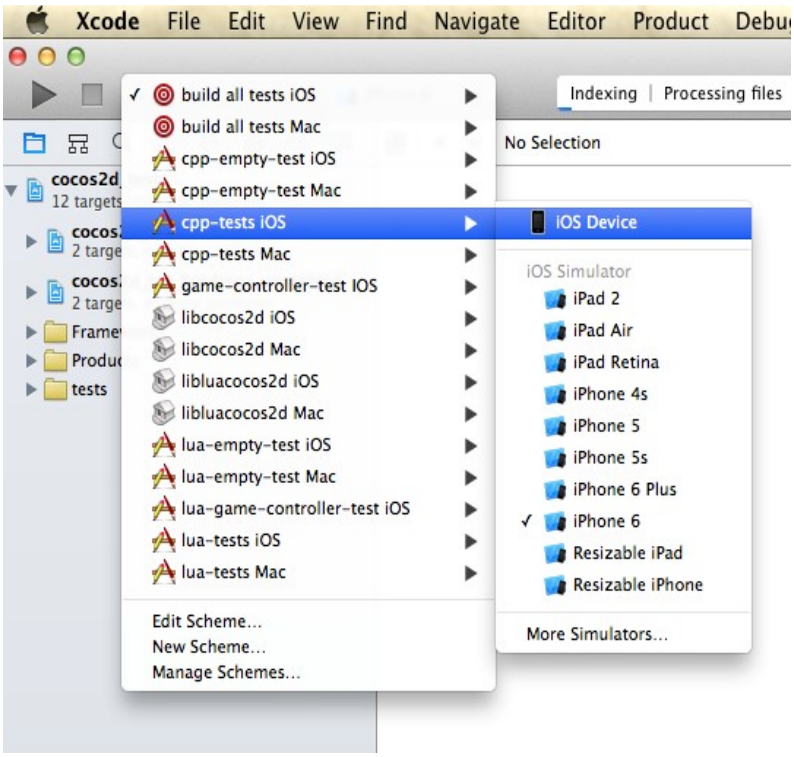
Chapter 1


iOS Simulator – iPhone 6 – iPhone 6 / iOS 8.0 (12A365)
Hello World
GL verts: 78
GL calls: 3
59.9 / 0.015

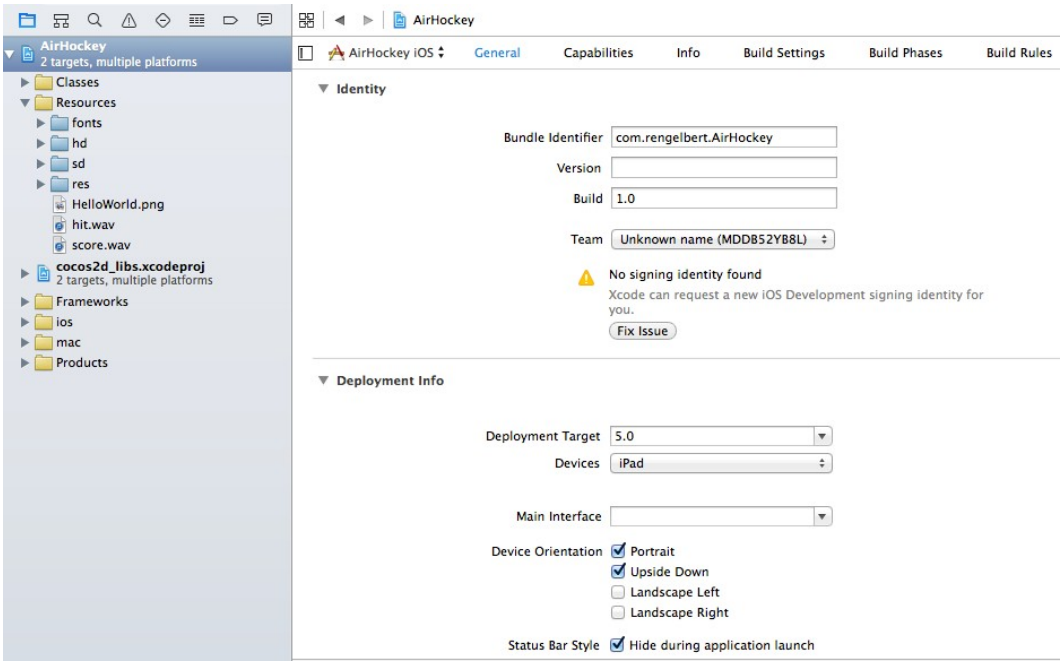

New variable
Name:
NDK_ROOT
Value:
/Applications/Dev/android-ndk-r10c
Variables
Cancel
OK

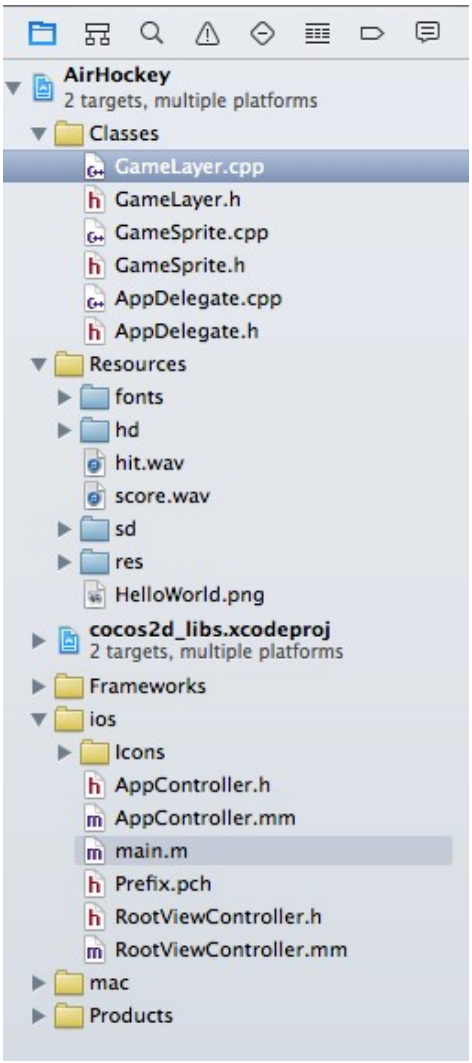

Import
Select
Select an import source:
type filter text
General
Android
Existing Android Code Into Workspace
C/C++
Git
Install
Run/Debug
Team
XML
< Back
Next >
Cancel
Finish

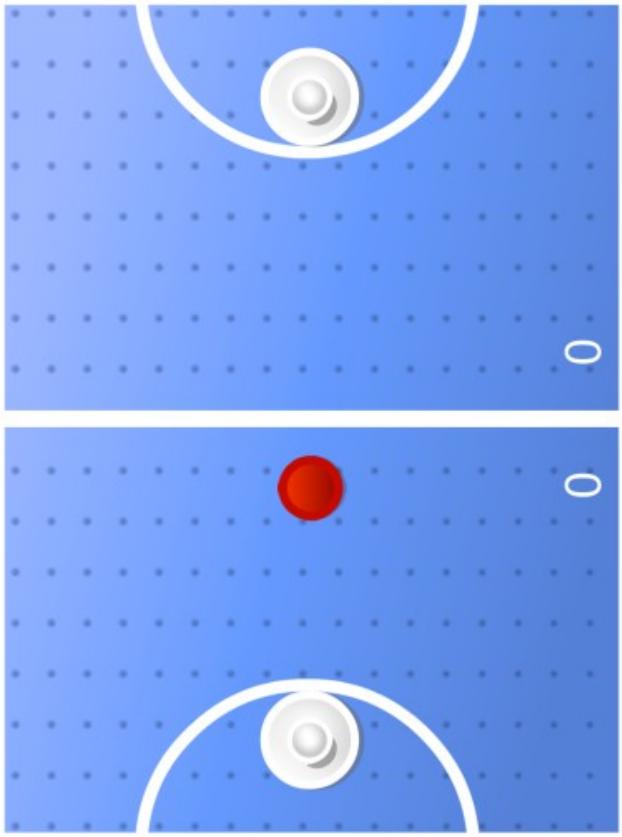

HelloWorld
2 targets, multiple platforms
Classes
AppDelegate.cpp
AppDelegate.h
HelloWorldScene.cpp
HelloWorldScene.h
Resources
fonts
res
CloseNormal.png
CloseSelected.png
HelloWorld.png
cocos2d_libs.xcodeproj
2 targets, multiple platforms
Frameworks
ios
Icons
AppController.h
AppController.mm
main.m
Prefix.pch
RootViewController.h
RootViewController.mm
mac
Products


Xcode File Edit View Find Navigate Editor Product Debu
Indexing | Processing files
No Selection
build all tests iOS
build all tests Mac
cpp-empty-test iOS
cpp-empty-test Mac
cpp-tests iOS
cpp-tests Mac
game-controller-test IOS
libcocos2d iOS
libcocos2d Mac
libluacocos2d iOS
libluacocos2d Mac
lua-empty-test iOS
lua-empty-test Mac
lua-game-controller-test iOS
lua-tests iOS
lua-tests Mac
Edit Scheme...
New Scheme...
Manage Schemes...
iOS Device
iOS Simulator
iPad 2
iPad Air
iPad Retina
iPhone 4s
iPhone 5
iPhone 5s
iPhone 6 Plus
iPhone 6
Resizable iPad
Resizable iPhone
More Simulators...
tests

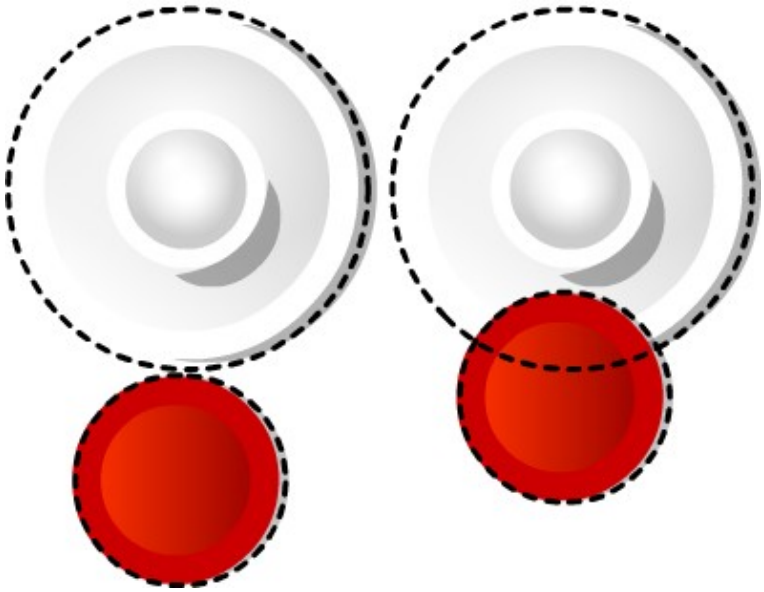
Chapter 3


AirHockey
2 targets, multiple platforms
Classes
Resources
fonts
hd
sd
res
HelloWorld.png
hit.wav
score.wav
cocos2d_libs.xcodeproj
2 targets, multiple platforms
Frameworks
ios
mac
Products
AirHockey
AirHockey iOS
General
Capabilities
Info
Build Settings
Build Phases
Build Rules
Identity
Bundle Identifier
com.rengelbert.AirHockey
Version
Build
1.0
Team
Unknown name (MDDB52YB8L)
No signing identity found
Xcode can request a new iOS Development signing identity for you.
Fix Issue
Deployment Info
Deployment Target
5.0
Devices
iPad
Main Interface
Device Orientation
Portrait
Upside Down
Landscape Left
Landscape Right
Status Bar Style
Hide during application launch

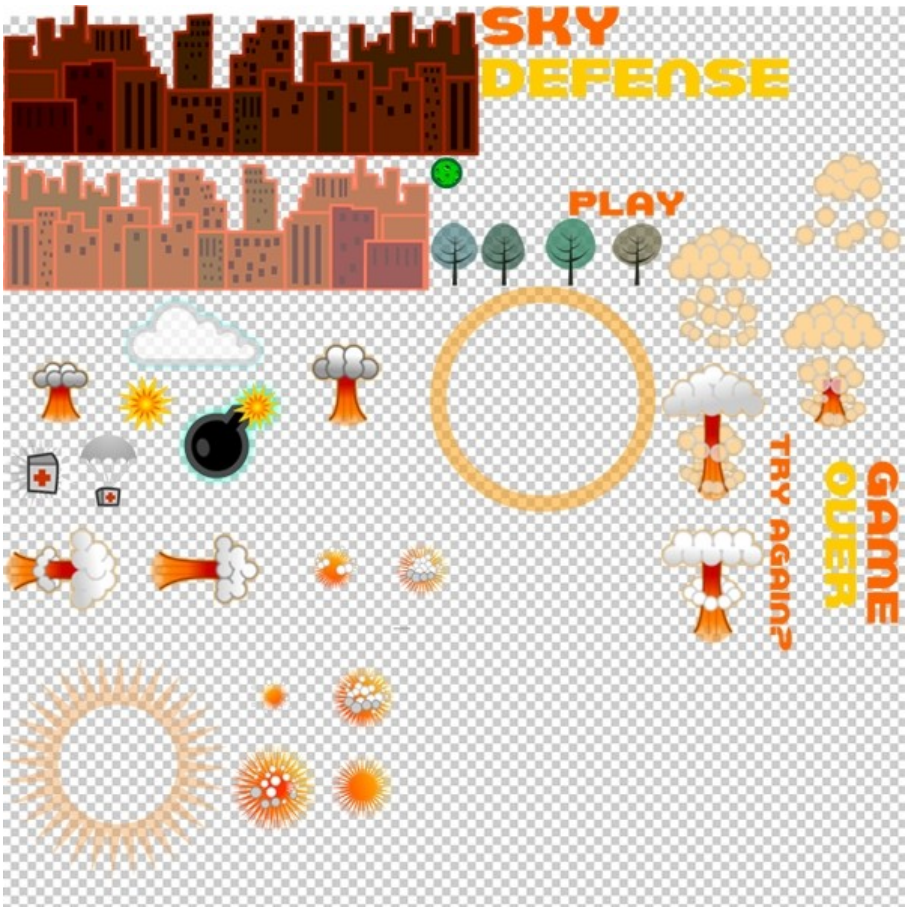

AirHockey
2 targets, multiple platforms
Classes
GameLayer.cpp
GameLayer.h
GameSprite.cpp
GameSprite.h
AppDelegate.cpp
AppDelegate.h
Resources
fonts
hd
hit.wav
score.wav
sd
res
HelloWorld.png
cocos2d_libs.xcodeproj
2 targets, multiple platforms
Frameworks
ios
Icons
AppController.h
AppController.mm
main.m
Prefix.pch
RootViewController.h
RootViewController.mm
mac
Products



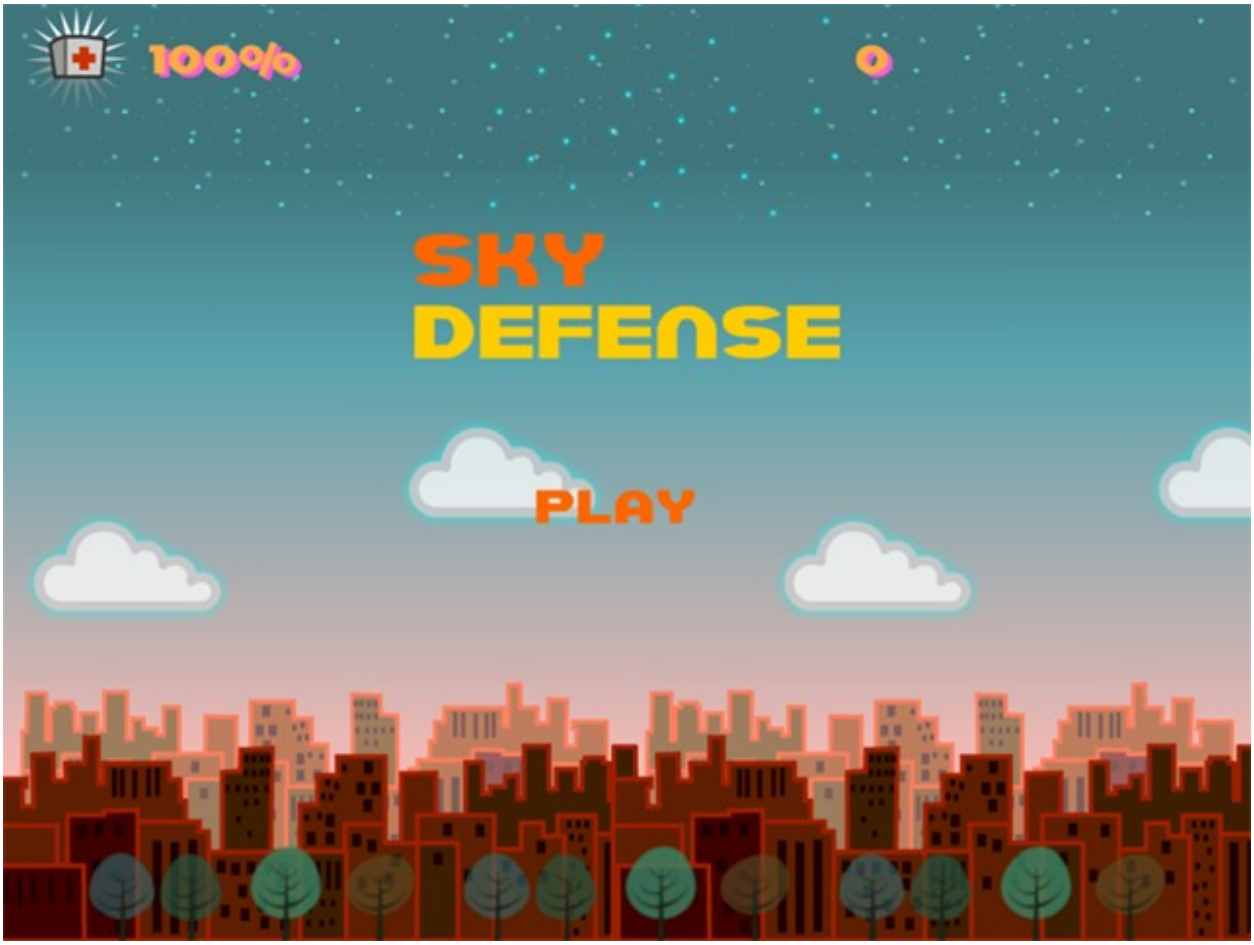
Conditions for Collision

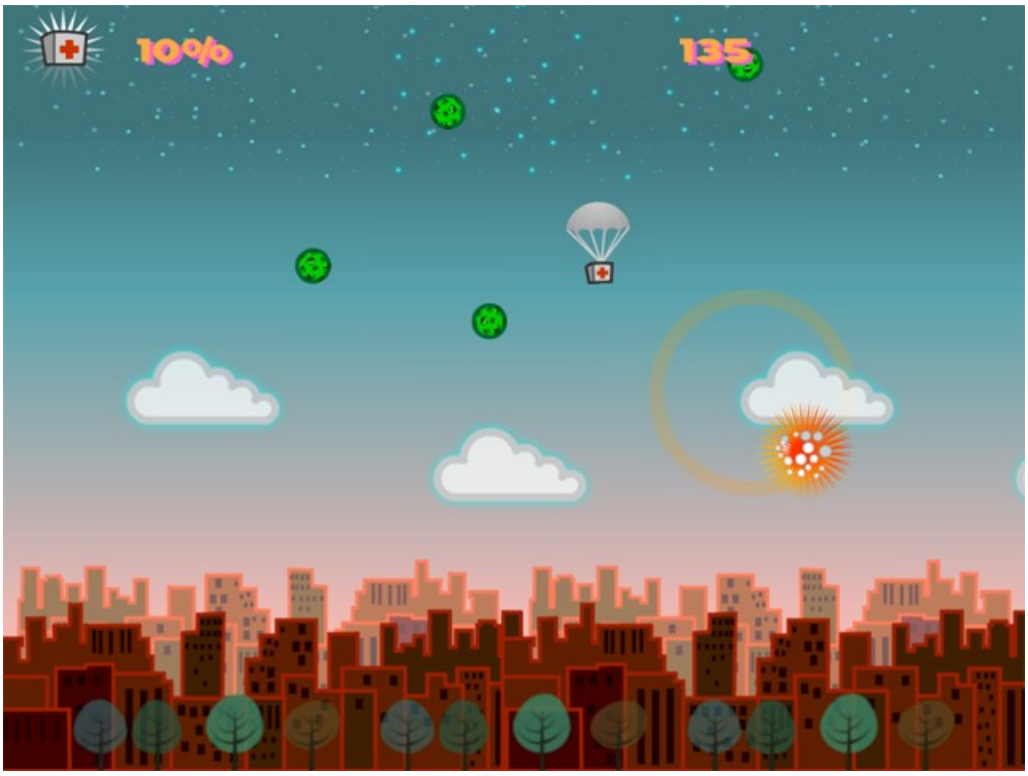


Chapter 4

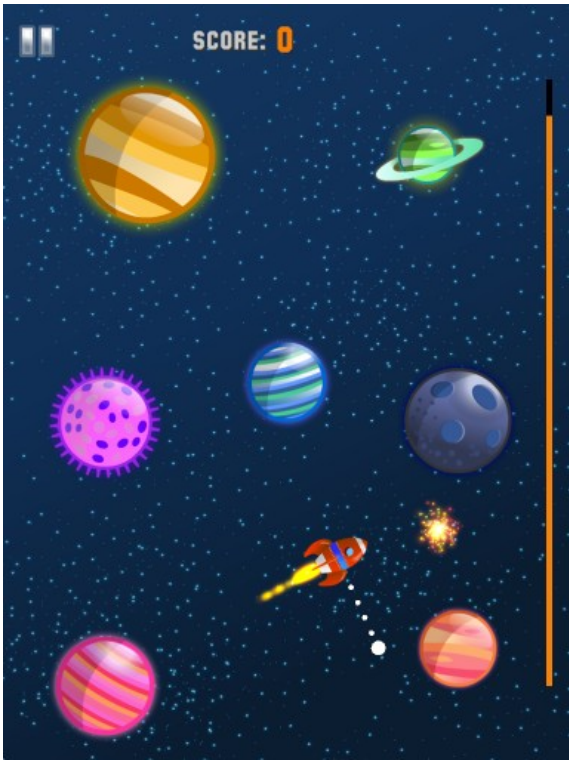


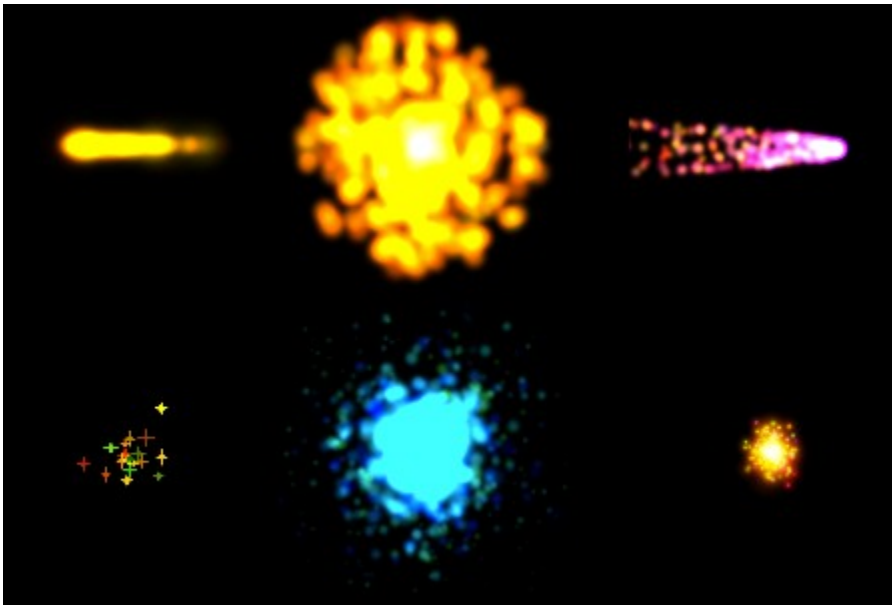
%24
6789
,0351:

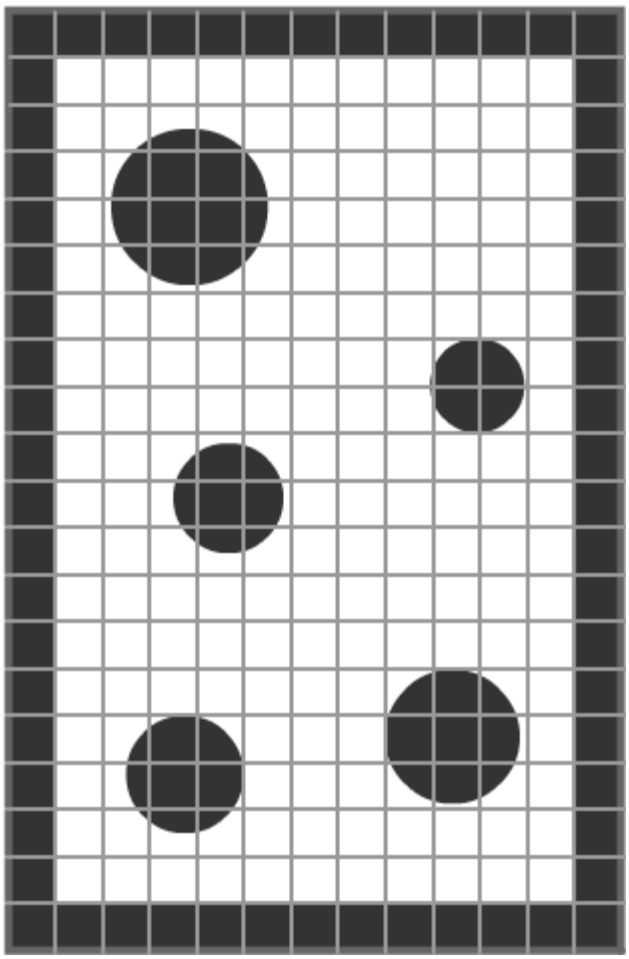

100%
0
SKY
DEFENSE
PLAY

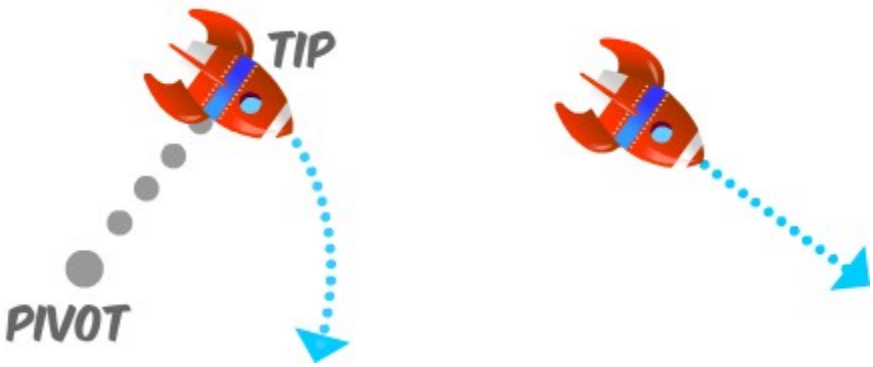


Chapter 5



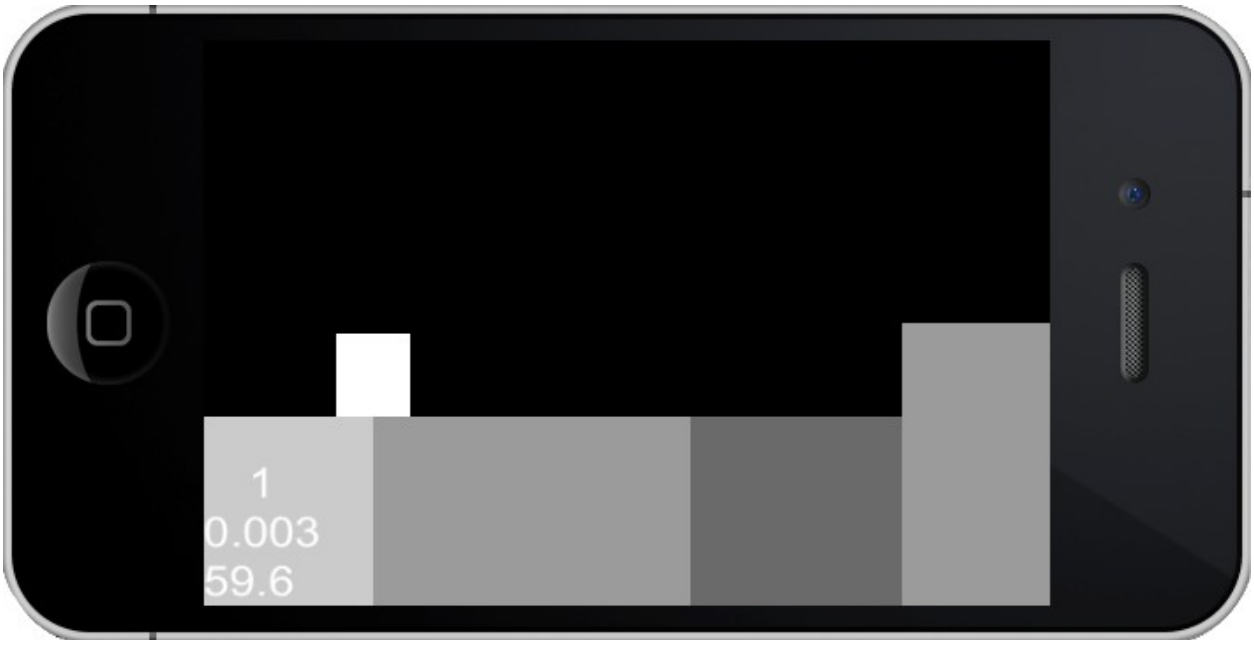


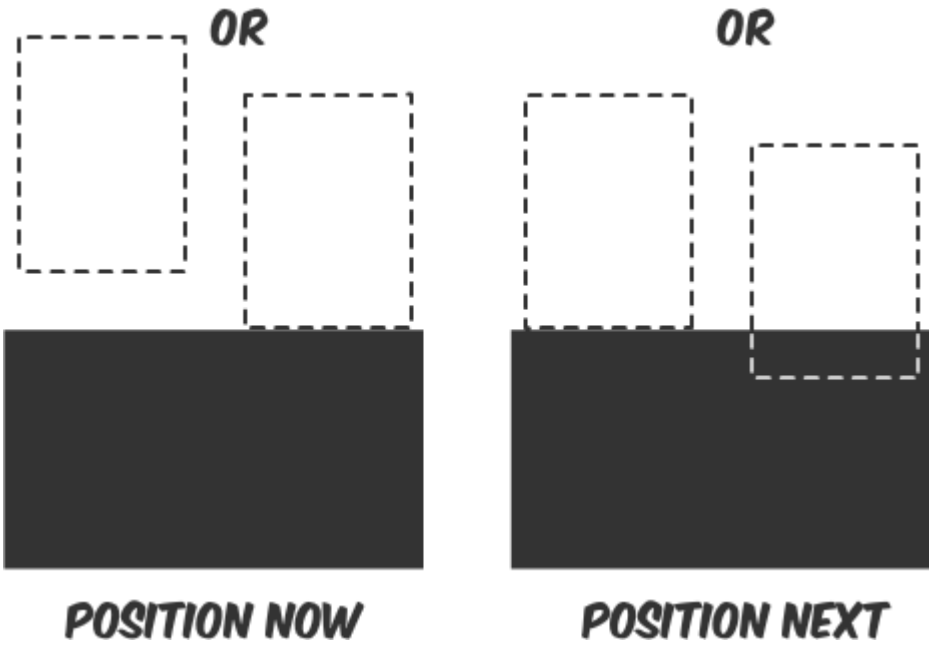




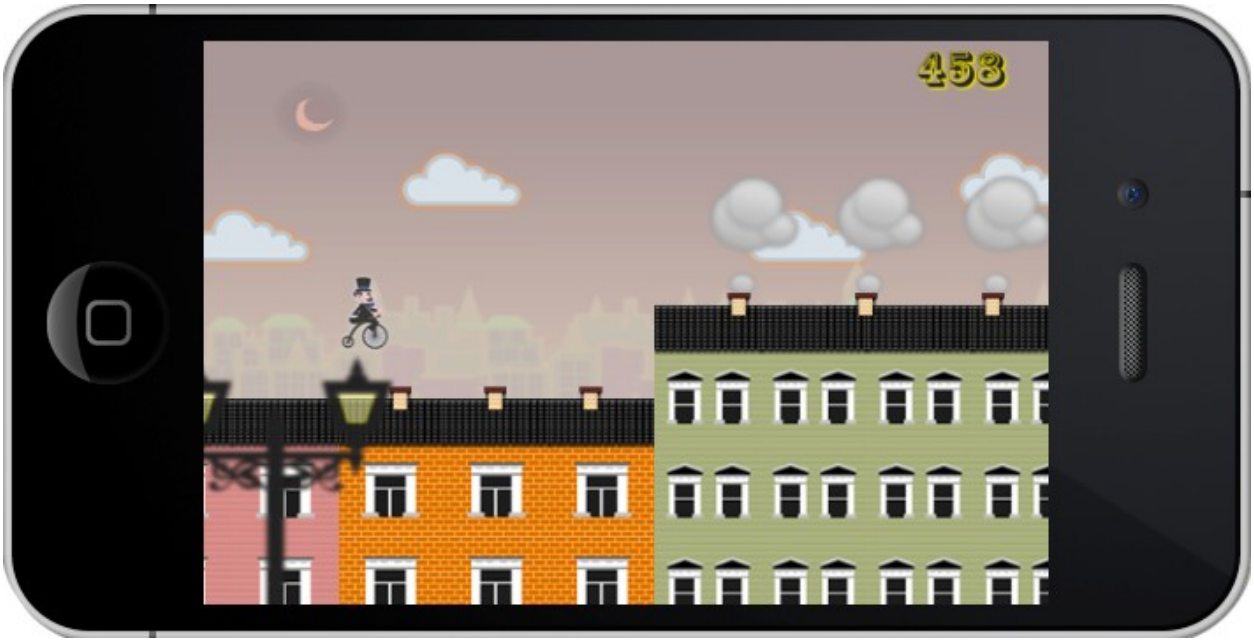
Chapter 6

1
0.003
60.0

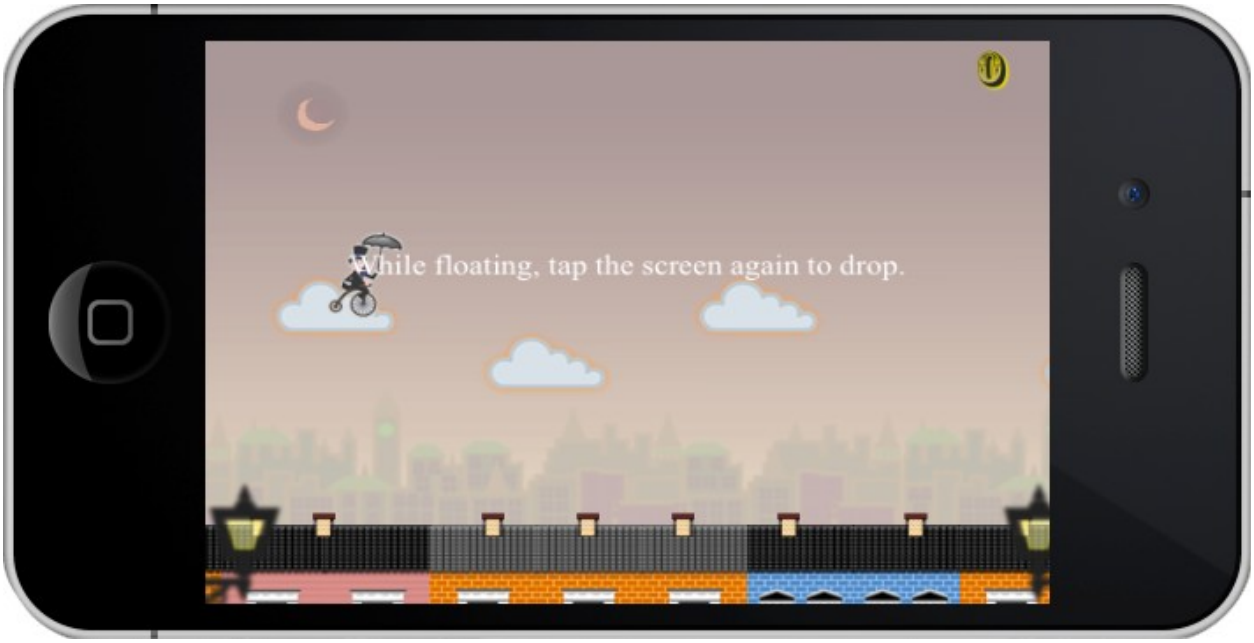

1
0.003
59.6



Chapter 7

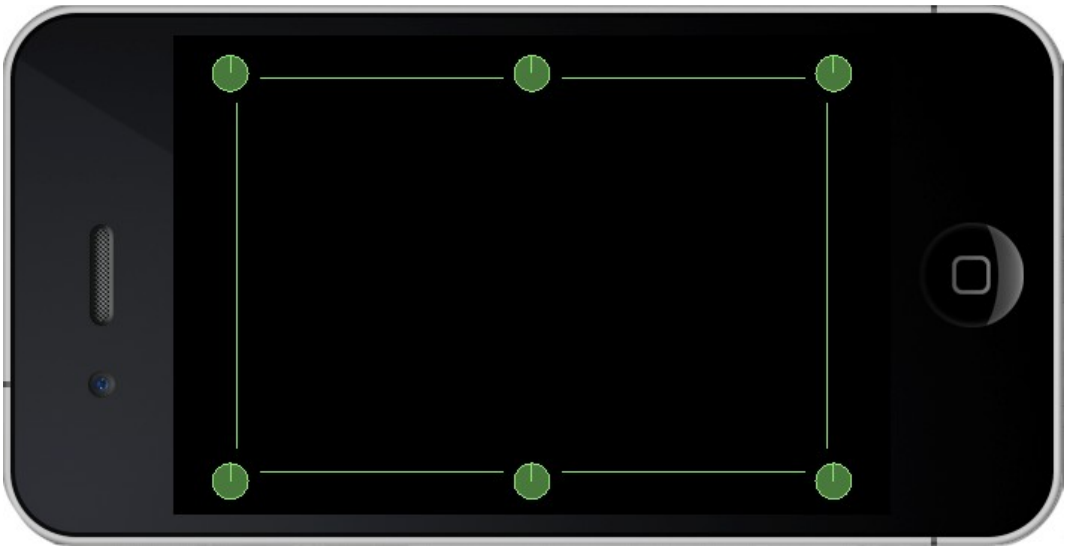


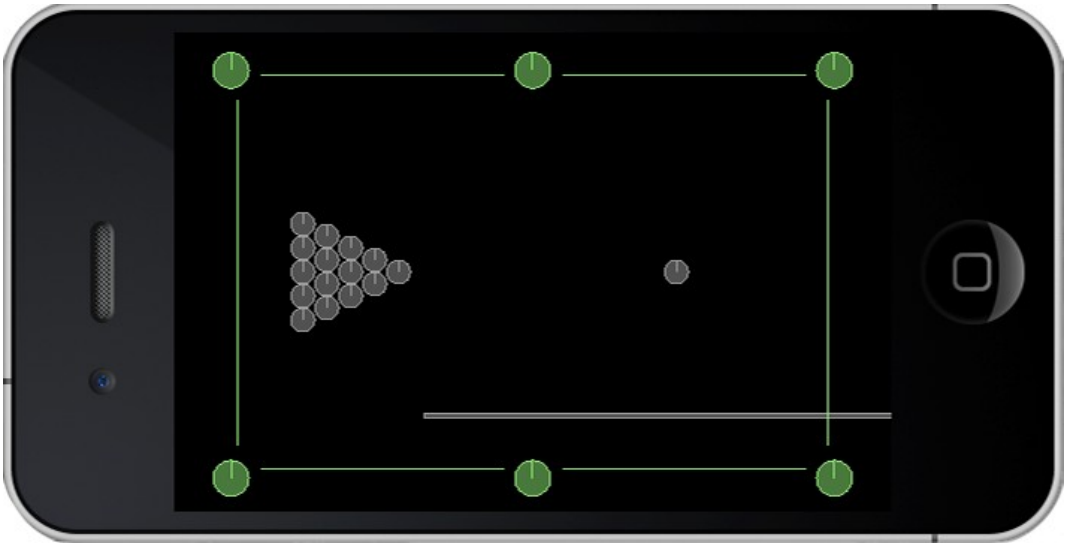
VICTORIAN
RUSH HOUR
HOW TO PLAY
NEW GAME

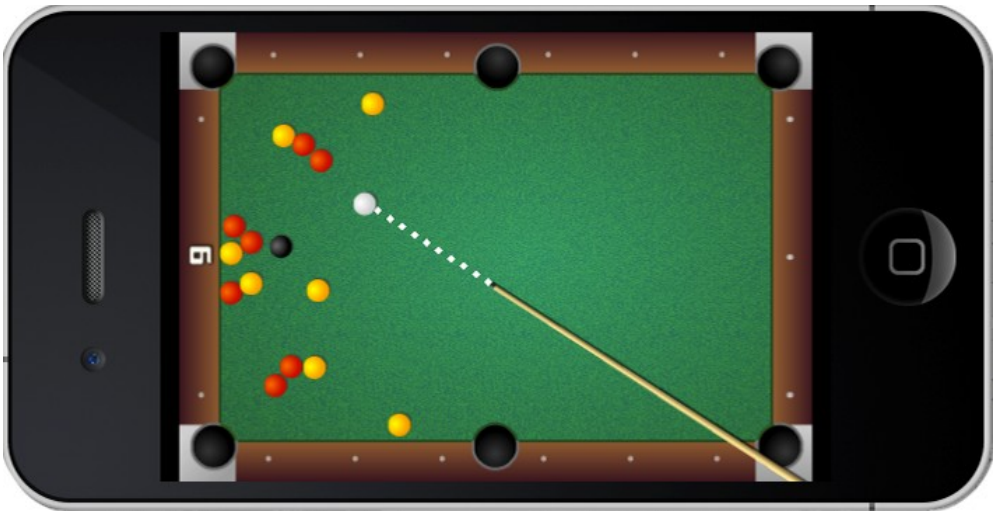

While floating, tap the screen again to drop.

Chapter 8

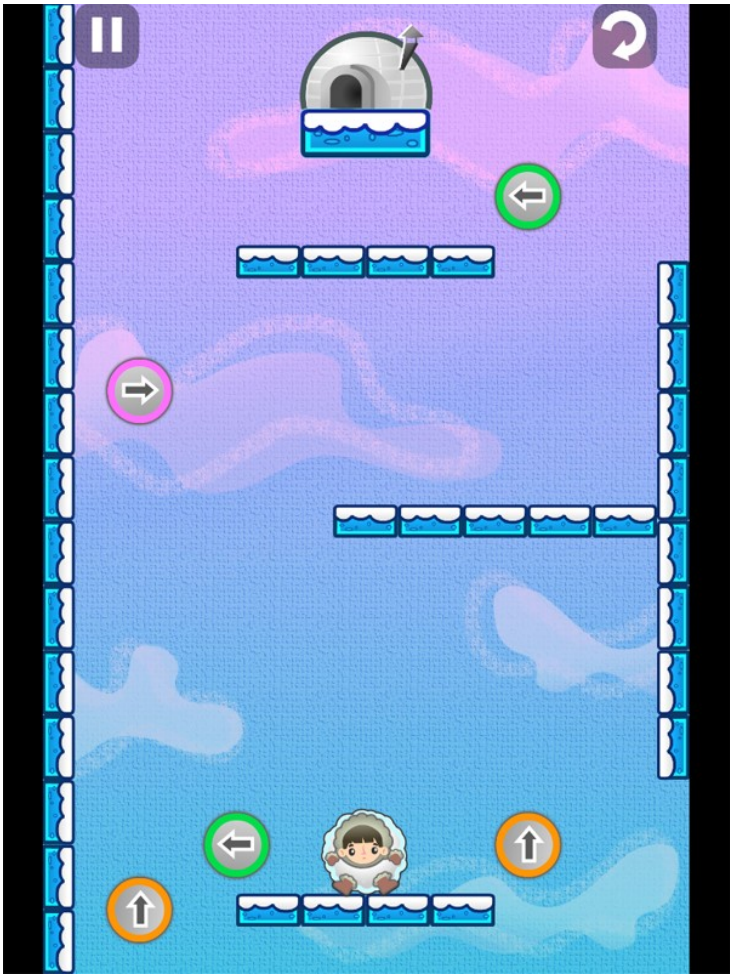
mini
Pool

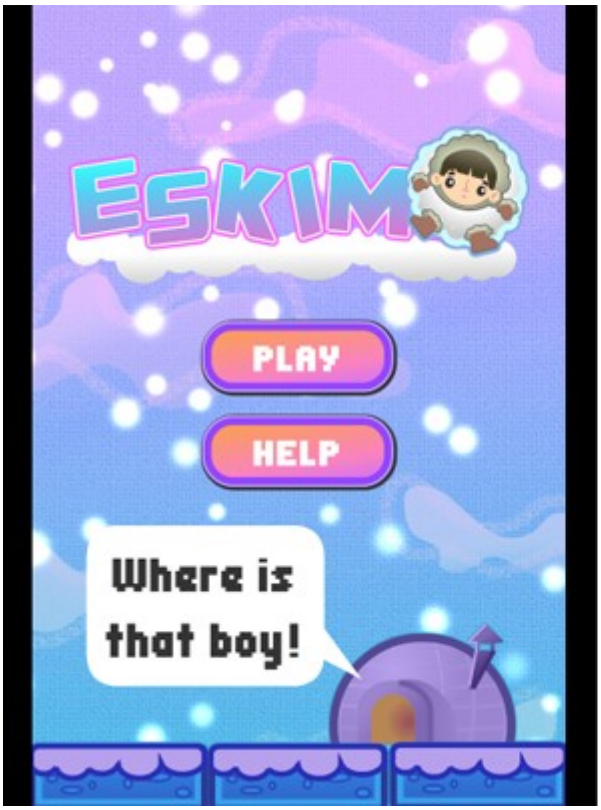


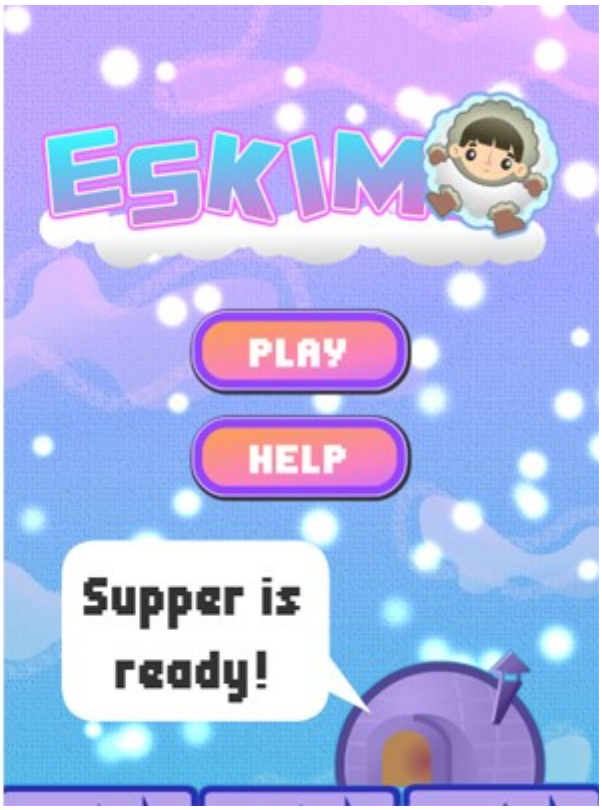




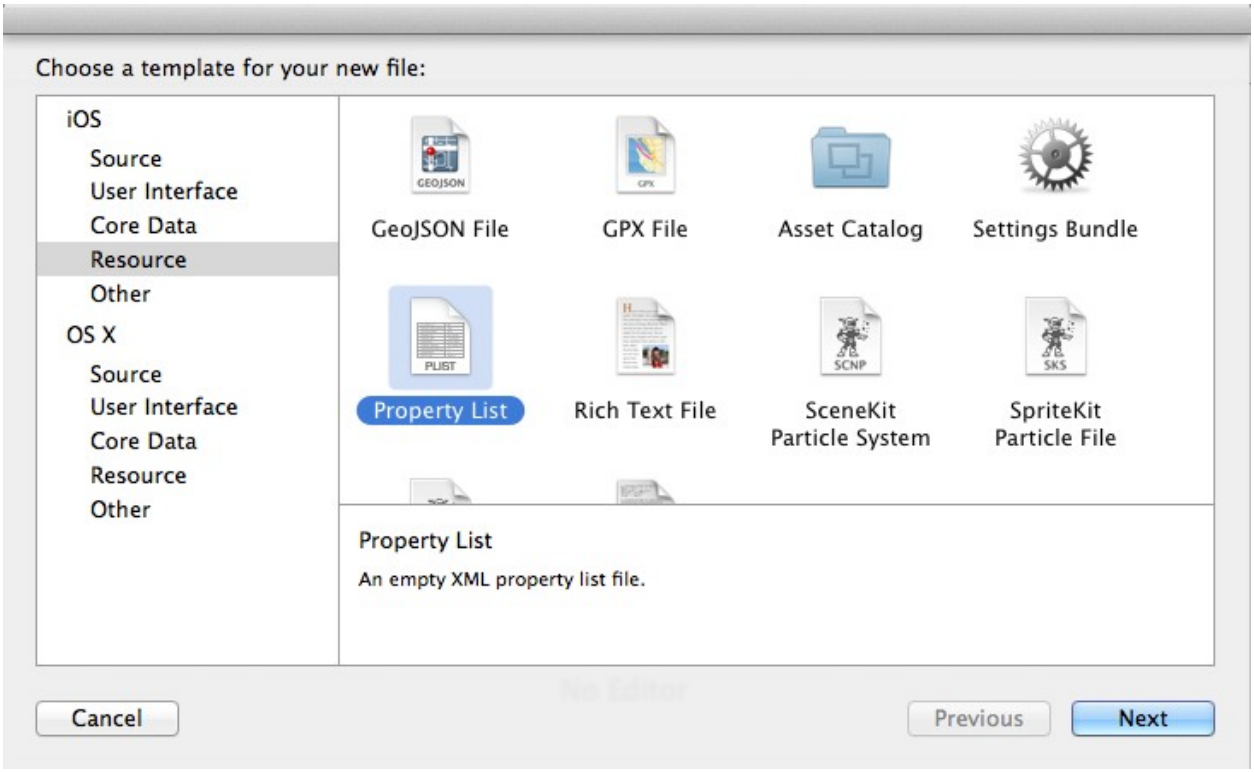
Chapter 9

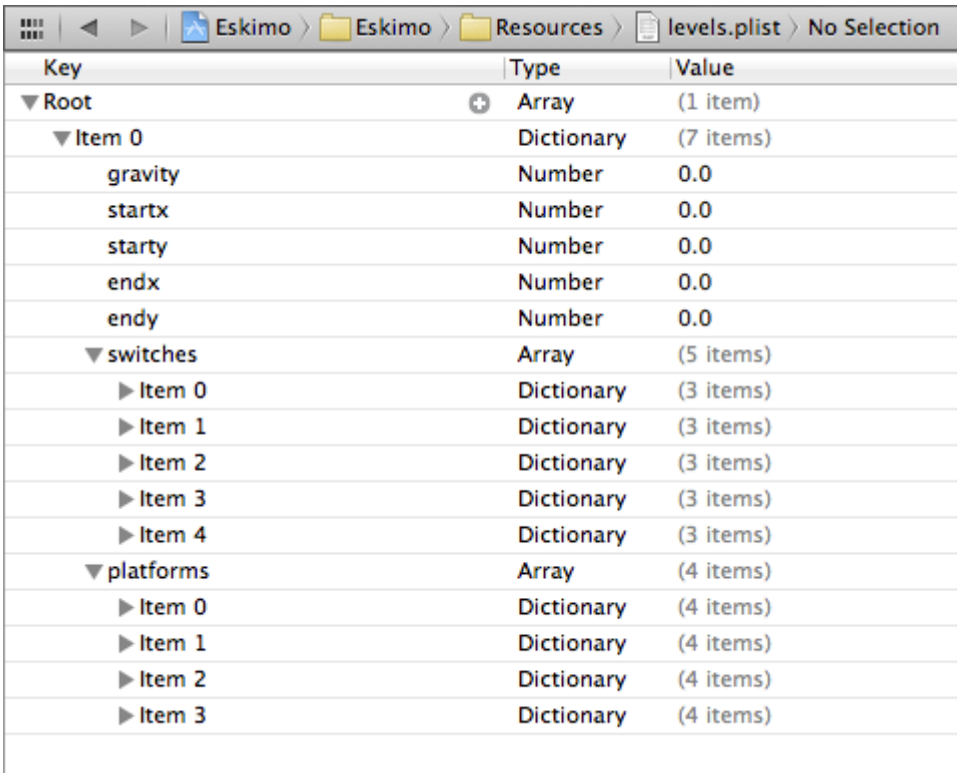



ESKIMO
PLAY
HELP
Where is that boy!


ESKIMO
PLAY
HELP
Supper is ready!

ESKIMO
PLAY
HELP
Where is that boy!
ESKIMO
1 2 3 4 5
6 7 8 9 10
11 12 13 14 15
16 17 18 19 20
21 22 23 24 25
level 1
START

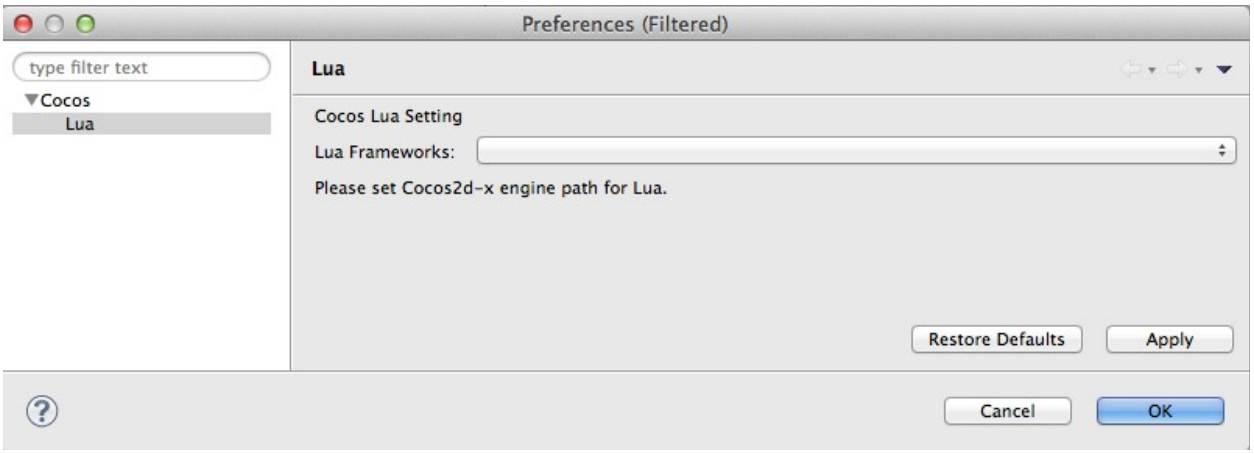

Choose a template for your new file:
iOS
Source
User Interface
Core Data
Resource
Other
OS X
Source
User Interface
Core Data
Resource
Other
GeoJSON File
GPX File
Asset Catalog
Settings Bundle
Property List
Rich Text File
SceneKit Particle System
SpriteKit Particle File
Property List
An empty XML property list file.
Cancel
Previous
Next

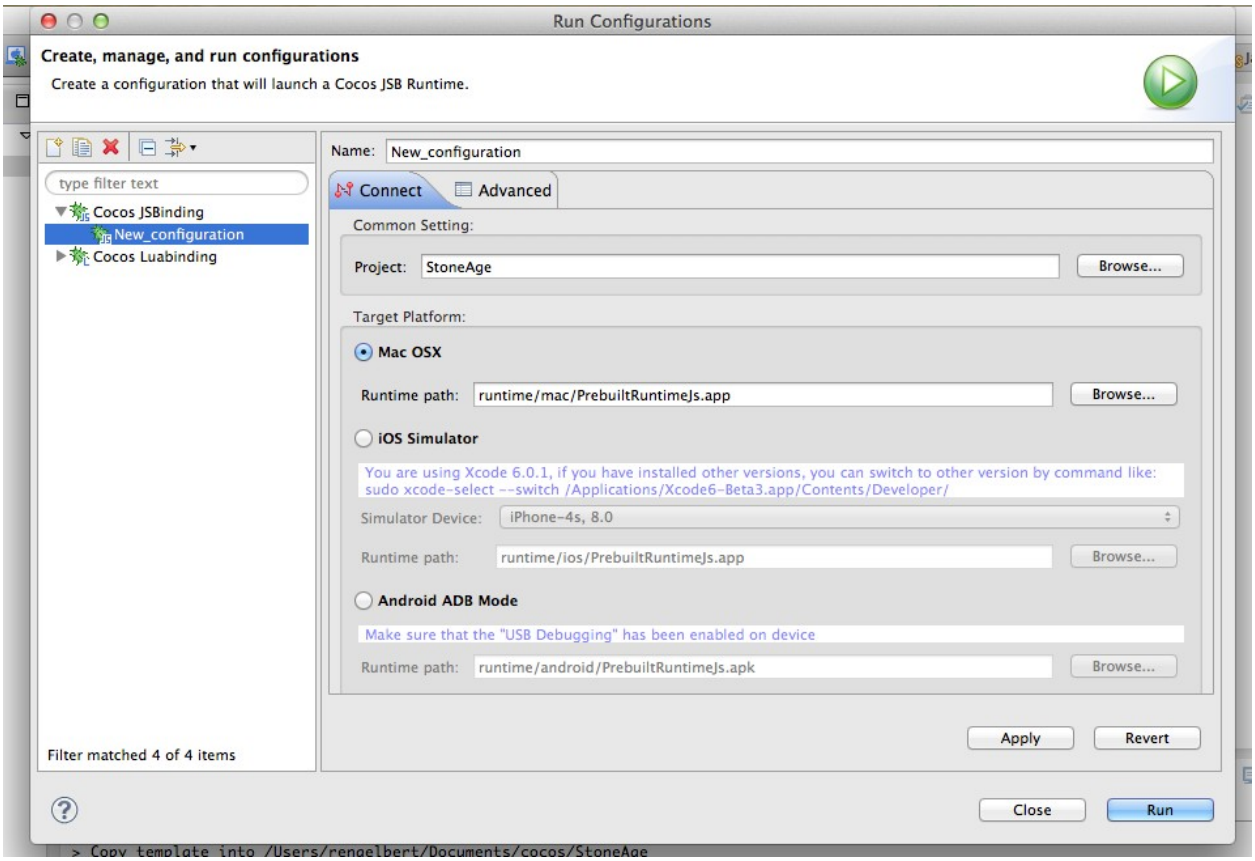

Eskimo
Eskimo
Resources
levels.plist
No Selection
Key
Type
Value
Root
Array
(1 item)
Item 0
Dictionary
(7 items)
gravity
Number
0.0
startx
Number
0.0
starty
Number
0.0
endx
Number
0.0
endy
Number
0.0
switches
Array
(5 items)
Item 0
Dictionary
(3 items)
Item 1
Dictionary
(3 items)
Item 2
Dictionary
(3 items)
Item 3
Dictionary
(3 items)
Item 4
Dictionary
(3 items)
platforms
Array
(4 items)
Item 0
Dictionary
(4 items)
Item 1
Dictionary
(4 items)
Item 2
Dictionary
(4 items)
Item 3
Dictionary
(4 items)

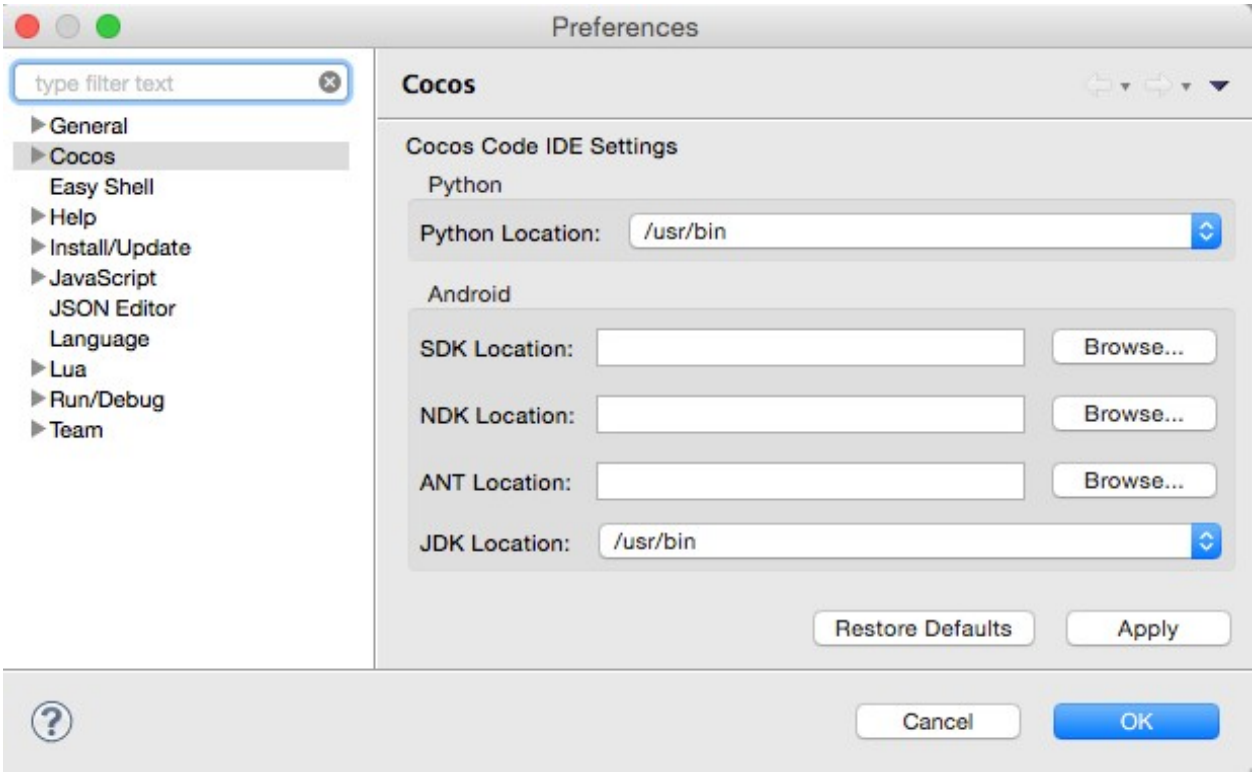
Chapter 10

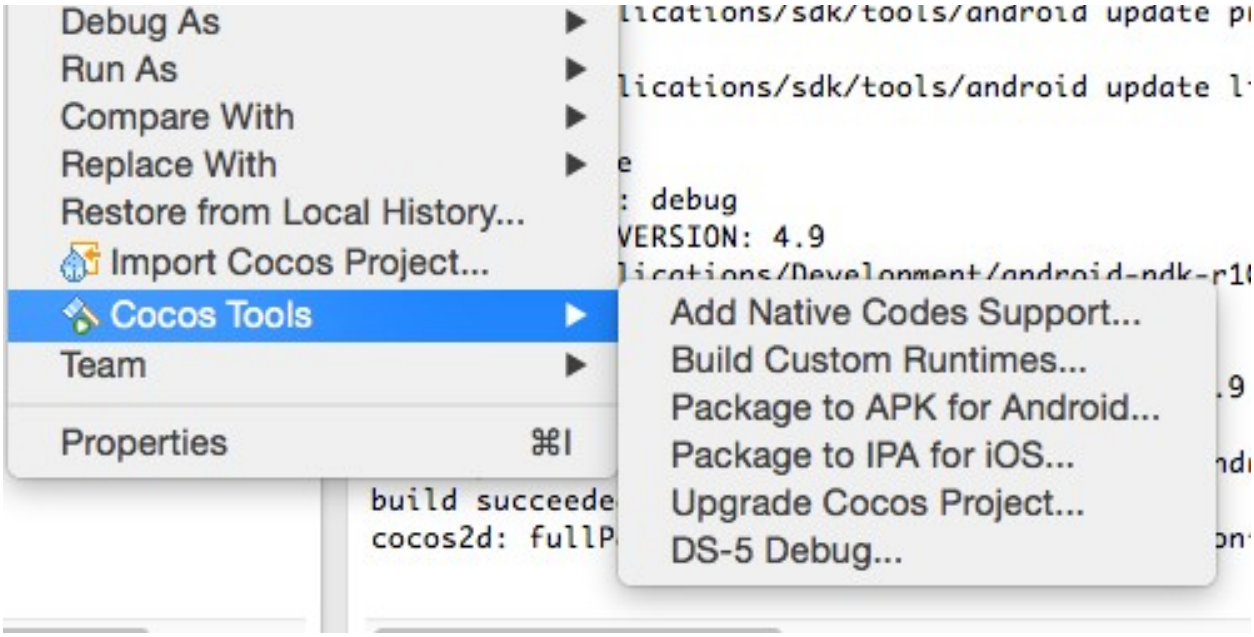
Cocos Simulator - StoneAge
STONE AGE
PLAY

StoneAge
0
0

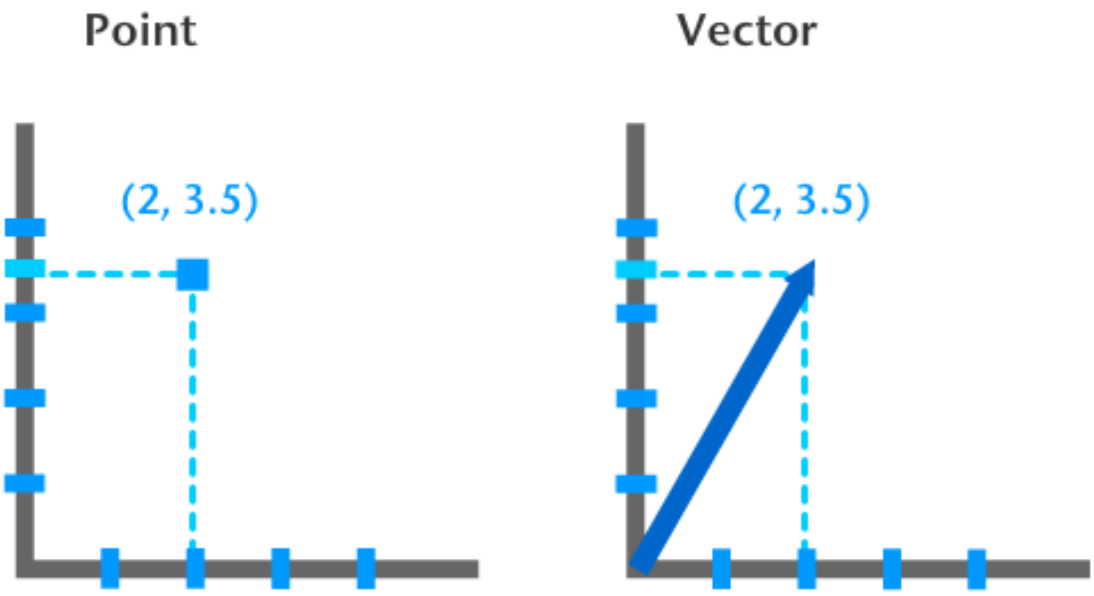

Preferences (Filtered)
type filter text
Cocos
Lua
Lua
Cocos Lua Setting
Lua Frameworks:
Please set Cocos2d-x engine path for Lua.
Restore Defaults
Apply
Cancel
OK


Run Configurations
Create, manage, and run configurations
Create a configuration that will launch a Cocos JSB Runtime.
type filter text
Cocos JSBinding
New_configuration
Cocos Luabinding
Filter matched 4 of 4 items
Name: New_configuration
Connect
Advanced
Common Setting:
Project: StoneAge
Browse...
Target Platform:
Mac OSX
Runtime path: runtime/mac/PrebuiltRuntimeJs.app
Browse...
iOS Simulator
You are using Xcode 6.0.1, if you have installed other versions, you can switch to other version by command like:
sudo xcode-select --switch /Applications/Xcode6-Beta3.app/Contents/Developer/
Simulator Device: iPhone-4s, 8.0
Runtime path: runtime/ios/PrebuiltRuntimeJs.app
Browse...
Android ADB Mode
Make sure that the "USB Debugging" has been enabled on device
Runtime path: runtime/android/PrebuiltRuntimeJs.apk
Browse...
Apply
Revert
Close
Run

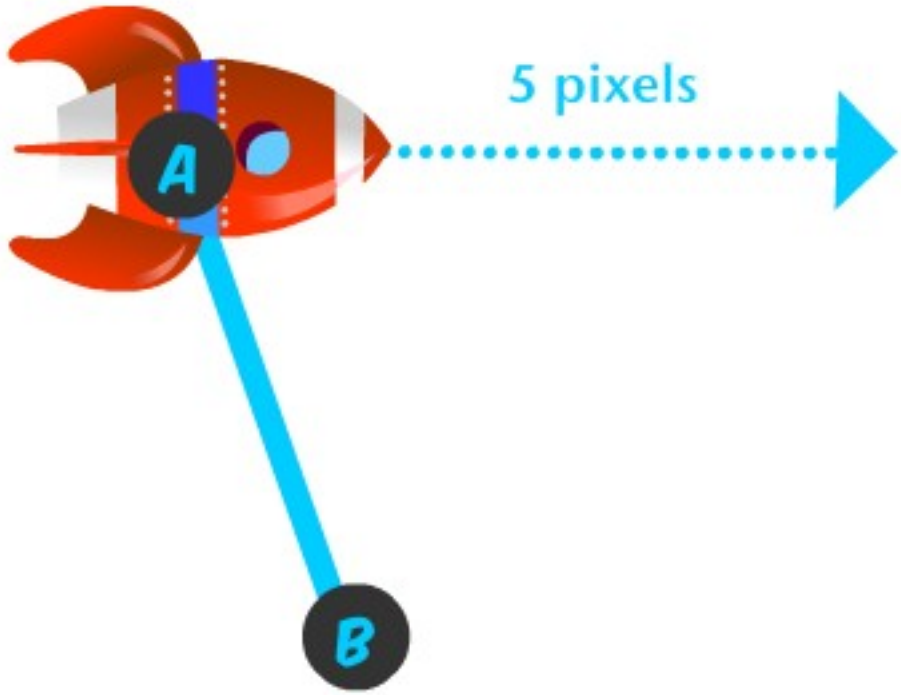

Preferences
type filter text
General
Cocos
Easy Shell
Help
Install/Update
JavaScript
JSON Editor
Language
Lua
Run/Debug
Team
Cocos
Cocos Code IDE Settings
Python
Python Location: /usr/bin
Android
SDK Location:
Browse...
NDK Location:
Browse...
ANT Location:
Browse...
JDK Location: /usr/bin
Restore Defaults
Apply
Cancel
OK

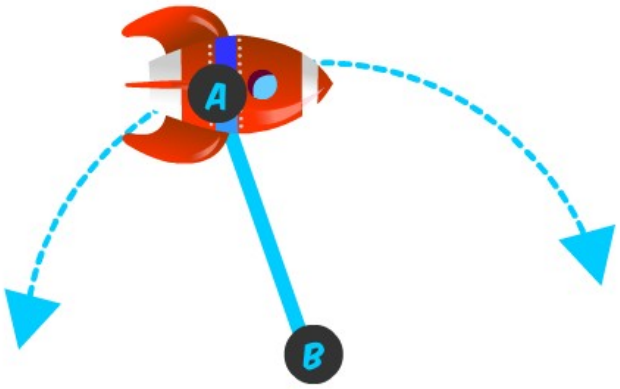

Debug As
Run As
Compare With
Replace With
Restore from Local History...
Import Cocos Project...
Cocos Tools
Team
Properties
⌘I
Add Native Codes Support...
Build Custom Runtimes...
Package to APK for Android...
Package to IPA for iOS...
Upgrade Cocos Project...
DS-5 Debug...
: debug
VERSION: 4.9
build succeede
cocos2d: fullP

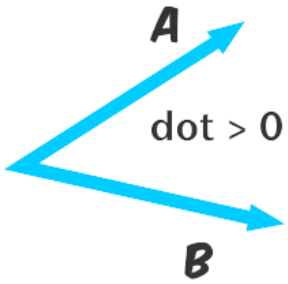
Appendix

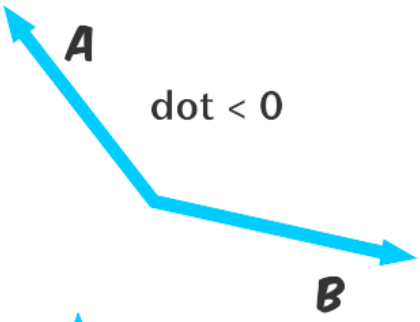

Point
(2, 3.5)
Vector
(2, 3.5)

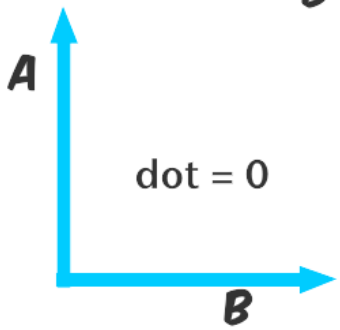
rocket vector: (5, 0)




A
B

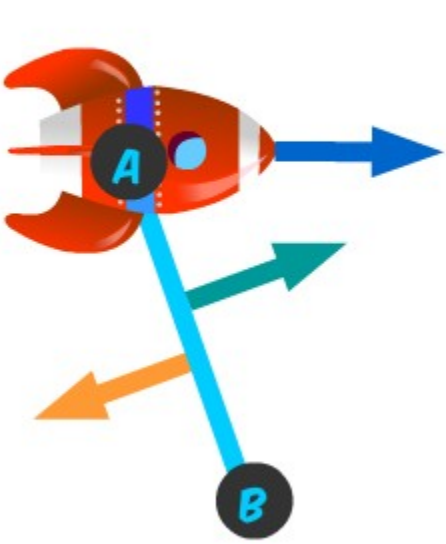

A
dot > 0
B

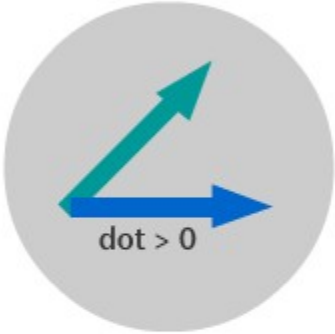

A
dot < 0
B

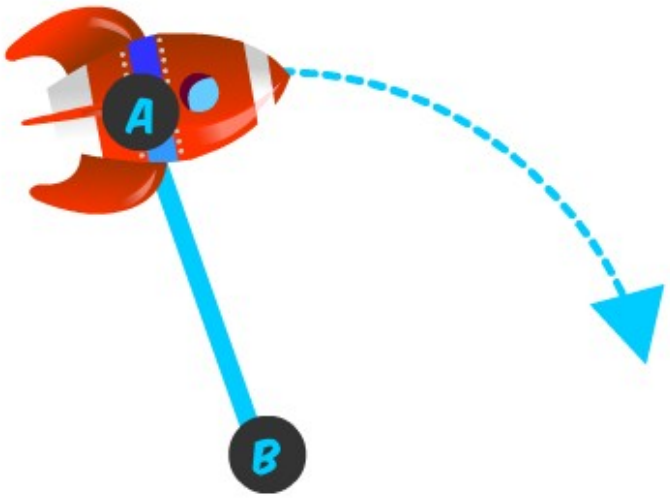

A
dot = 0
B

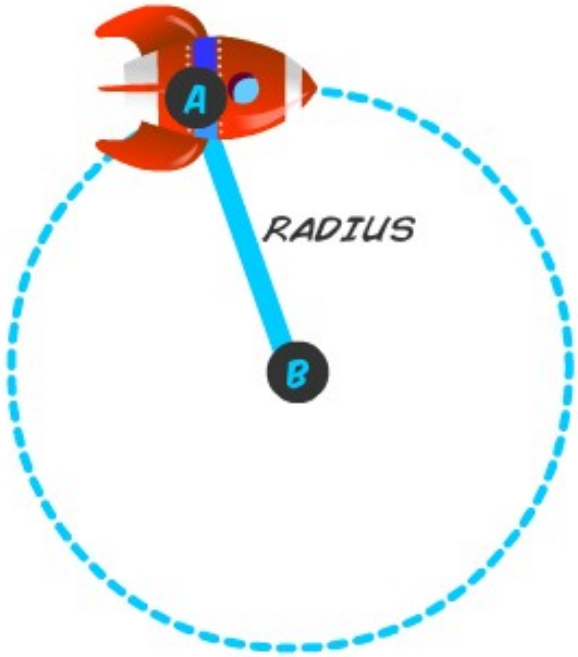
Normals

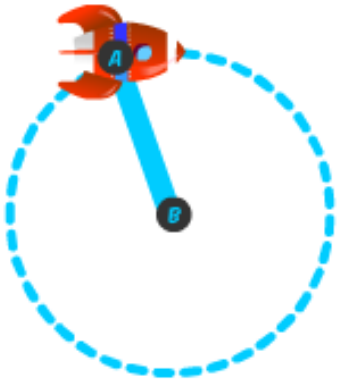
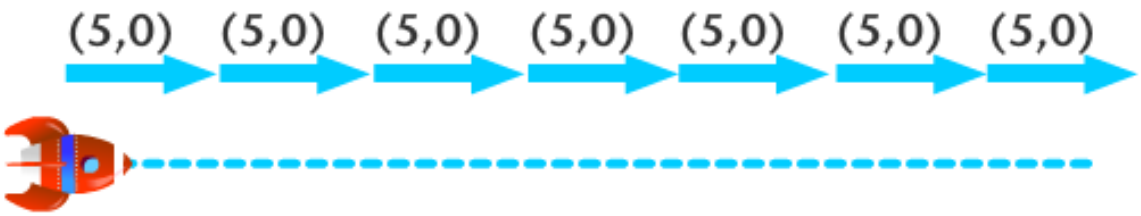
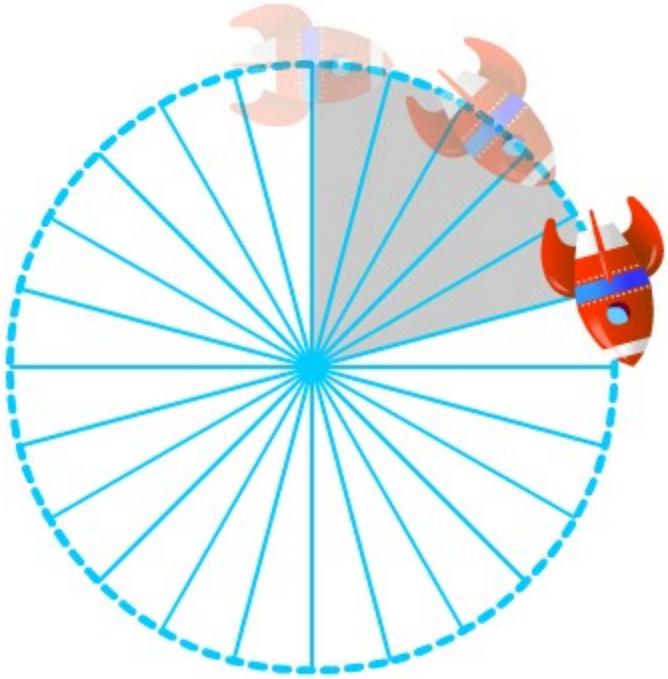
Calculate dot product of rocket and normals






A
B


A
RADIUS
B



1. Take circumference of circle
2. Divide by rocket's vector
3. Find time to complete circle