

# Chapter 1: Sprites and Animations



COCOS2D

DOWNLOAD GET STARTED

## Downloads

If you are starting a new project, it's highly recommended that you use the official installer for Cocos2D.

### Official Installer

[Cocos2D-SpriteBuilder installer](#) (Mac App Store) – **SpriteBuilder** is the official installer for the latest version of Cocos2D. Once your project is created, you can continue using SpriteBuilder, or do everything programmatically in Xcode if you prefer. Follow the instructions on our [Getting Started page](#) and you'll be up and running in minutes.

### Archived Releases

Releases of Cocos2D are archived here. You can also find them on our [GitHub](#) page.

[Cocos2D 3.4](#)

The screenshot shows the Mac App Store Preview page for the app 'SpriteBuilder' by 'Apportable'. The top navigation bar includes links for Store, Mac, iPhone, Watch, iPad, iPod, iTunes, Support, and a search icon. Below the navigation bar, the page title is 'Mac App Store Preview' with sub-links for 'What's New', 'What is OS X', 'OS X Apps', 'How to Upgrade', and 'Tech Specs'. The main content area features the app title 'SpriteBuilder' and developer 'By Apportable'. A message prompts the user to 'Open the Mac App Store to buy and download apps.' To the left is an illustration of a character wearing a yellow hard hat and orange overalls, holding a large green wrench. Below the illustration is a button that says 'View in Mac App Store'. To the right of the illustration is the 'Description' section, which states: 'Build brilliant games at top speed. SpriteBuilder is a complete game studio for quickly building high quality native iOS games with Objective-C and Xcode.' Below the description are links for 'Apportable Web Site' and 'SpriteBuilder Support', followed by a '...More' link. At the bottom of the description section is the 'What's New in Version 1.4.9' section, which lists new features: 'SpriteBuilder 1.4 adds a number of new features: - Retina display support - Visual editing of effects'.



Open ▾

## SpriteBuilder 4+

Build brilliant games at top speed. SpriteBuilder is a complete game studio for quickly building high quality native iOS games with Objective-C and Xcode.

SpriteBuilder packages the best-in-class tools for iOS game development, Cocos2d and... [...More](#)

### What's New in Version 1.4.9

SpriteBuilder 1.4 adds a number of new features:  
- Retina display support...

[...More](#)





## Welcome to SpriteBuilder

Join the SpriteBuilder mailing list

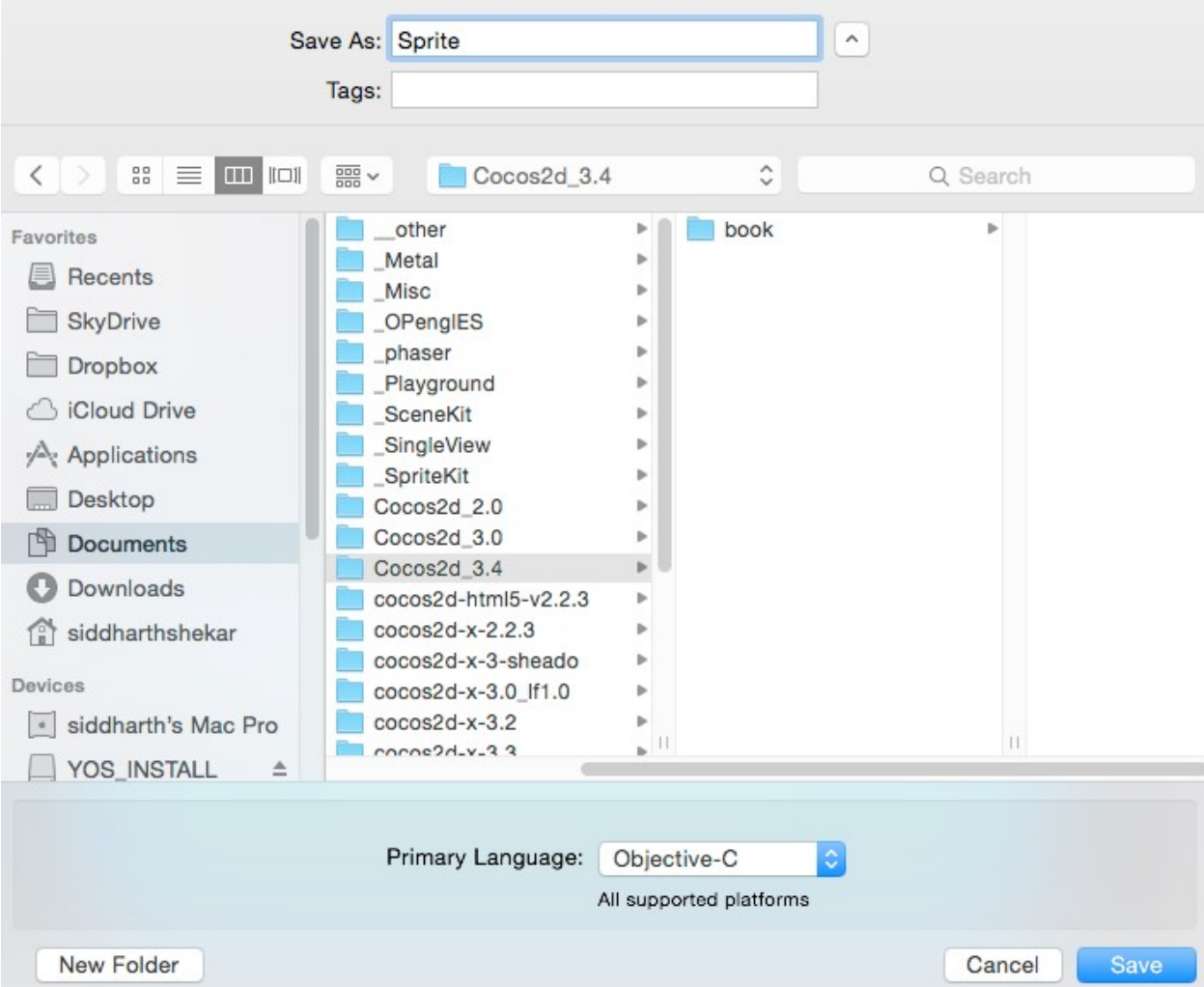
The SpriteBuilder mailing list will keep you updated with product releases, updates, special offers, tips and tricks, and more. Please sign up so we can stay in touch!

Email:

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# Xcode



Install

Xcode 4+

Essentials

Xcode provides everything developers need to create great applications for Mac, iPhone, and iPad. Xcode brings user interface design, coding, testing, and debugging all into a unified workflow. The Xcode IDE combined with the Cocoa and Cocoa Touch frameworks, and the Swift programming language make developing apps easier and more fun than ever before.

...

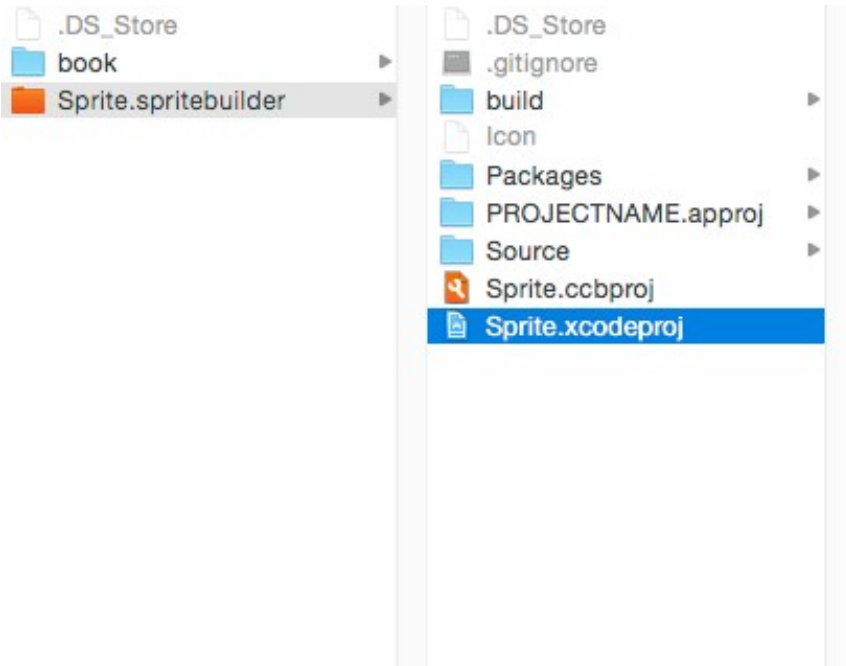
...More

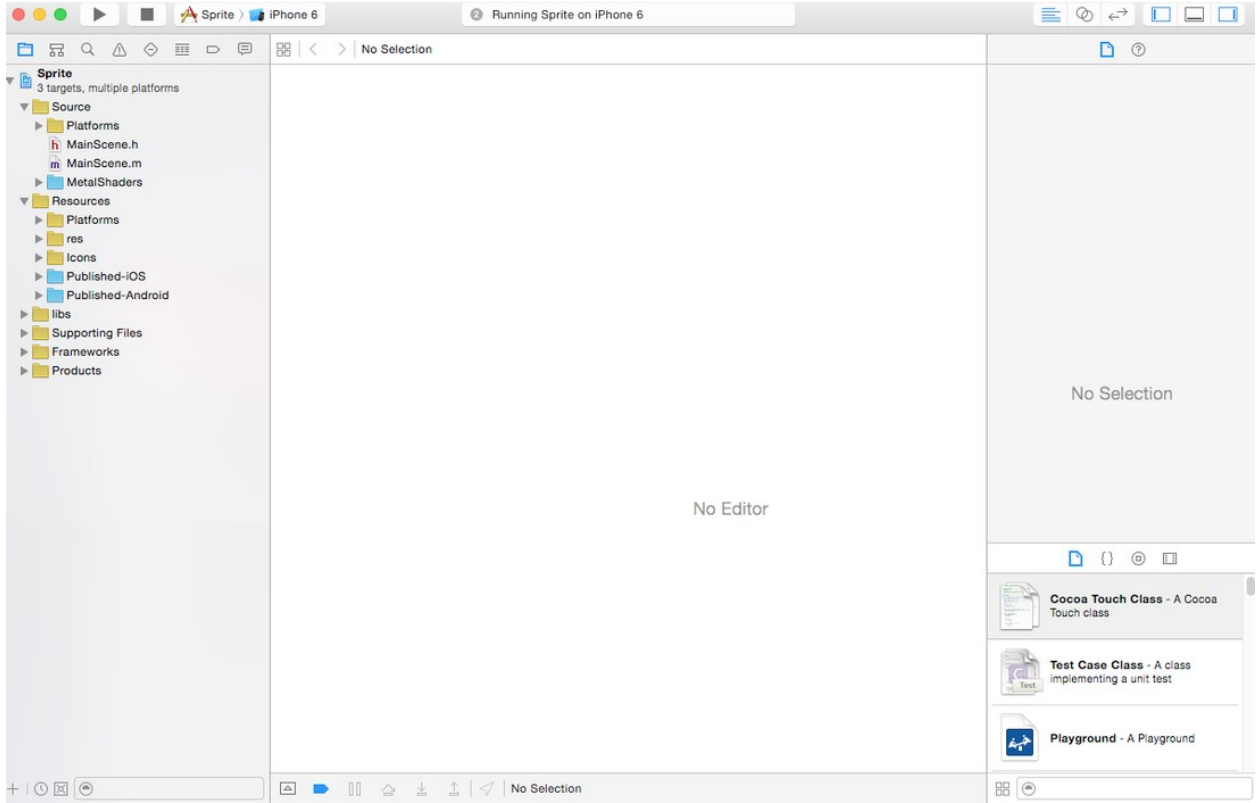
## What's New in Version 6.3.2

Xcode 6.3.2 improves stability and fixes an issue that could result in slow compile times for complex Swift projects.

...

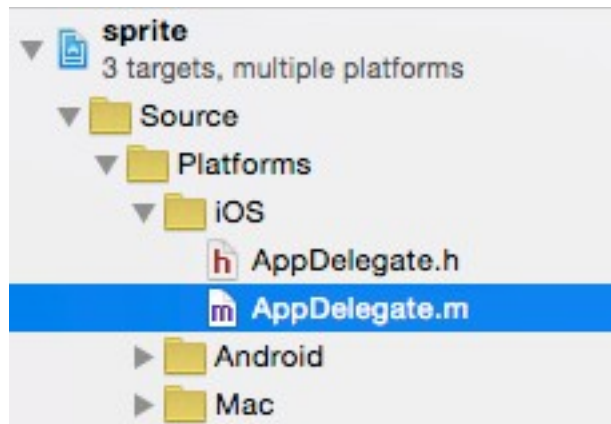
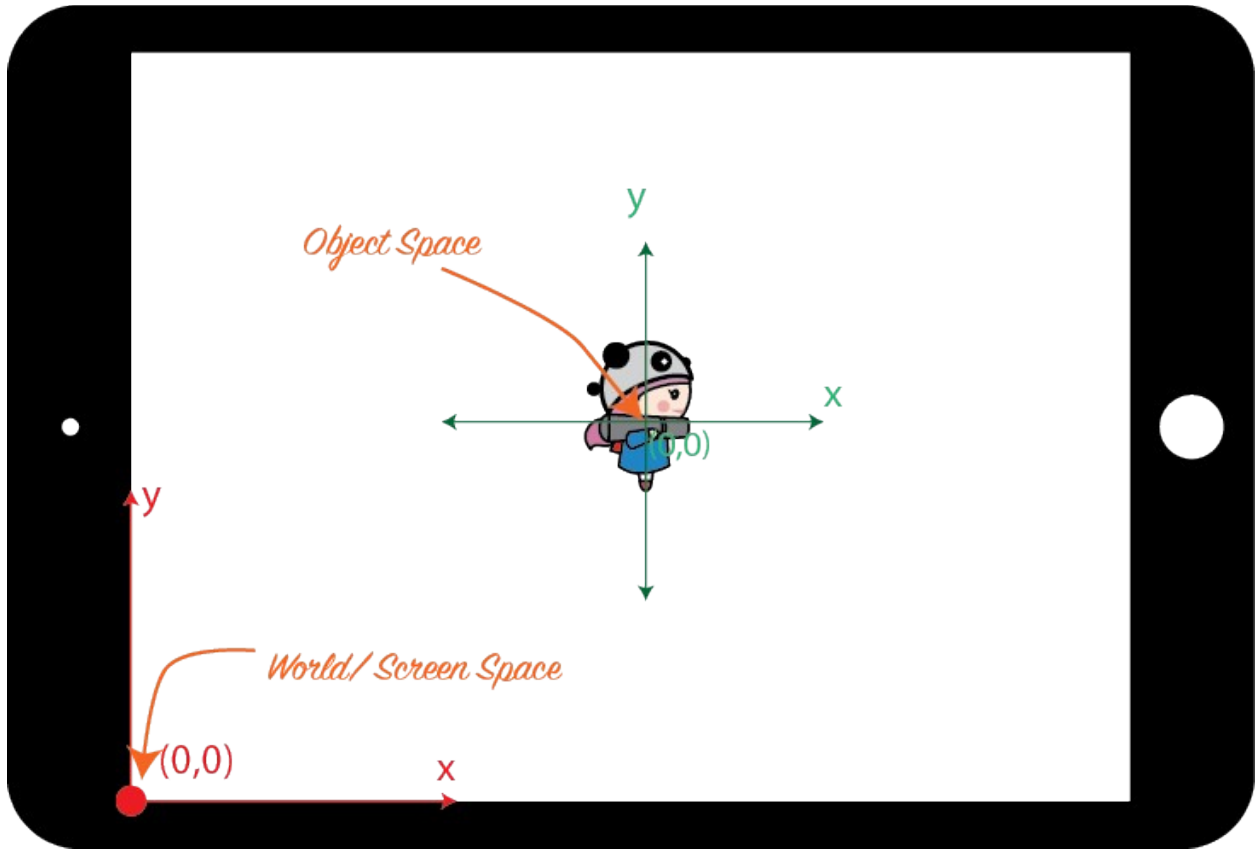
...More



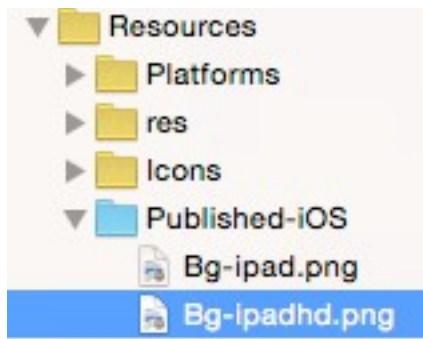
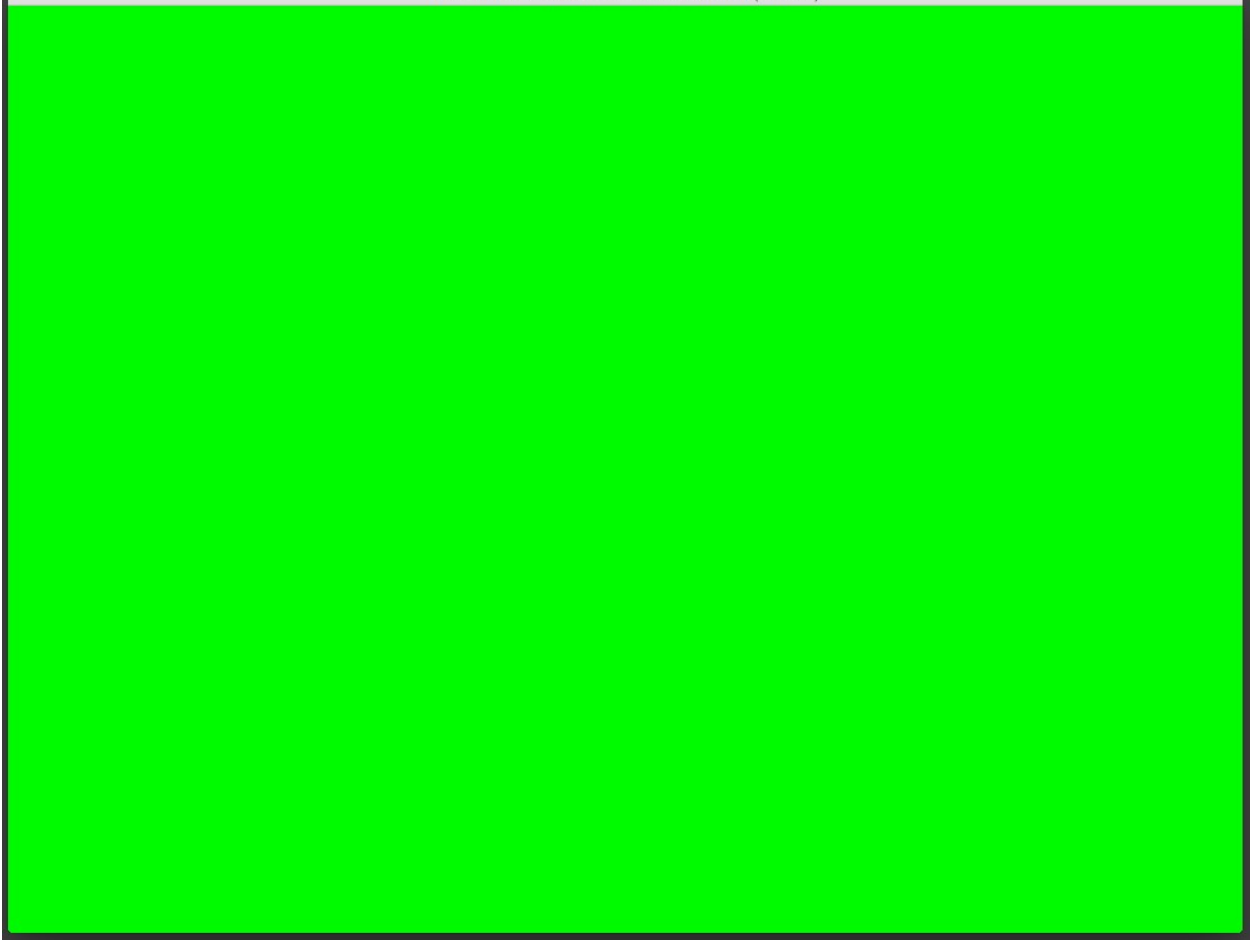


iOS Simulator - iPhone 6 - iPhone 6 / iOS 8.1 (12B411)

# SpriteBuilder



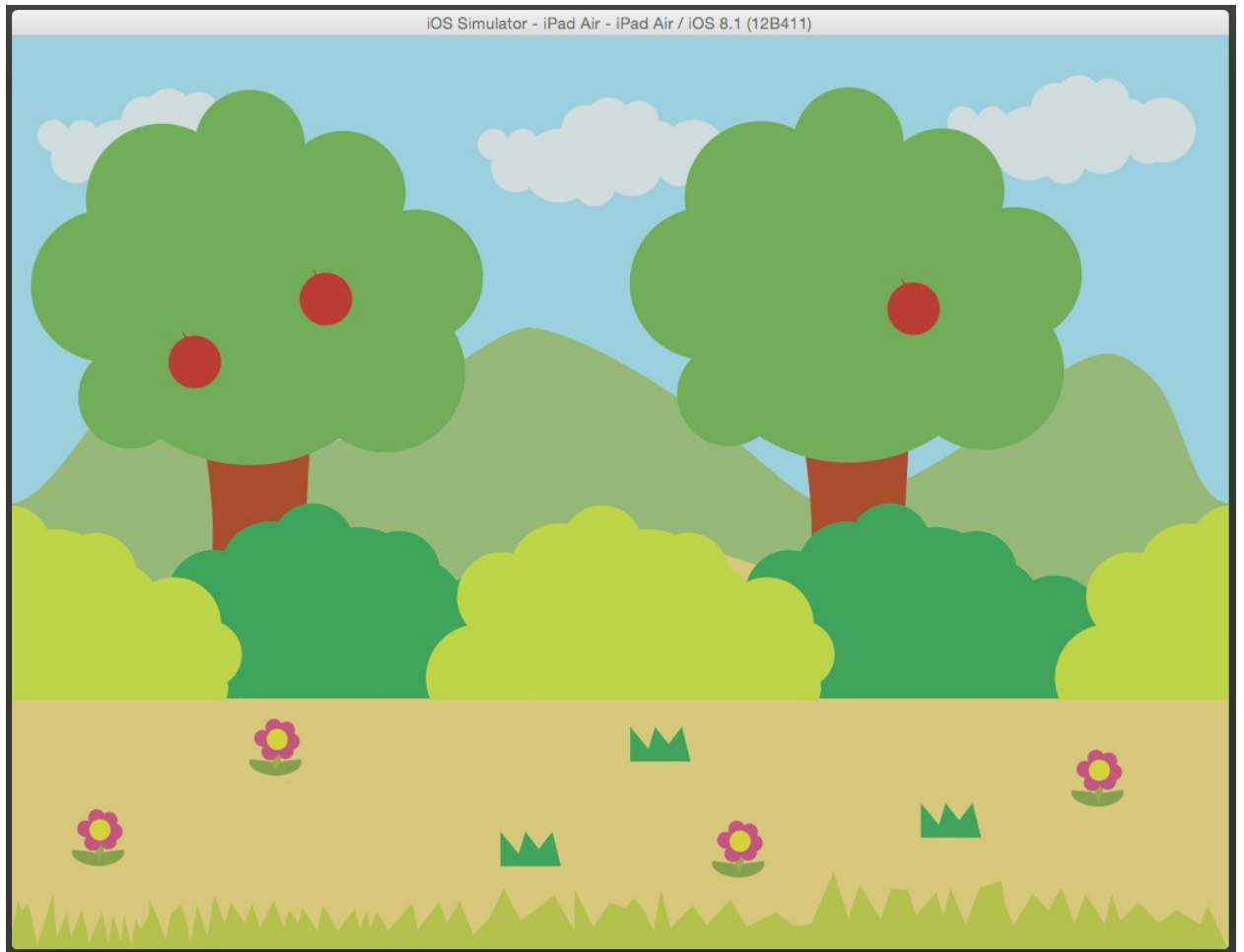


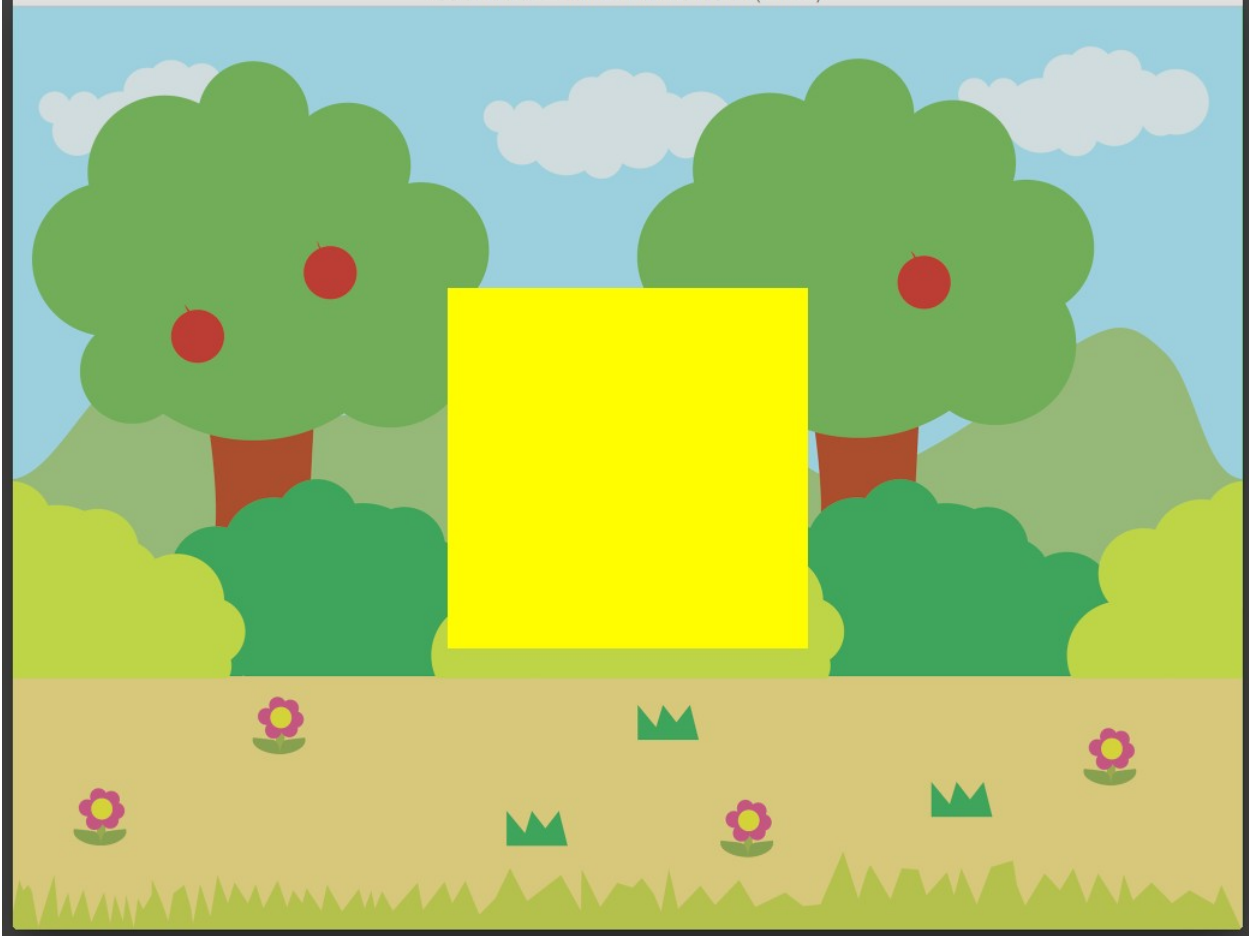


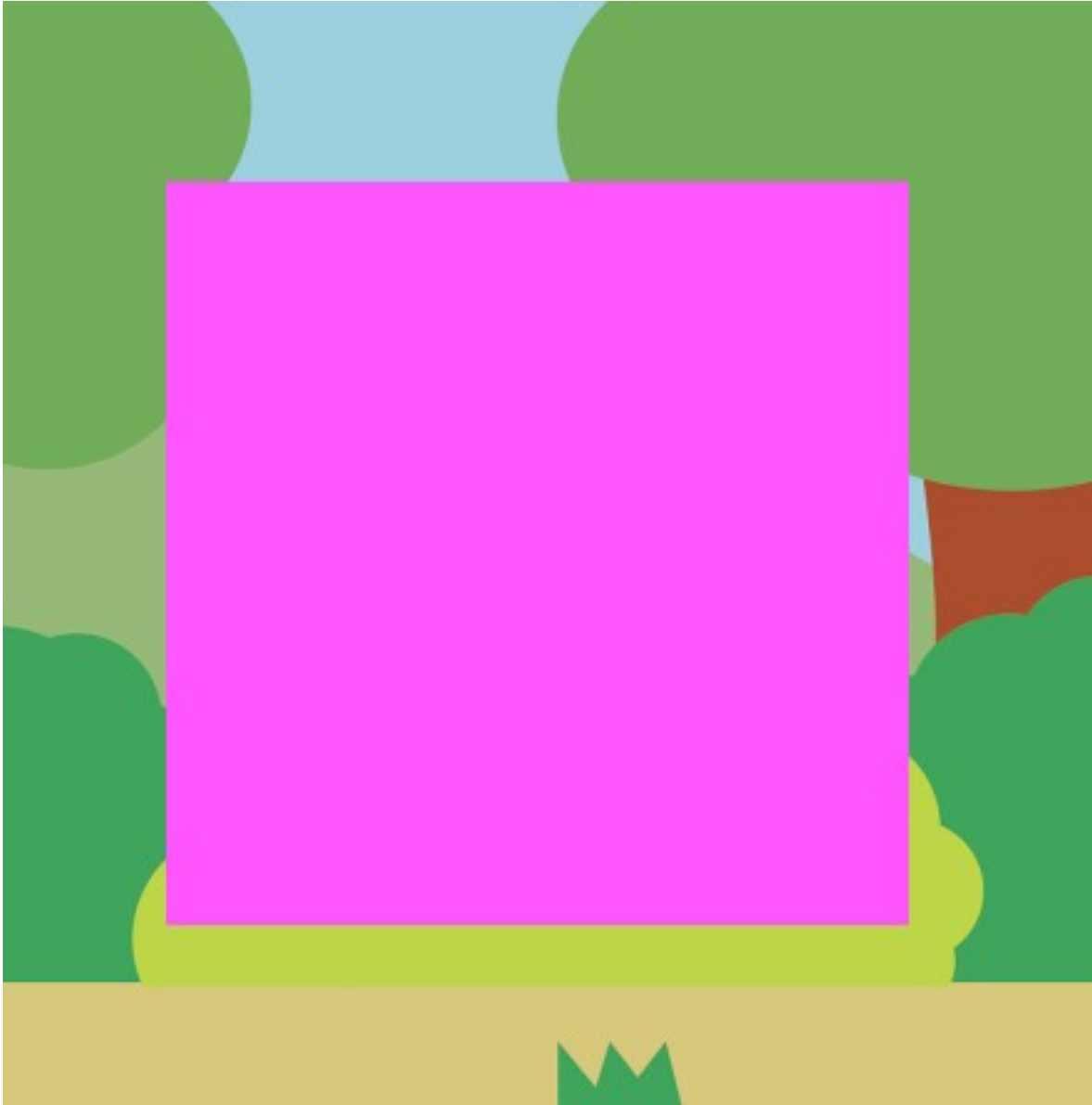
```
sprite > libs > cocos2d.xcodeproj > cocos2d-ui > CCBReader > CCBReader.m > +configureCCFileUtils

Find > Text > Containing
CCFileUtilsSearchMode
11 results in 3 files
CCBReader.m
cocos2d project
sharedFileUtils.searchMode = CCFile
UtilsSearchModeSuffix;//CCFileUtils
SearchModeDirectory CCFileUtils
sharedFileUtils.searchMode = CCFile
UtilsSearchModeSuffix;//CCFileUtils
SearchModeDirectory CCFileUtils
...Utils.searchMode = CCFileUtils
SearchModeSuffix;//CCFileUtilsSearch
ModeDirectory CCFileUtilsSearchMode









95
96 #if __CC_PLATFORM_ANDROID
97 sharedFileUtils.searchPath =
98 [NSArray arrayWithObjects:
99 [[NSBundle mainBundle] resourcePath] stringByAppendingPathComponent:@"Published-Android",
100 [[NSBundle mainBundle] resourcePath],
101 nil];
102 #else
103 sharedFileUtils.searchPath =
104 [NSArray arrayWithObjects:
105 [[NSBundle mainBundle] resourcePath] stringByAppendingPathComponent:@"Published-iOS",
106 [[NSBundle mainBundle] resourcePath],
107 nil];
108 #endif
109
110 sharedFileUtils.enableIphoneResourcesOniPad = YES;
111 sharedFileUtils.searchMode = CCFileUtilsSearchModeSuffix;//CCFileUtilsSearchModeDirectory
112 [sharedFileUtils buildSearchResolutionsOrder];
```







Choose a template for your new file:

iOS				
Source	<b>Cocoa Touch Class</b>	Test Case Class	Playground	Swift File
User Interface				
Core Data	Objective-C File	Header File	C File	C++ File
Resource				
Other				
OS X				
Source				
User Interface				
Core Data				
Resource				
Other				

Cocoa Touch Class  
A Cocoa Touch class.

Cancel Previous Next

Choose options for your new file:

Class:

Subclass of:

Also create XIB file

Language:

Cancel Previous Next

Navigation icons: back, forward, view options, and search. Address bar: sprite.spritebuilder. Search field: Search.

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**Devices**

- siddharth's Mac Pro

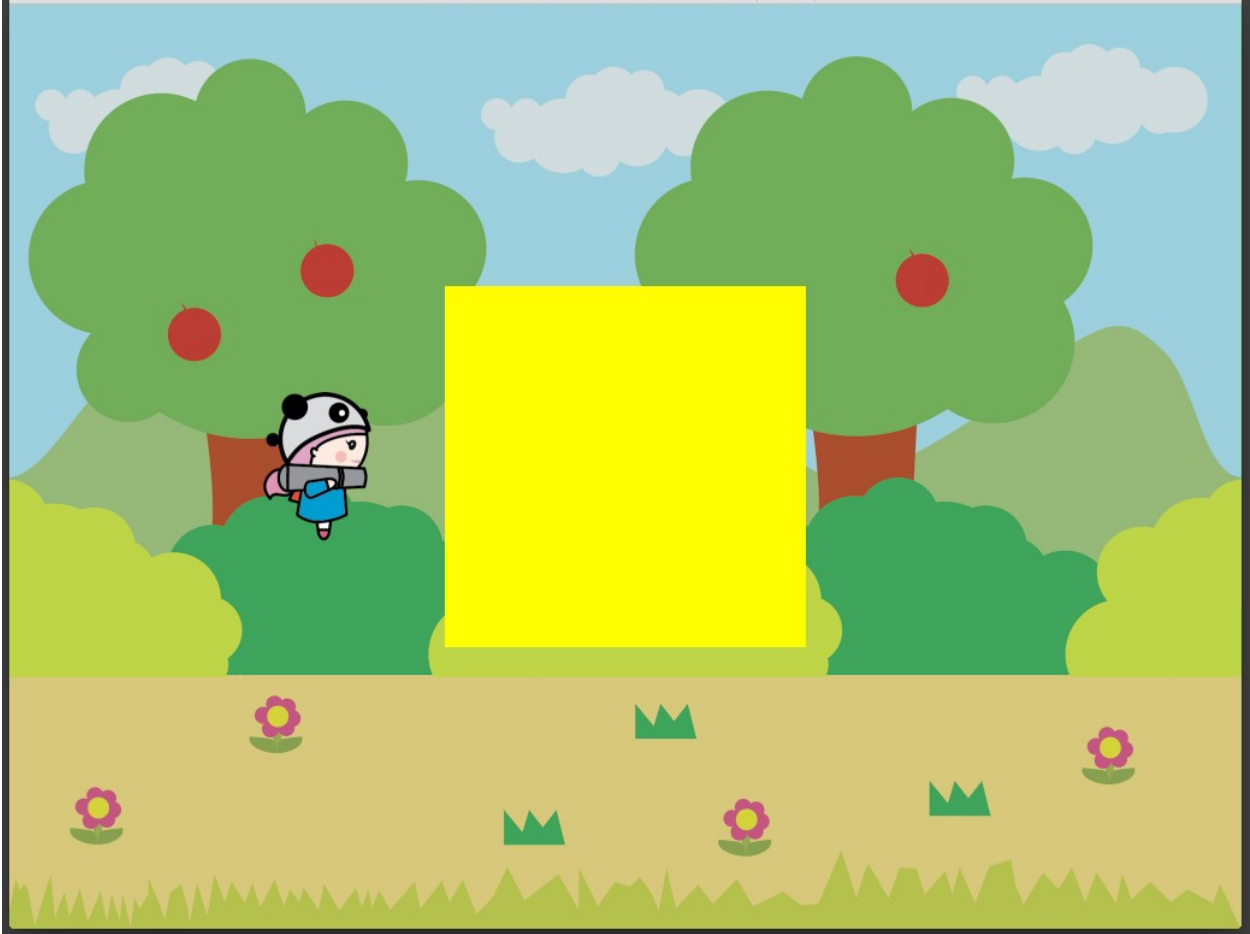
Name	Date Modified
▶ Source	Today, 1:28 PM
▶ sprite.ccbproj	Yesterday, 4:16 PM
▶ sprite.xcodeproj	May 11, 2015, 6:05 PM
▶ PROJECTNAME.approj	Nov 27, 2014, 1:03 AM
▶ Packages	Sep 6, 2014, 3:32 AM
▶ build	Oct 11, 2013, 5:26 AM

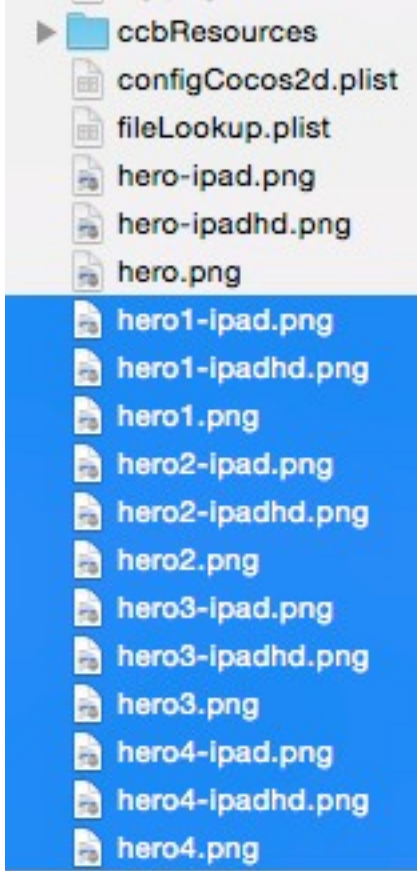
**Group**

**Targets**

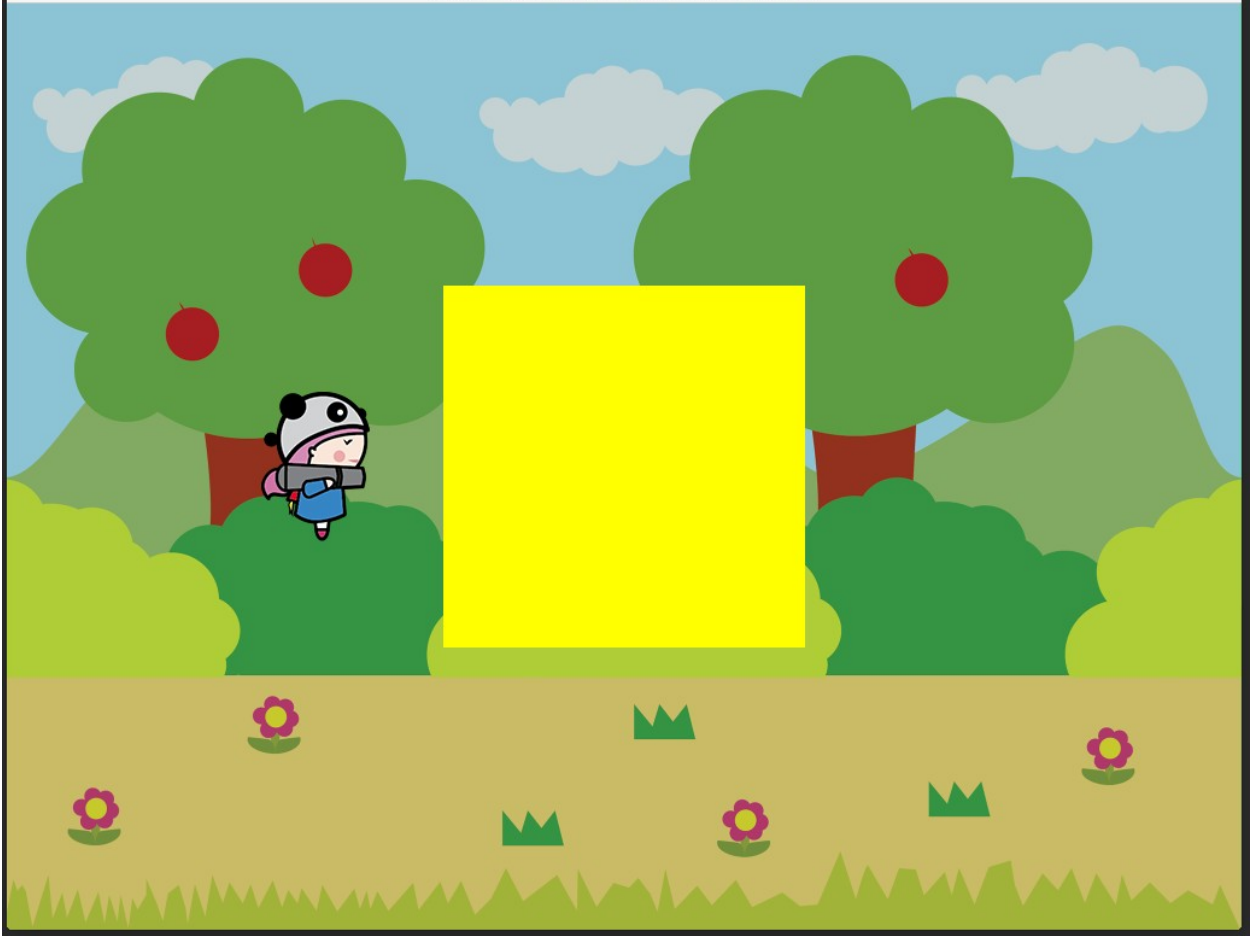
- sprite iOS
- sprite Android
- sprite Mac

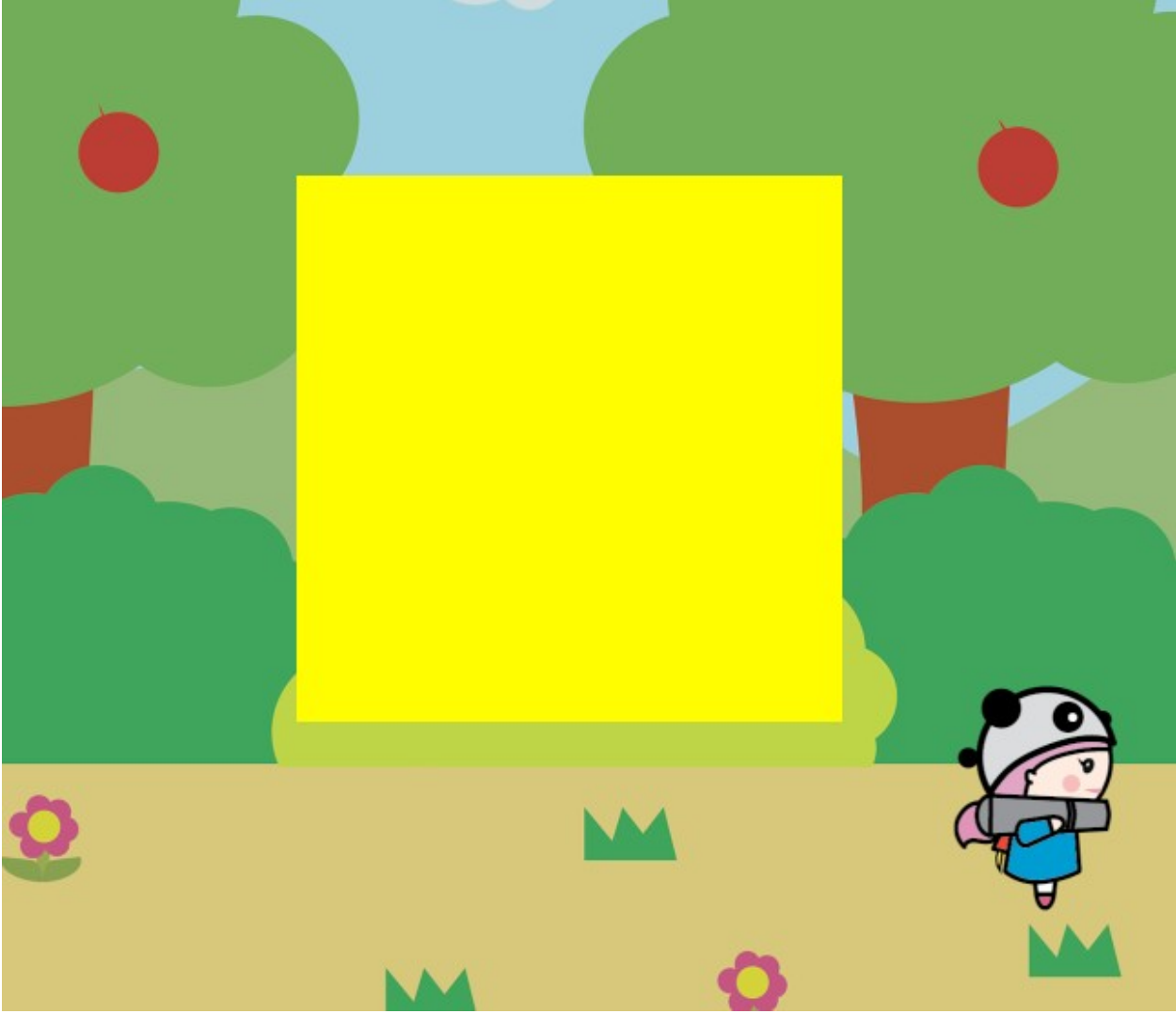
Buttons: New Folder, Cancel, Create

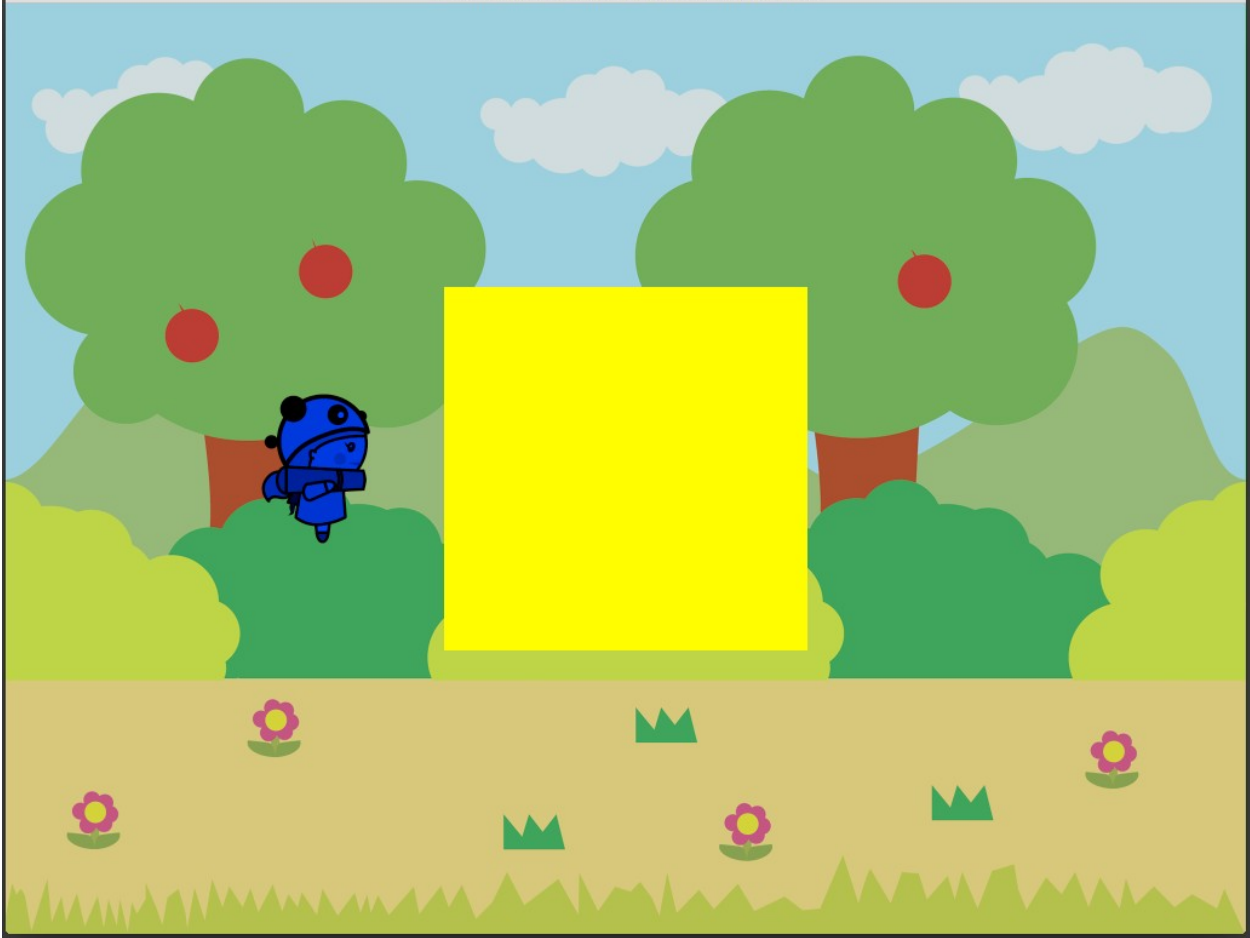


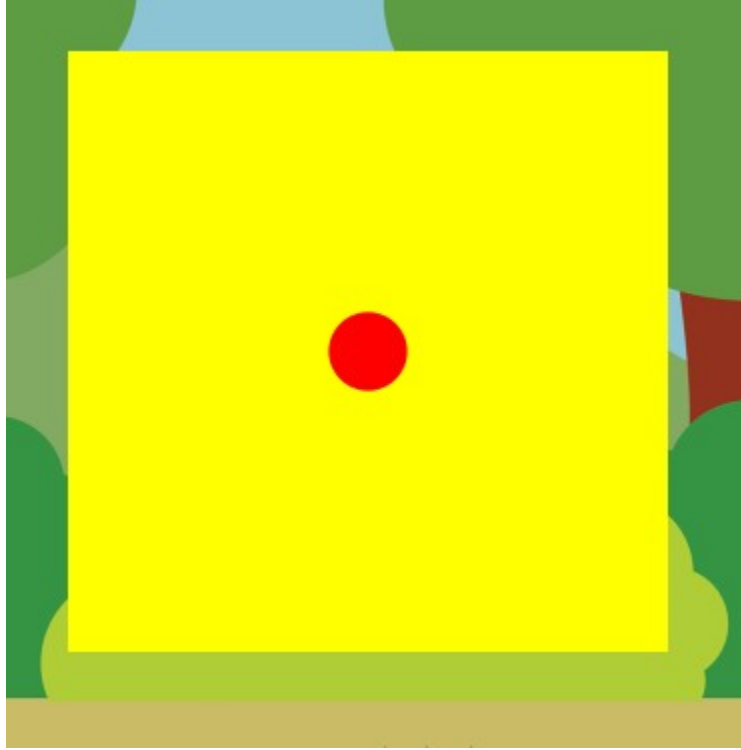


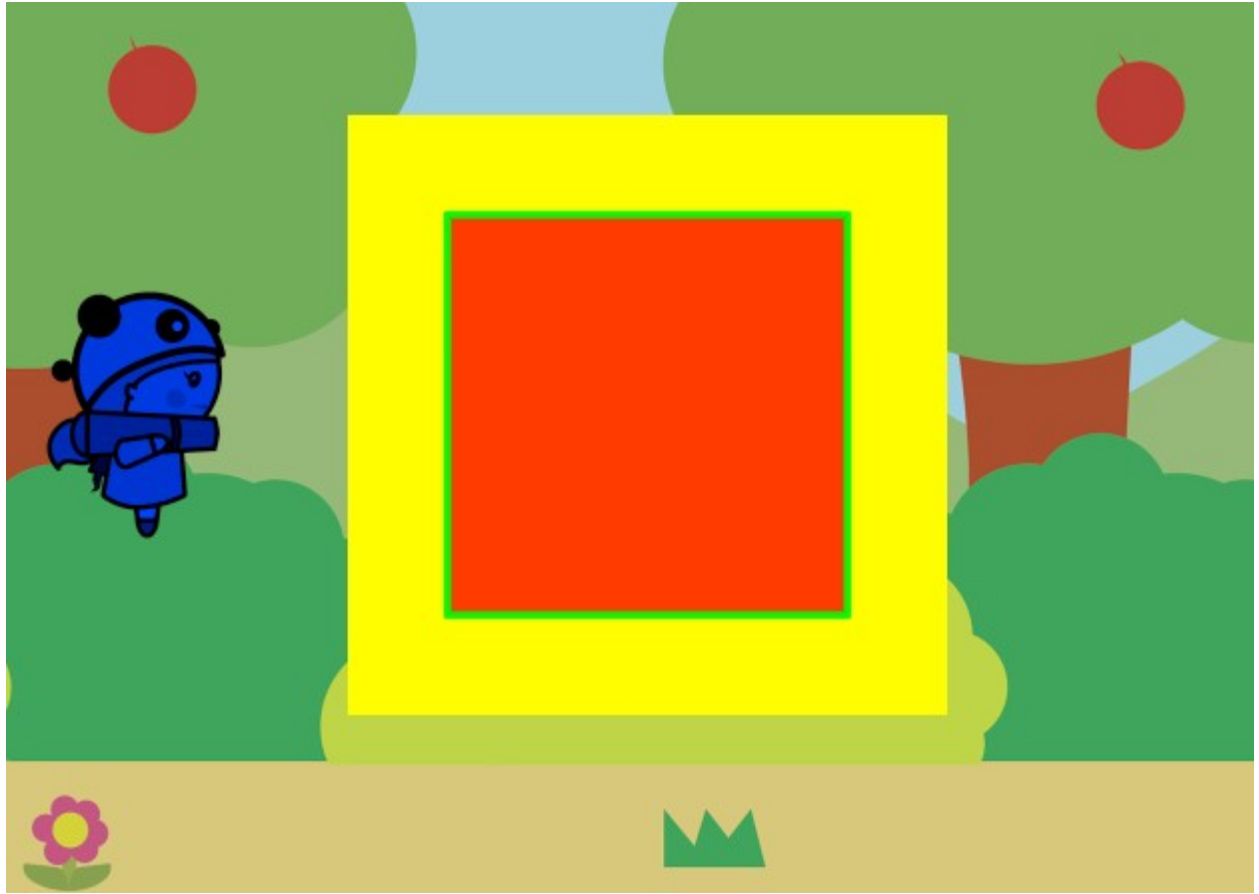


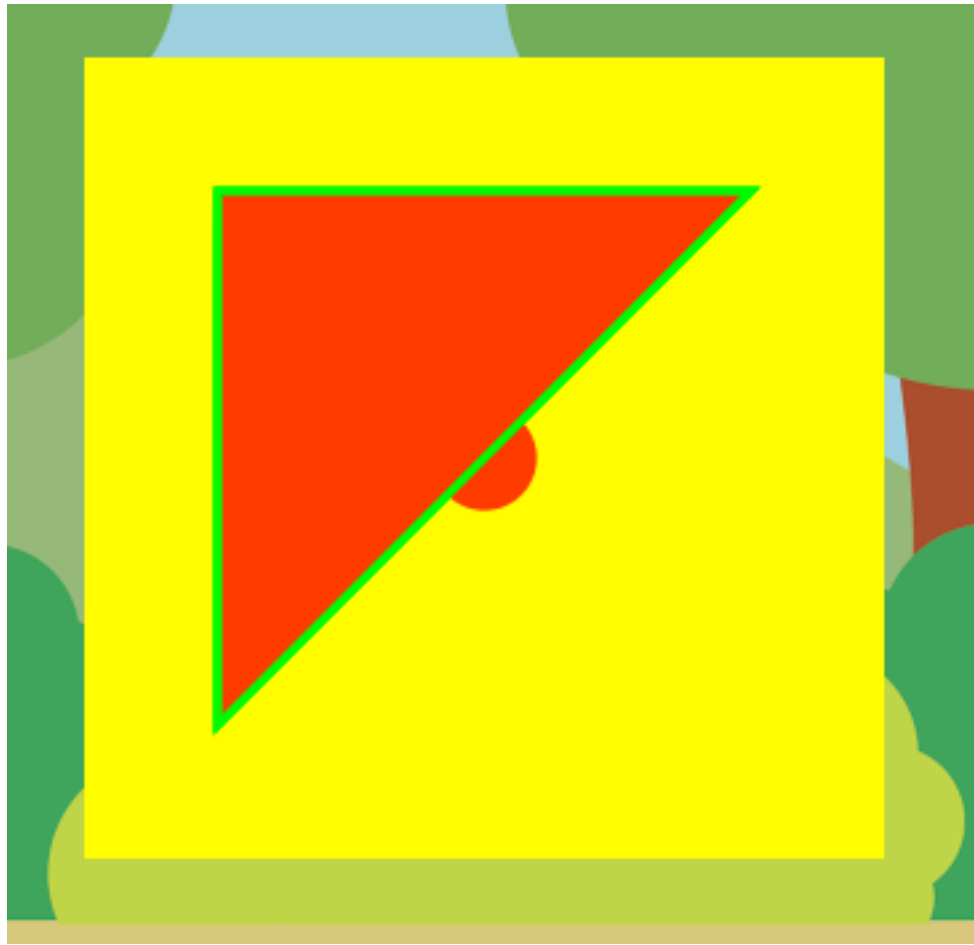


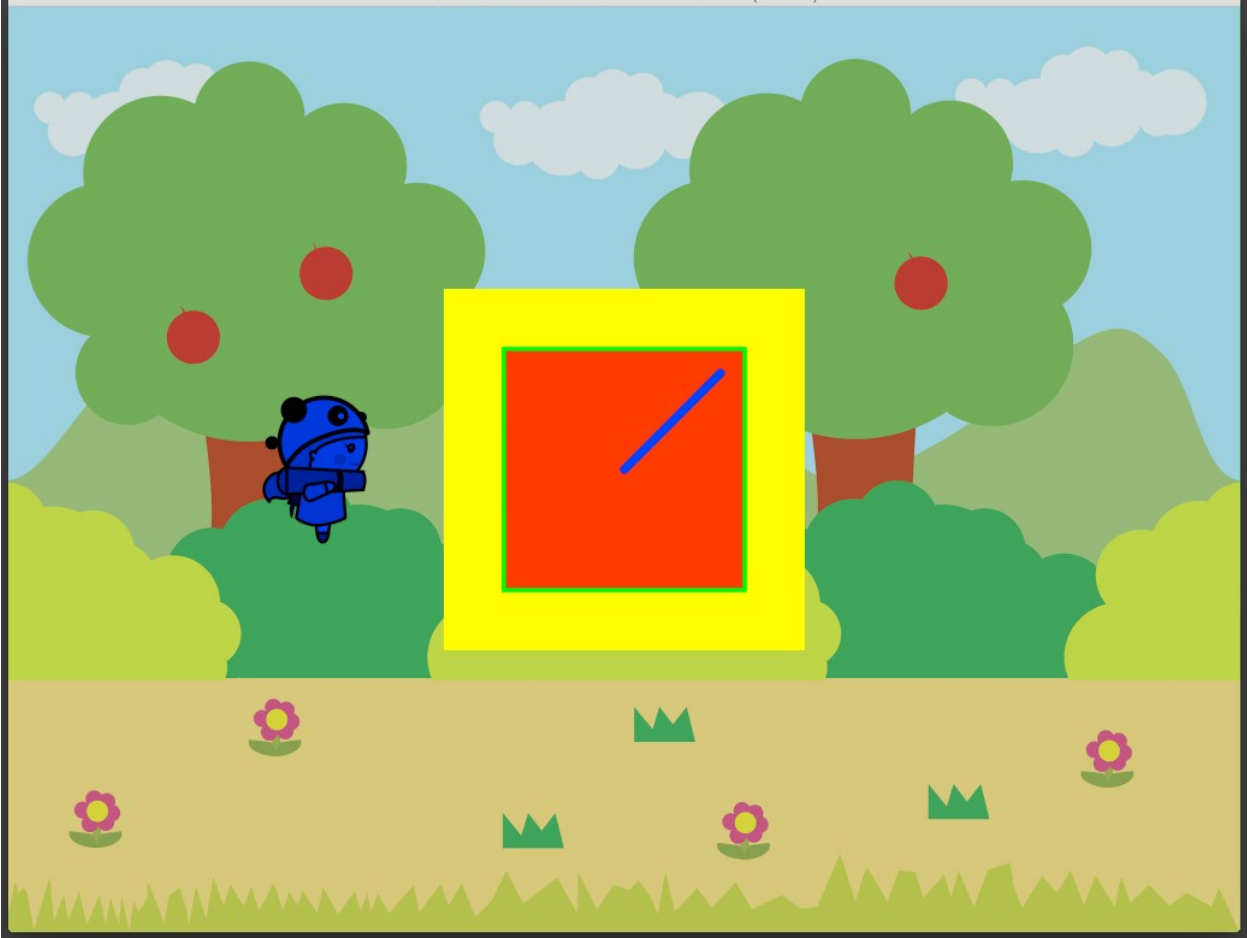


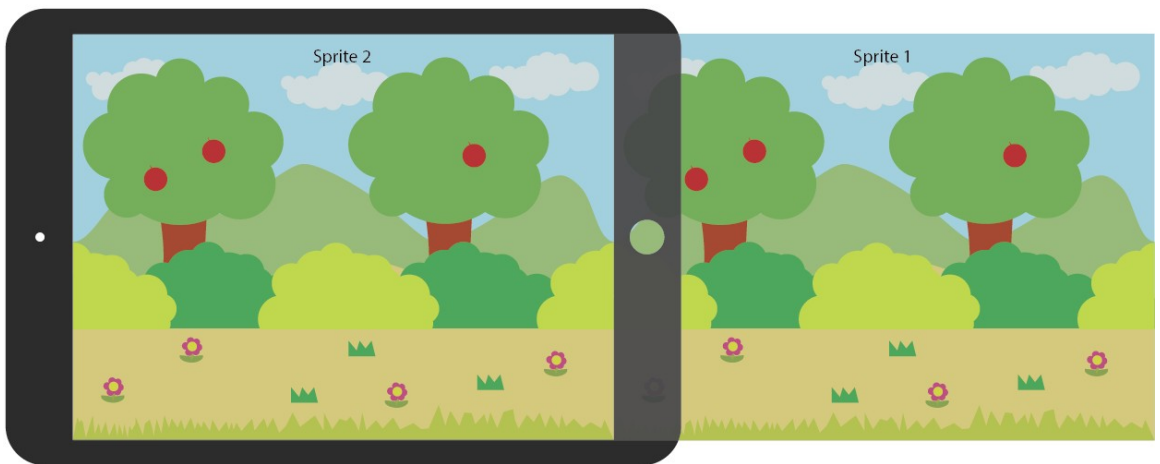
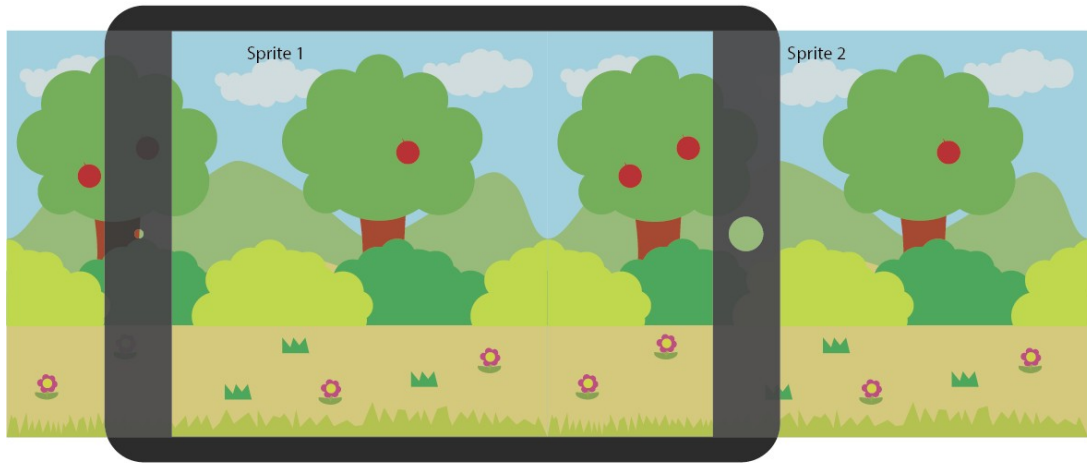
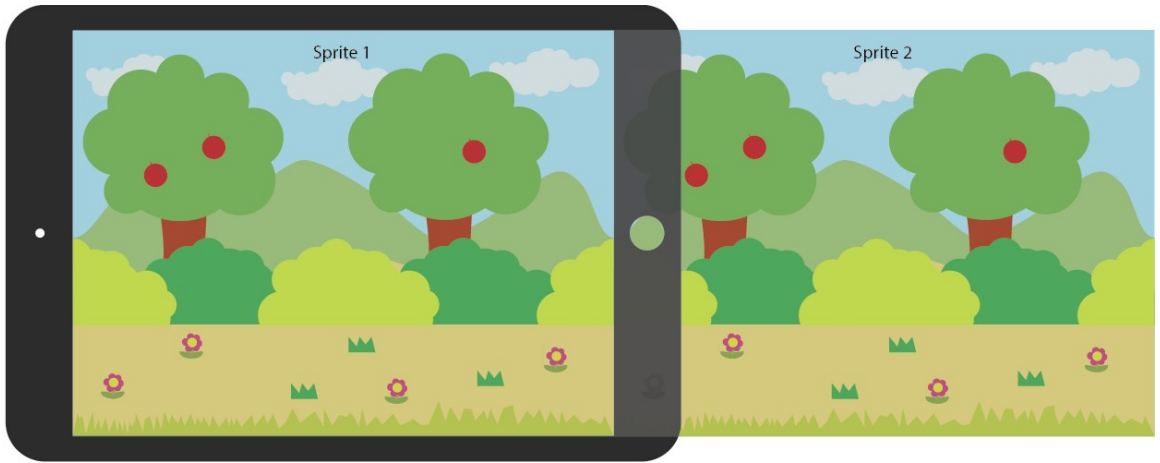




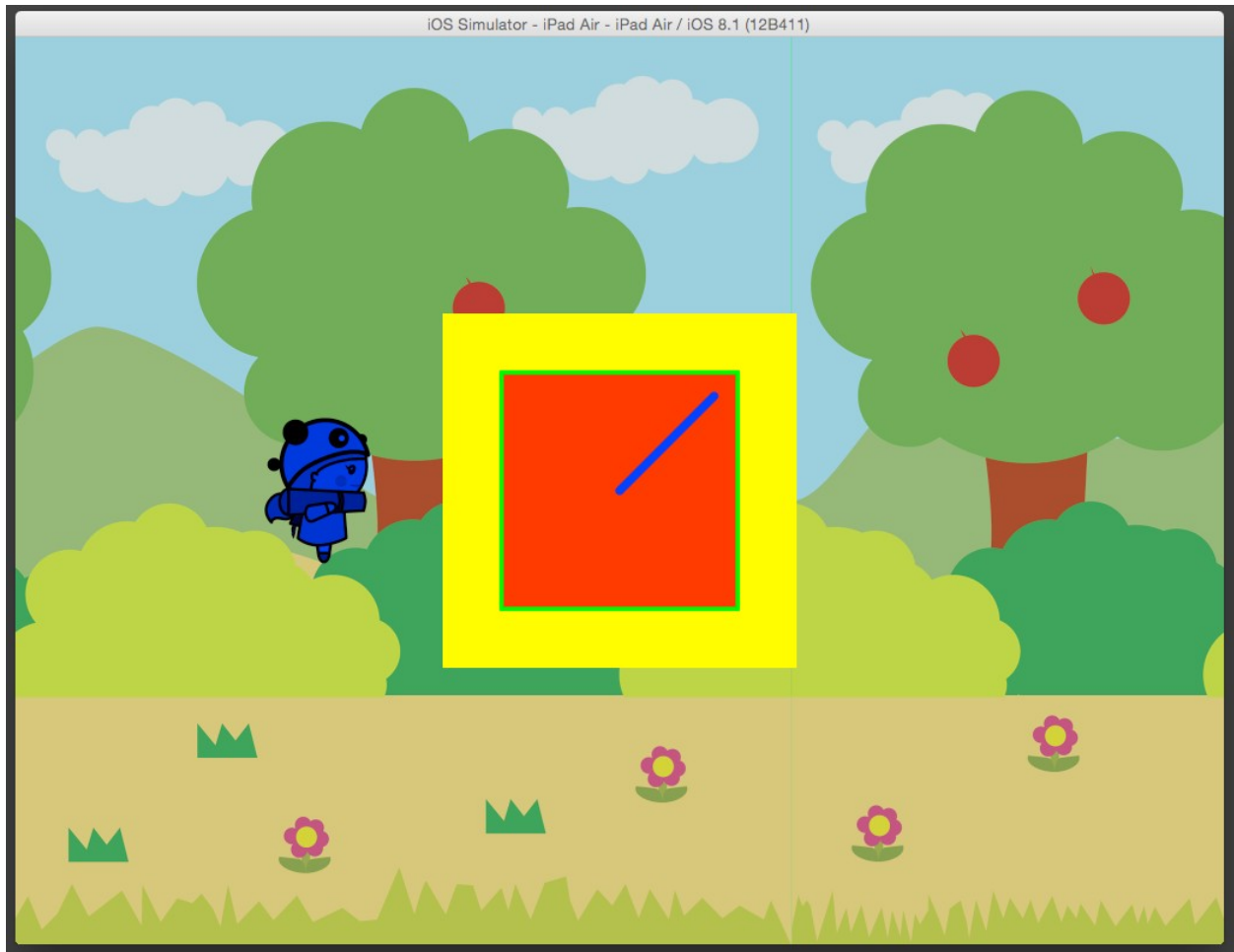




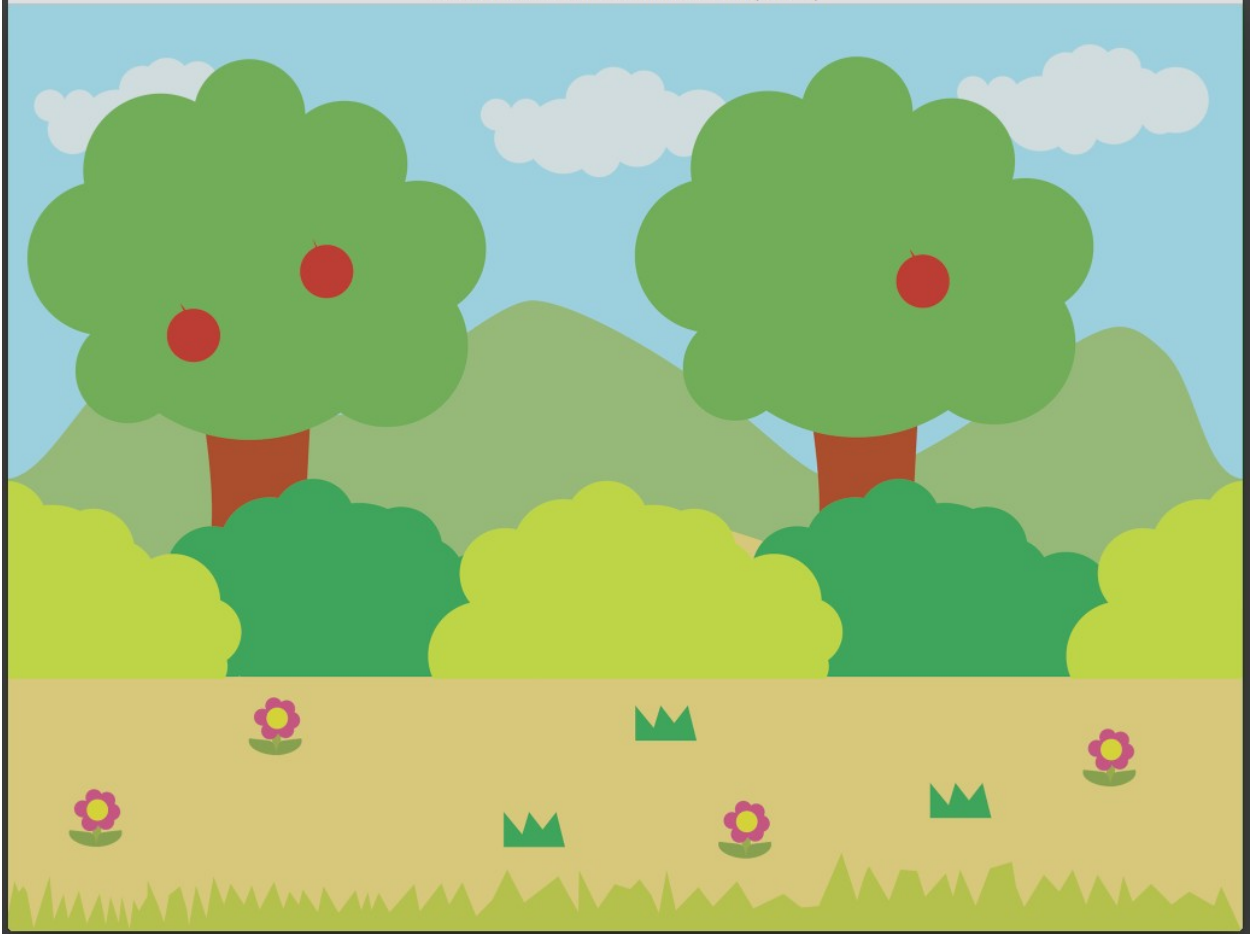


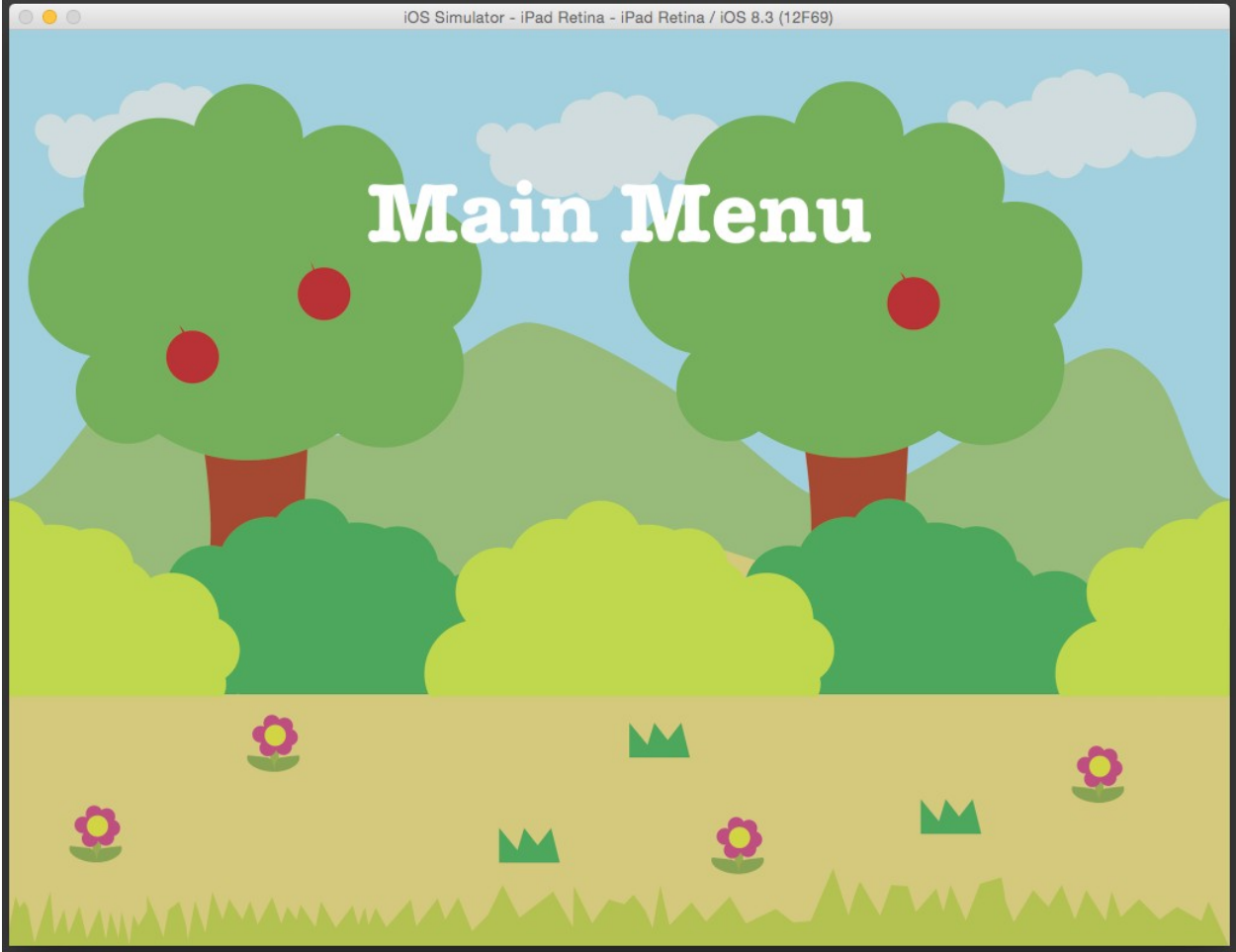


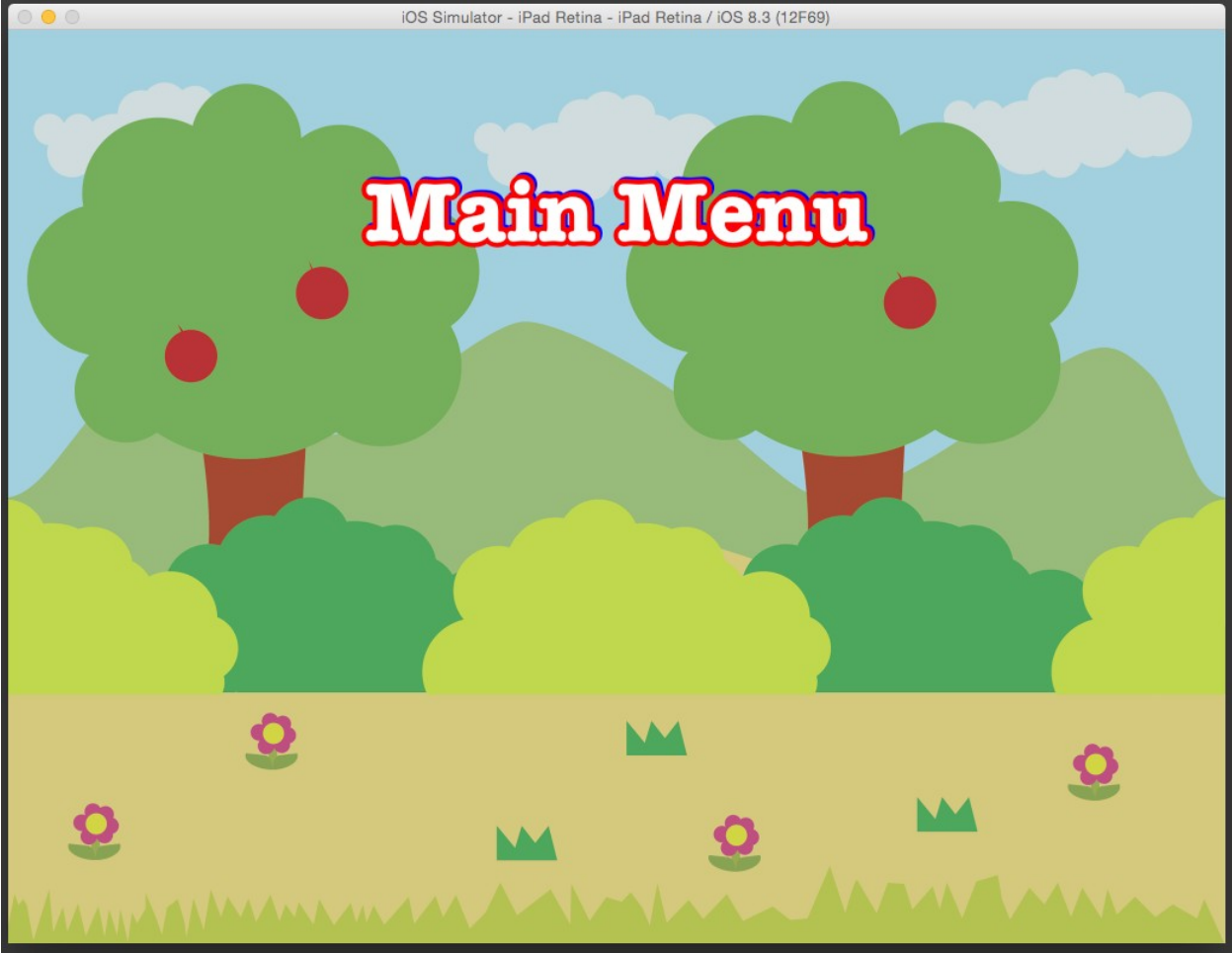




## Chapter 2: Scenes and Menus



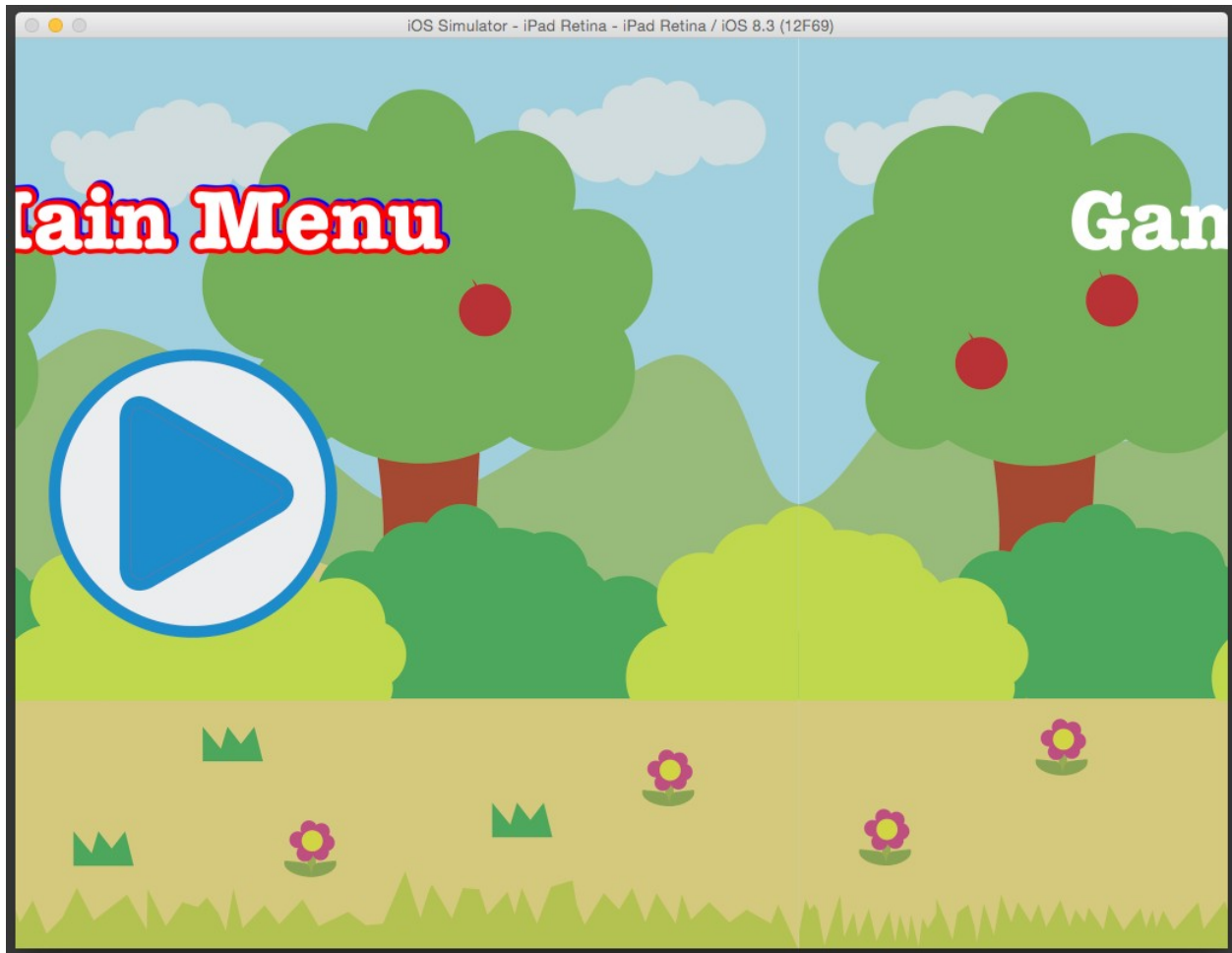






```
cocos2d: GL supports BGRA8888 textures: YES
cocos2d: GL supports NPOT textures: YES
cocos2d: GL supports discard_framebuffer: YES
cocos2d: GL supports shareable VAO: NO
cocos2d: CCGraphicsBufferClass: CCGraphicsBufferGLUnsynchronized
cocos2d: CCGraphicsBufferBindingsClass: CCGraphicsBufferBindingsGL
cocos2d: CCRenderCommandDrawClass: CCRenderCommandDrawGL
2015-06-14 12:41:30.224 scenes[5133:106291] cocos2d: animation started with frame interval: 60.00
2015-06-14 12:41:30.232 scenes[5133:106291] cocos2d: surface size: 2048x1536
2015-06-14 12:41:31.371 scenes[5133:106291] play button pressed
2015-06-14 12:41:31.567 scenes[5133:106291] play button pressed
2015-06-14 12:41:31.899 scenes[5133:106291] play button pressed
2015-06-14 12:41:32.102 scenes[5133:106291] play button pressed
2015-06-14 12:41:32.234 scenes[5133:106291] play button pressed
2015-06-14 12:41:32.433 scenes[5133:106291] play button pressed
```

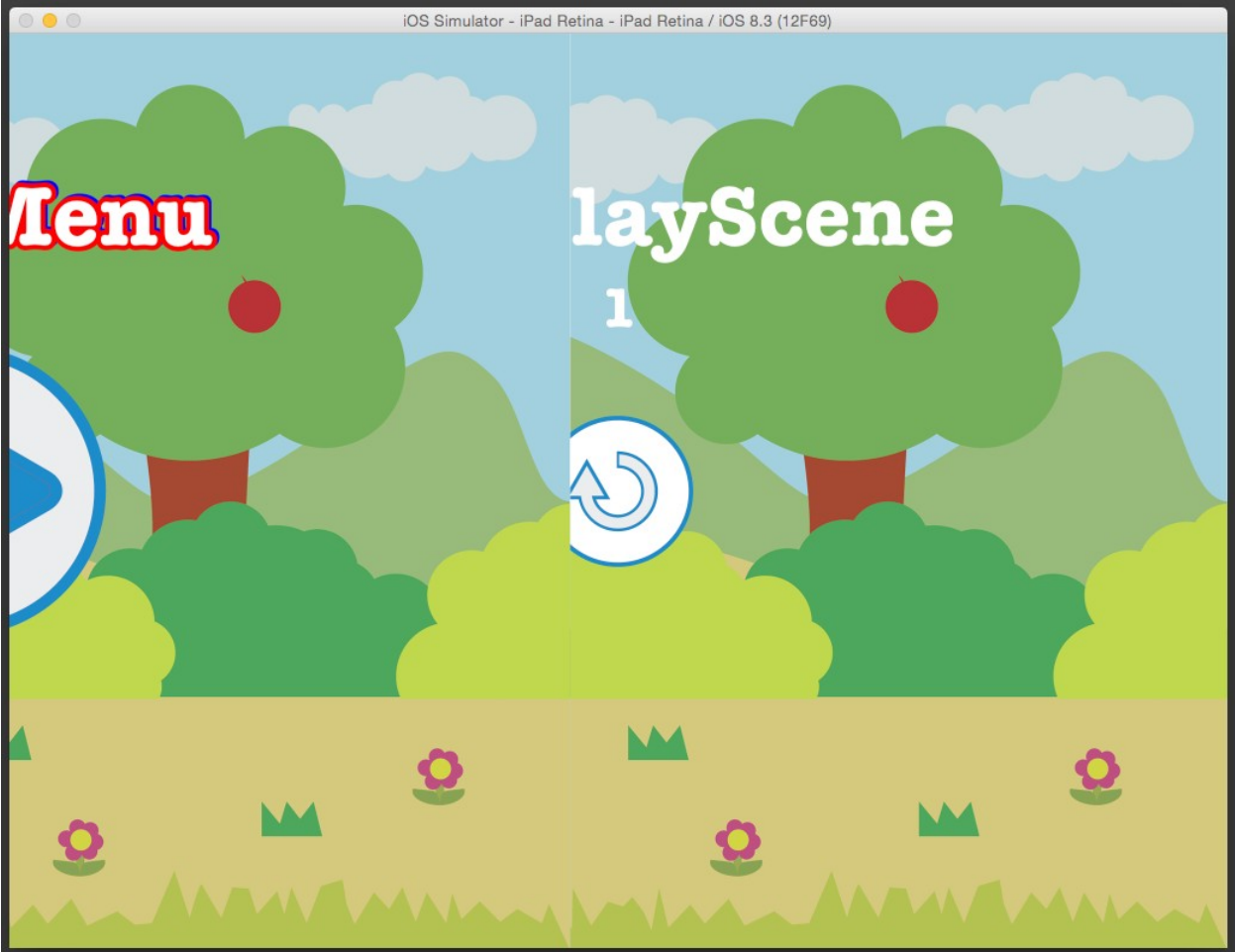




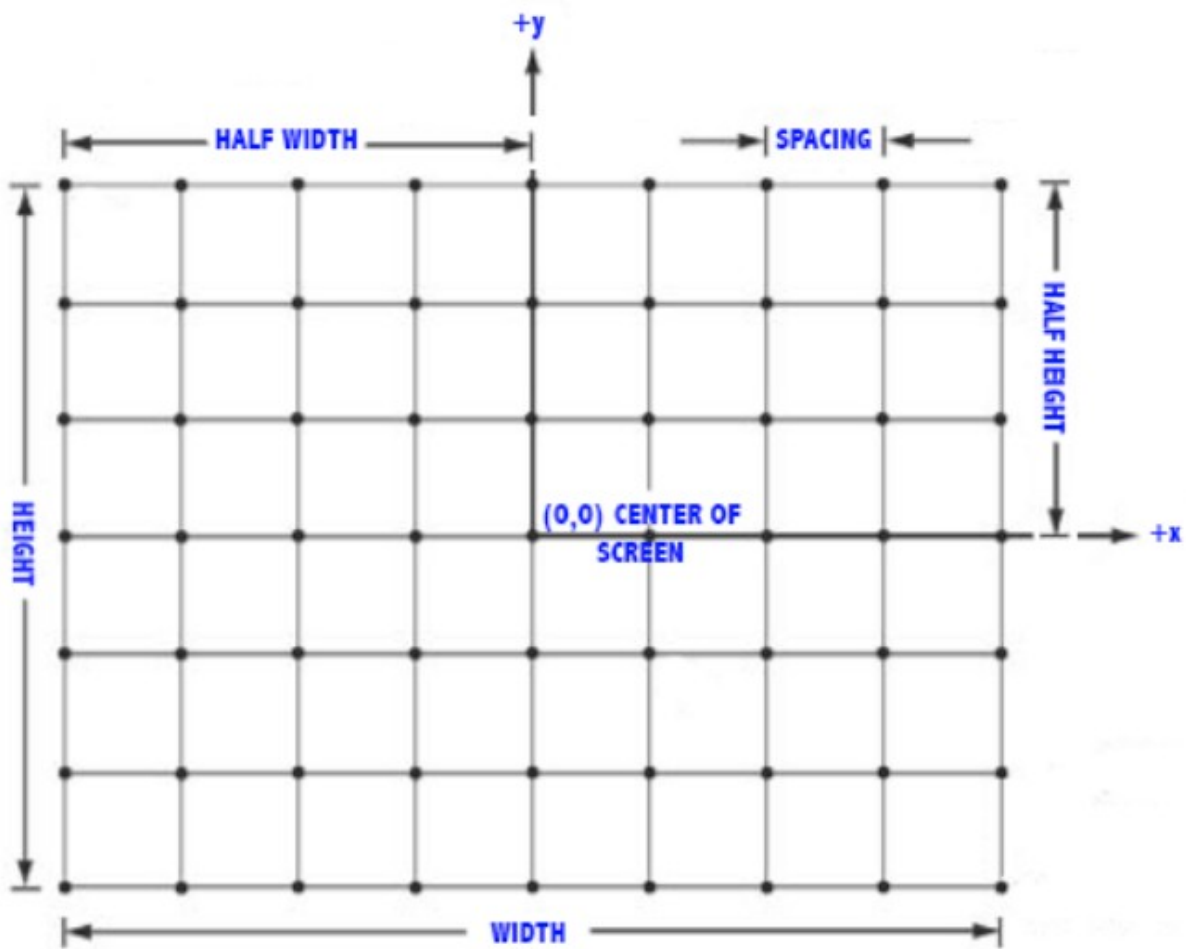
```
CCTransition *transition = [CCTransition transitionCrossFadeWithDuration:(NSTimeInterval):0.20];  
[[CCDirector sharedDirector] transitionWithTransition:transition];
```

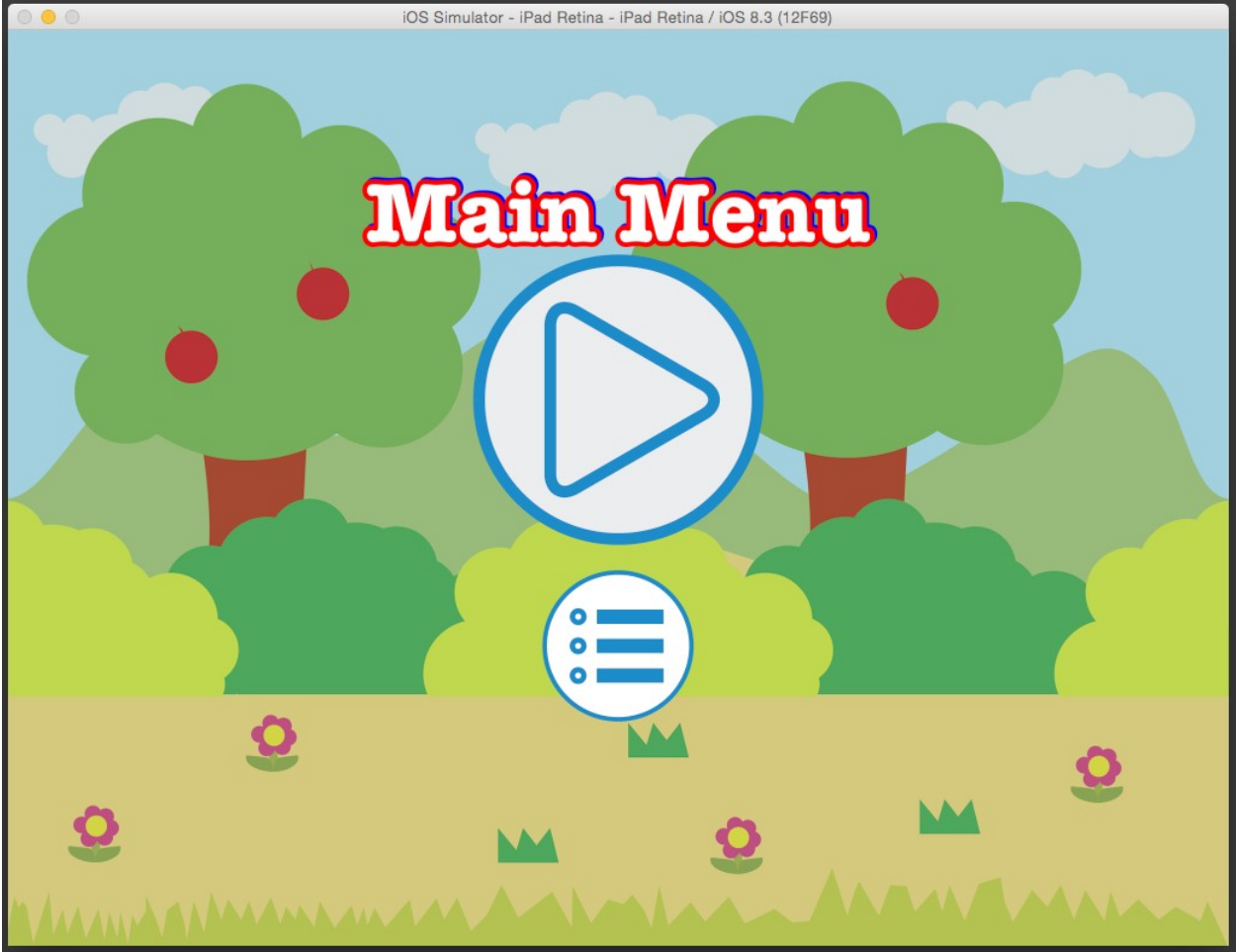
M	CCTransition * transitionCrossFadeWithDuration:(NSTimeInterval)
M	CCTransition * transitionFadeWithColor:(CCColor *) duration:(NSTimeInterval)
M	CCTransition * transitionFadeWithDuration:(NSTimeInterval)
M	CCTransition * transitionMoveInWithDirection:(CCTransitionDirection) duration:(NSTimeInterval)
M	CCTransition * transitionPushWithDirection:(CCTransitionDirection) duration:(NSTimeInterval)
M	CCTransition * transitionRevealWithDirection:(CCTransitionDirection) duration:(NSTimeInterval)

Creates a cross fade transition directly from outgoing to incoming scene.





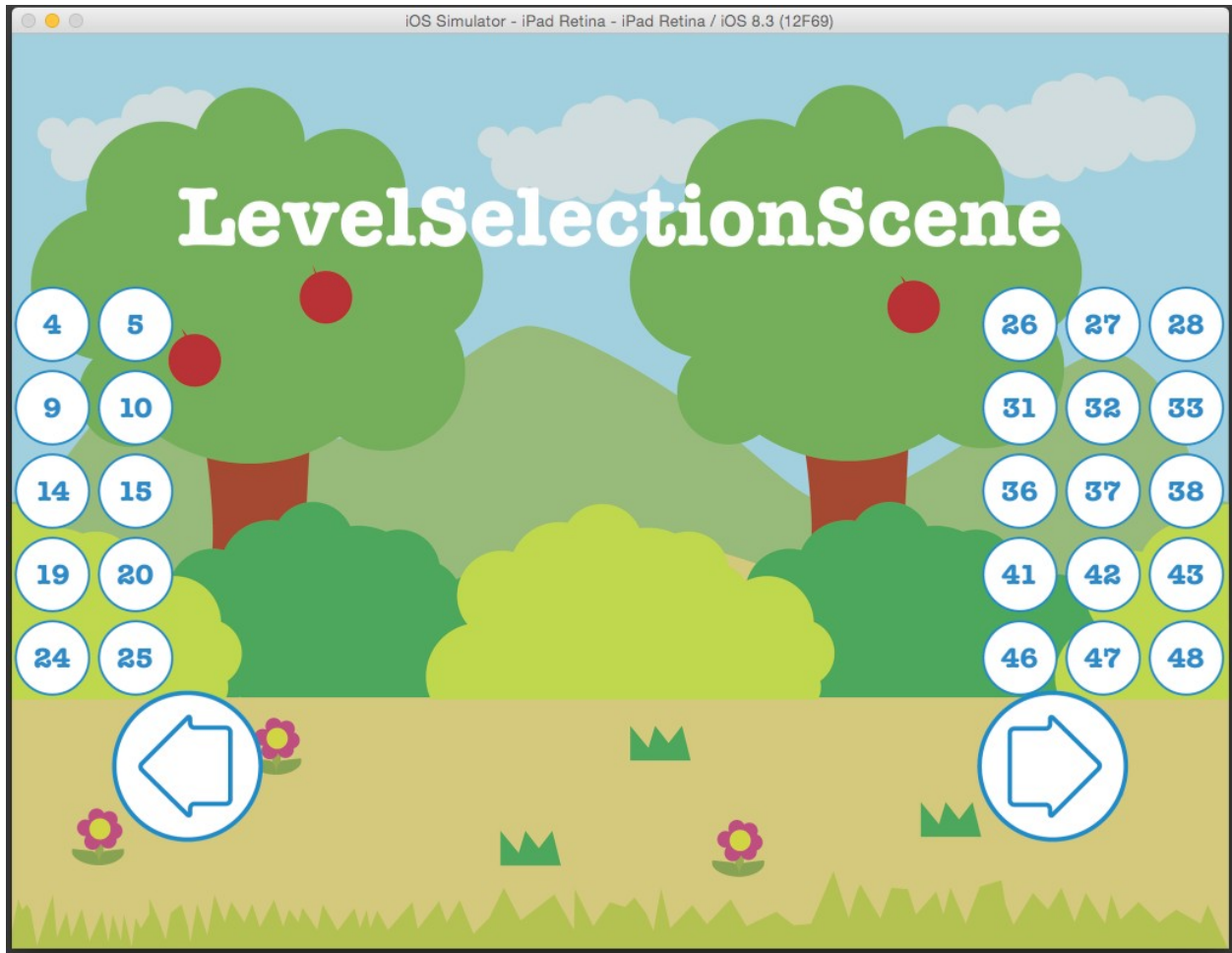












## Chapter 3: Gestures, Touches, and the Accelerometer

```
2015-07-06 08:10:15.671 Gestures[3727:31635] Swipe Up
2015-07-06 08:10:16.597 Gestures[3727:31635] Swipe Up
2015-07-06 08:10:17.134 Gestures[3727:31635] Swipe Up
2015-07-06 08:10:17.598 Gestures[3727:31635] Swipe Up
```

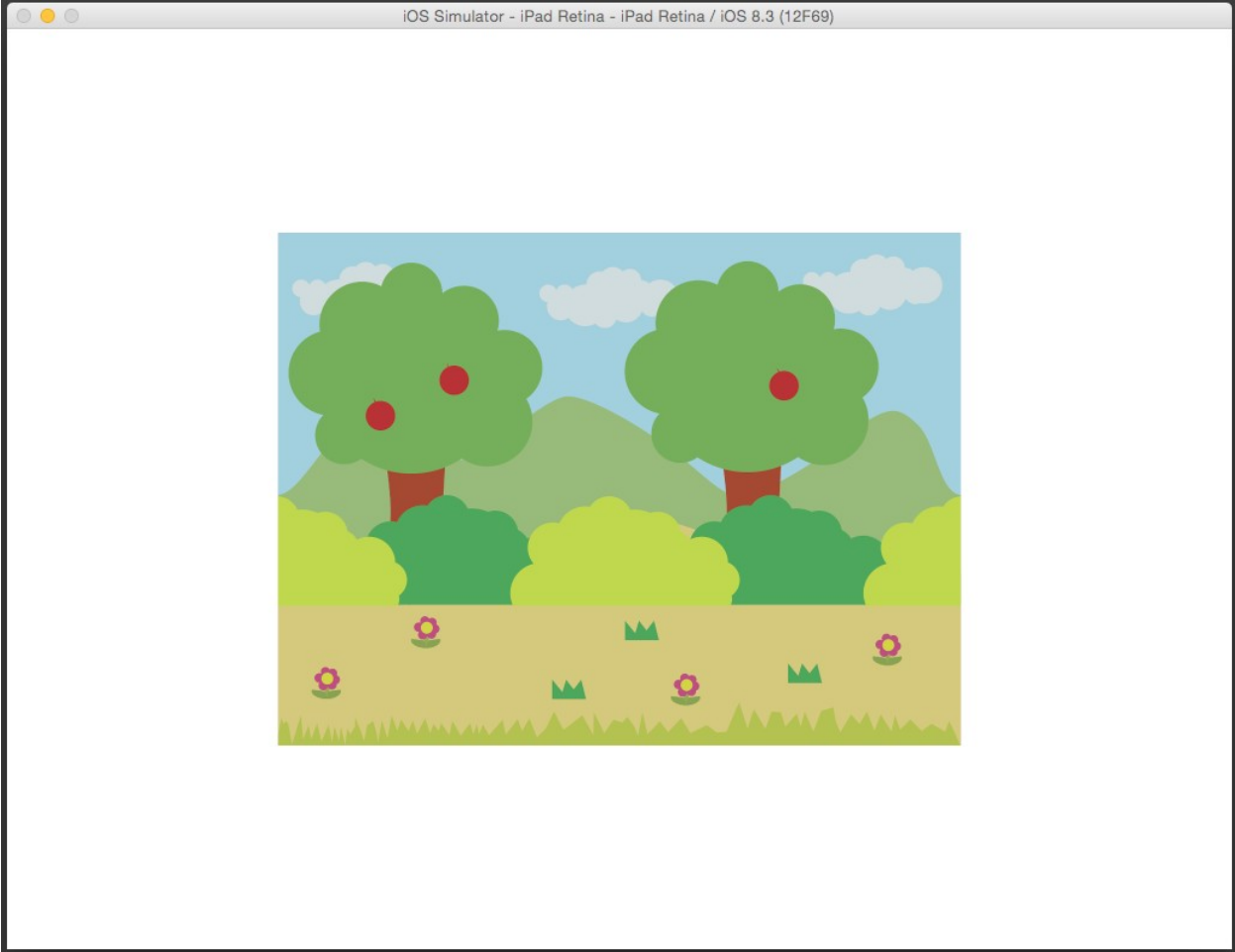
All Output ⇅

```
2015-07-06 08:29:10.215 Gestures[3853:39595] TAP
2015-07-06 08:29:10.403 Gestures[3853:39595] TAP
2015-07-06 08:29:11.002 Gestures[3853:39595] TAP
2015-07-06 08:29:11.140 Gestures[3853:39595] TAP
2015-07-06 08:29:11.336 Gestures[3853:39595] TAP
2015-07-06 08:29:11.469 Gestures[3853:39595] TAP
```

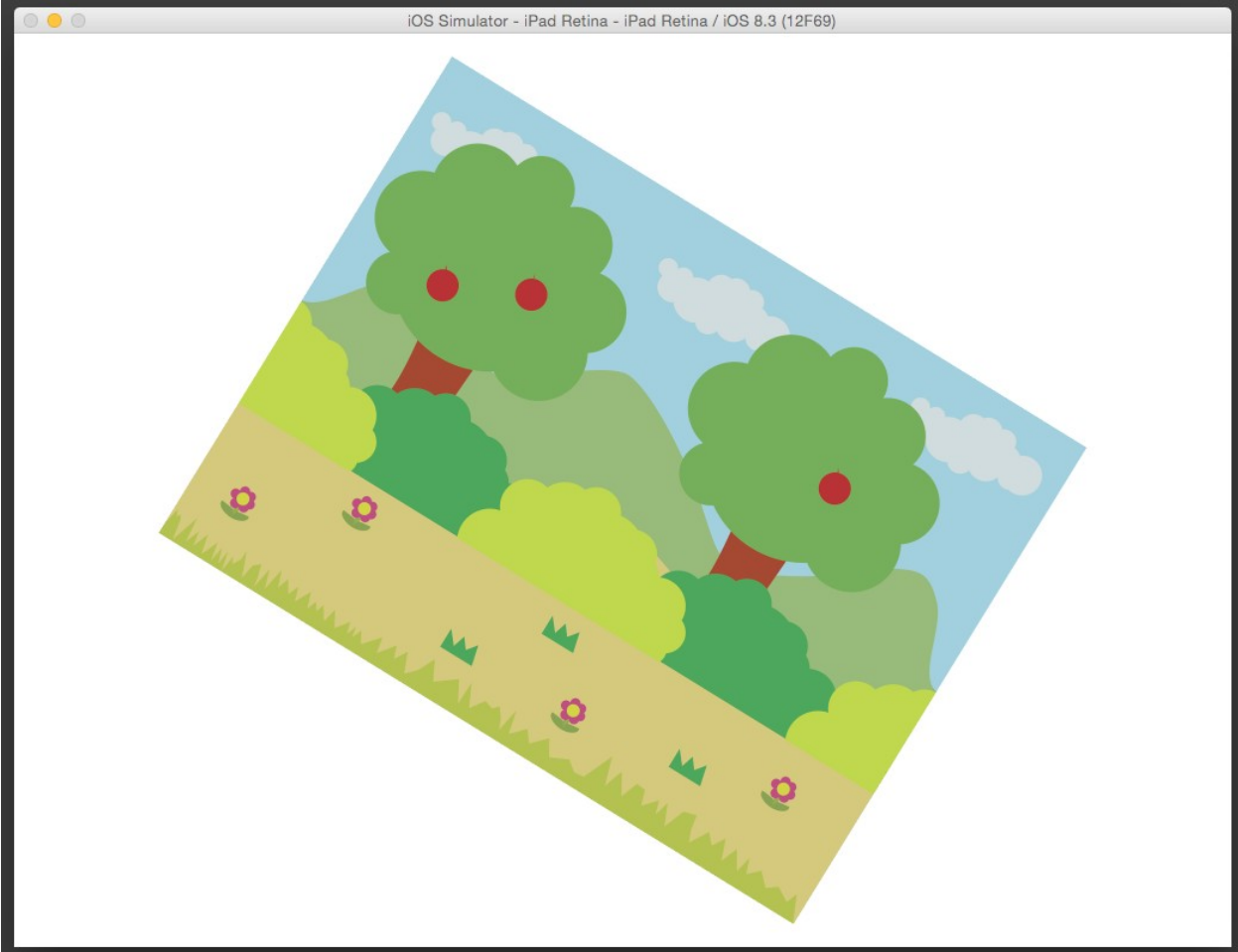
All Output ↕

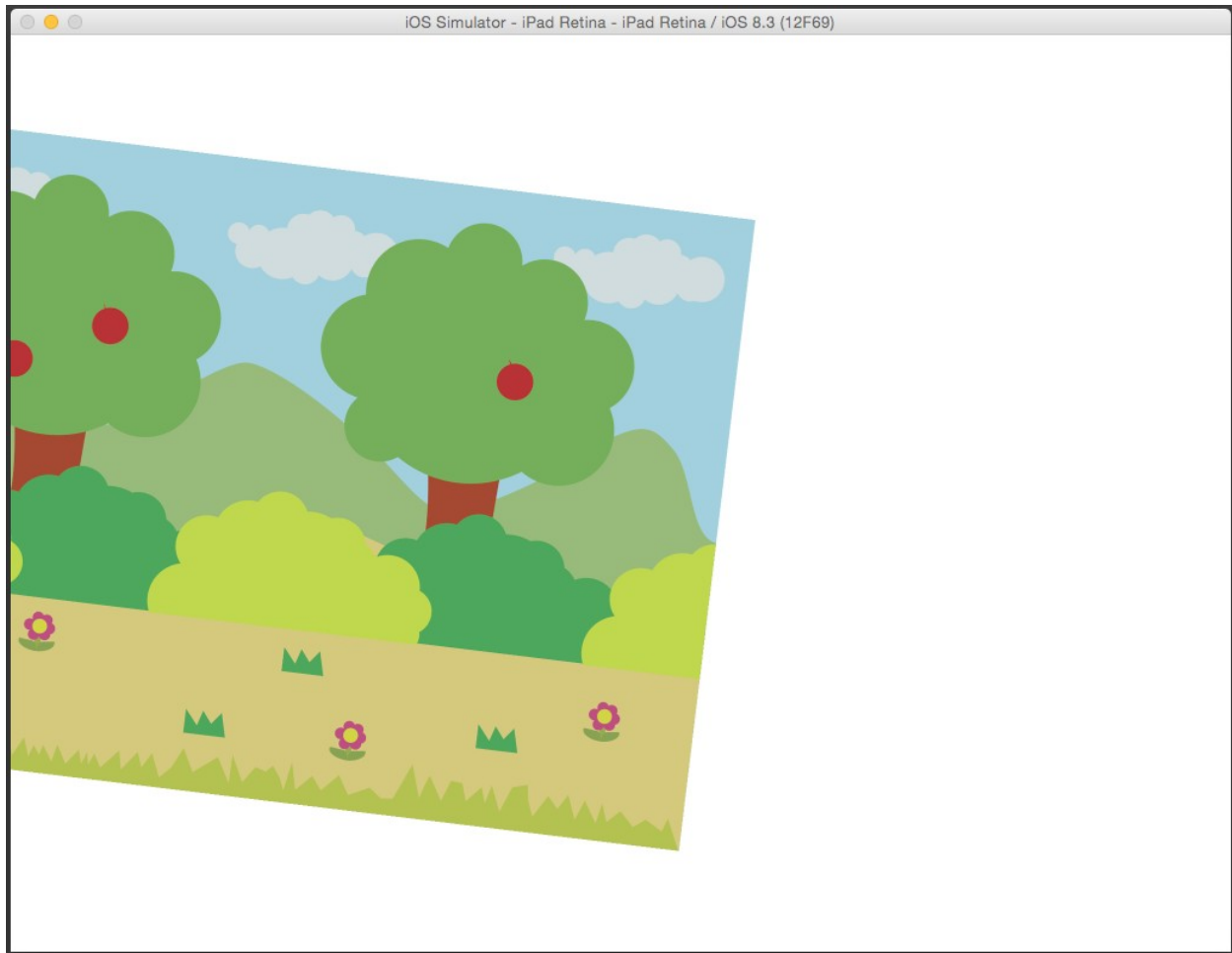
```
2015-07-06 08:46:37.230 Gestures[3880:44986] PRESS HOLD
2015-07-06 08:46:38.829 Gestures[3880:44986] PRESS HOLD
2015-07-06 08:46:40.303 Gestures[3880:44986] PRESS HOLD
2015-07-06 08:46:41.095 Gestures[3880:44986] TAP
2015-07-06 08:46:42.498 Gestures[3880:44986] PRESS HOLD
2015-07-06 08:46:43.963 Gestures[3880:44986] PRESS HOLD
```

All Output ↕



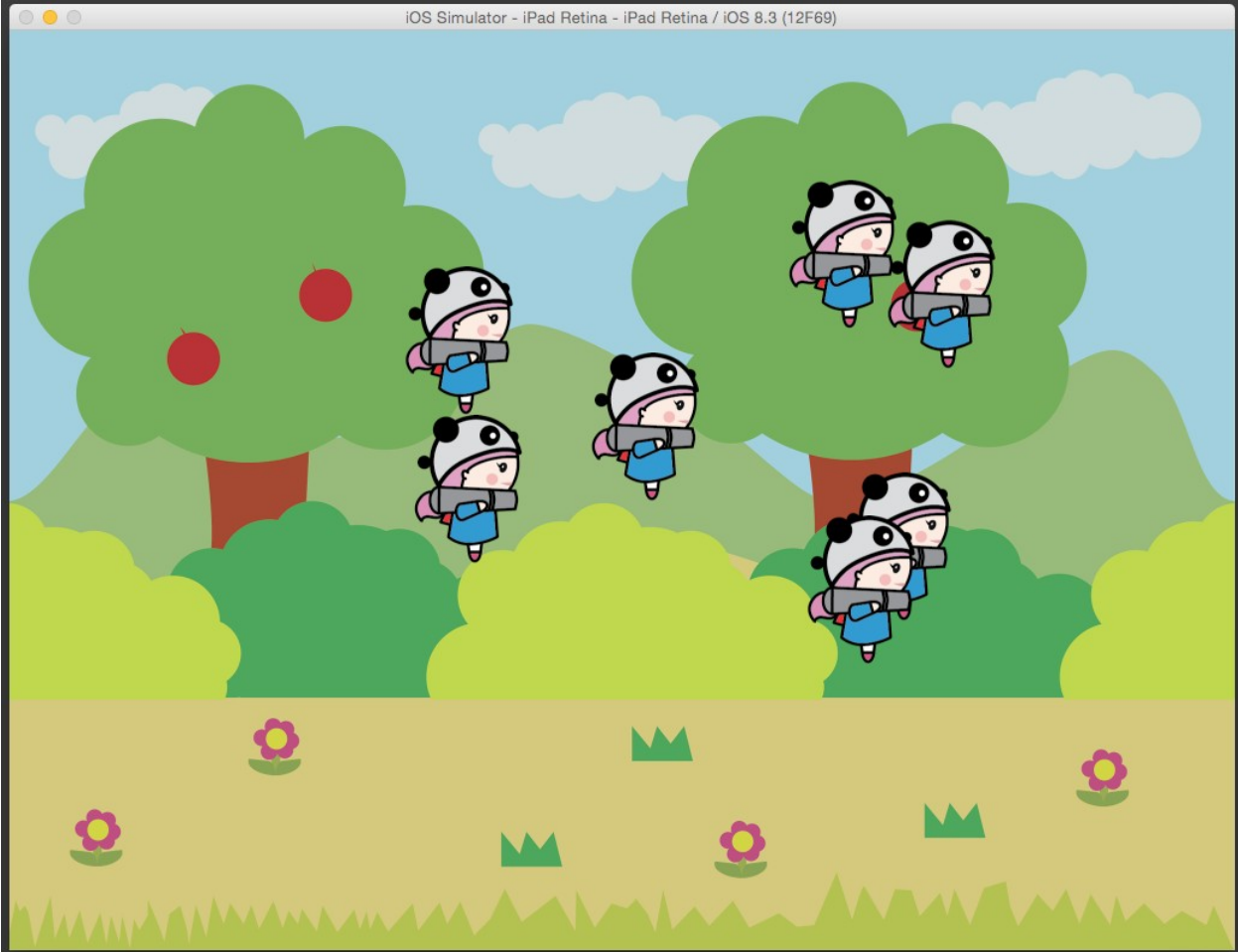


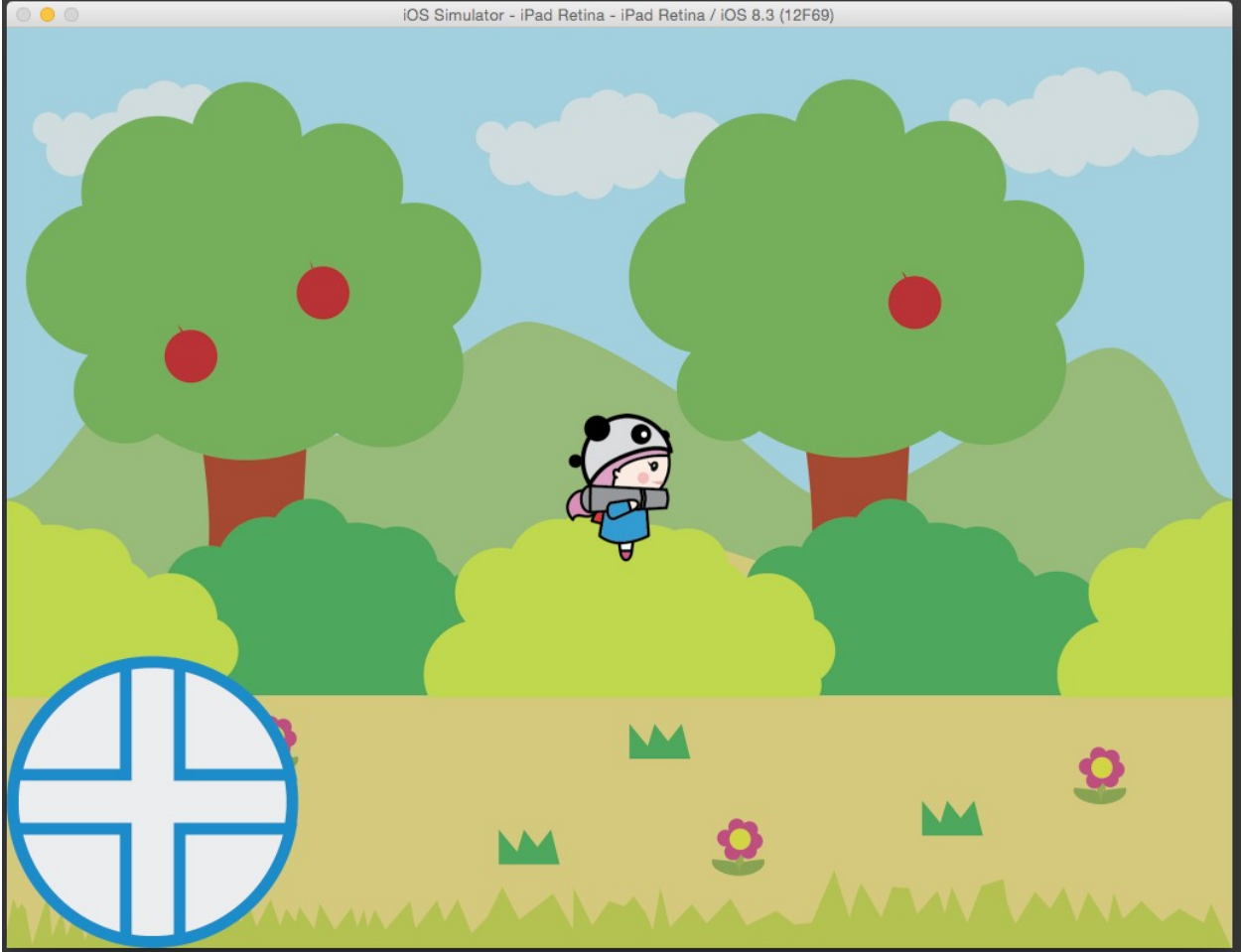


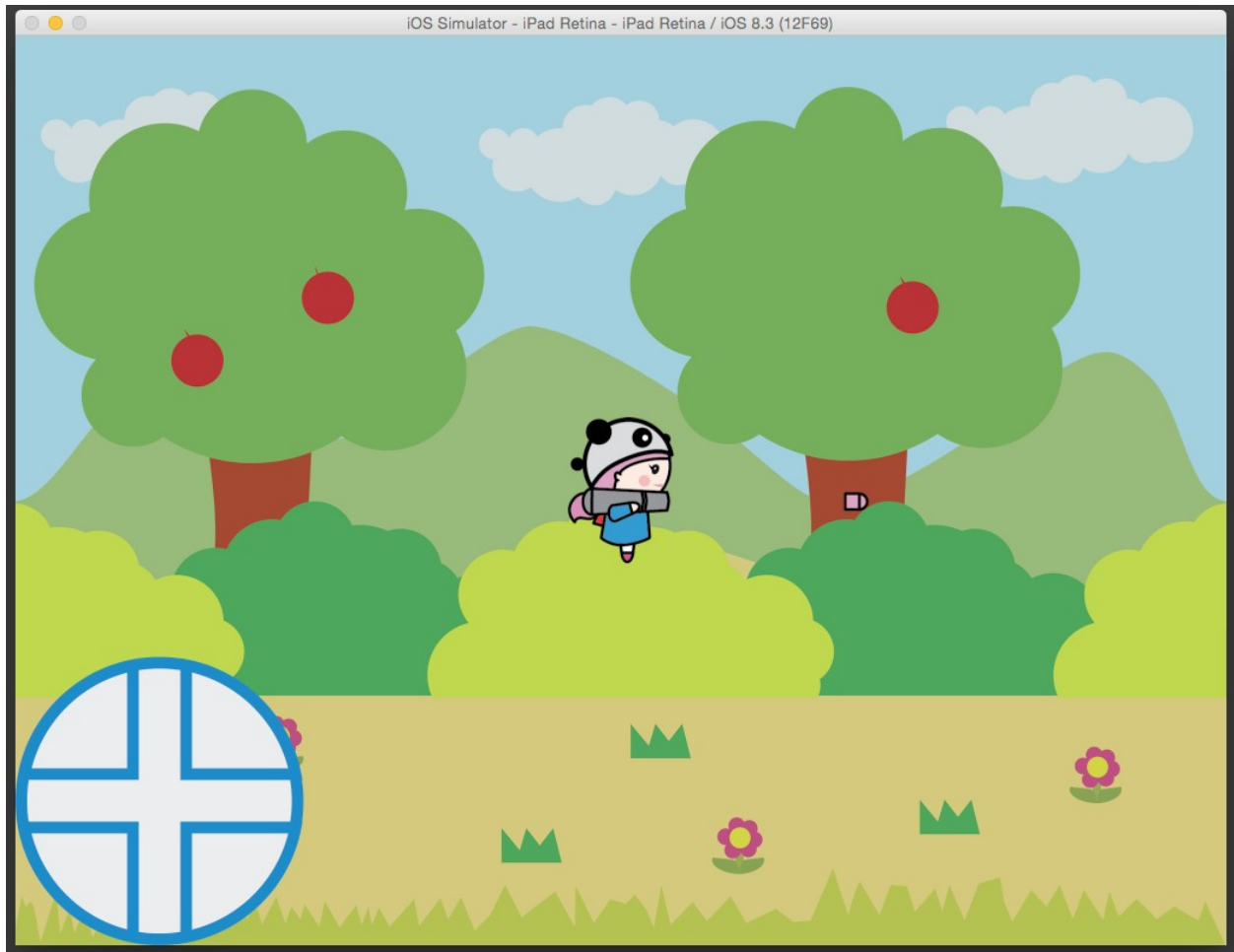


```
⌵ ▶ || ⏮ ⏭ ⏪ ⏩ | 📄 | 📍 Gestures
2015-07-07 07:43:41.115 Gestures[3527:21632] TOUCHES BEGAN
2015-07-07 07:43:42.036 Gestures[3527:21632] TOUCHES MOVED
2015-07-07 07:43:42.769 Gestures[3527:21632] TOUCHES MOVED
2015-07-07 07:43:42.836 Gestures[3527:21632] TOUCHES MOVED
2015-07-07 07:43:42.902 Gestures[3527:21632] TOUCHES MOVED
2015-07-07 07:43:42.902 Gestures[3527:21632] TOUCHES MOVED
2015-07-07 07:43:42.968 Gestures[3527:21632] TOUCHES MOVED
2015-07-07 07:43:43.240 Gestures[3527:21632] TOUCHES MOVED
2015-07-07 07:43:43.302 Gestures[3527:21632] TOUCHES MOVED
2015-07-07 07:43:43.302 Gestures[3527:21632] TOUCHES MOVED
2015-07-07 07:43:43.776 Gestures[3527:21632] TOUCHES ENDED
```

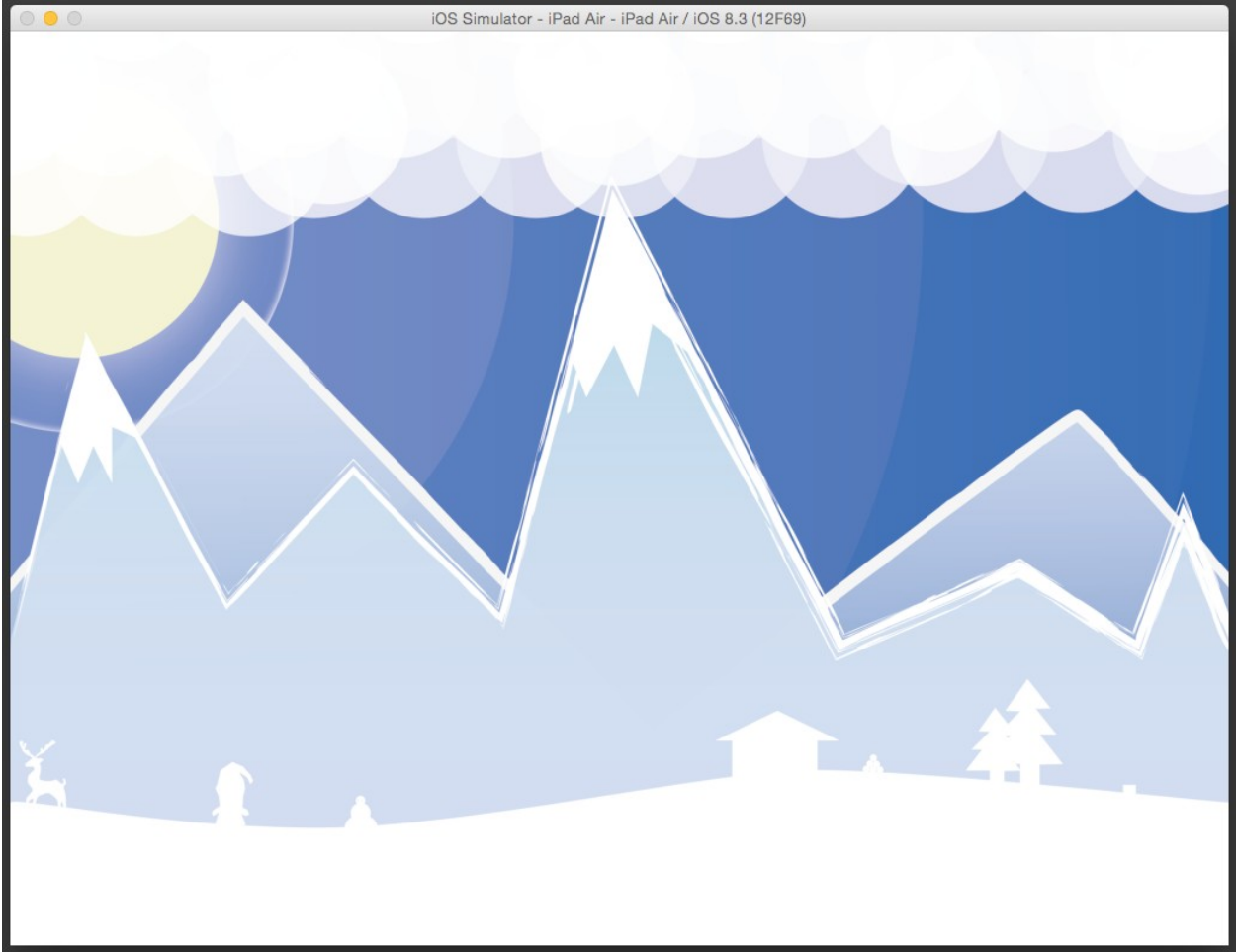
All Output ⇅

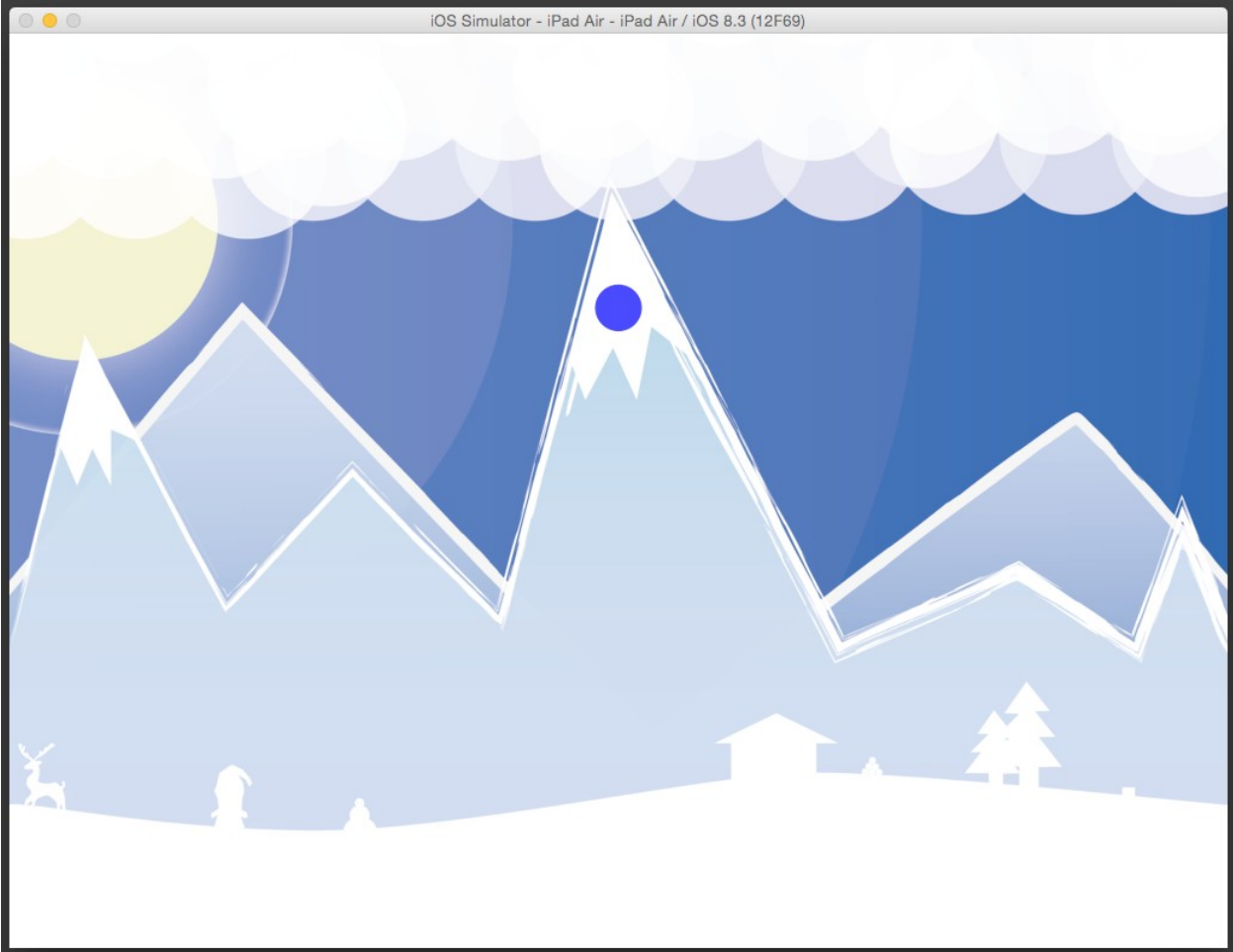


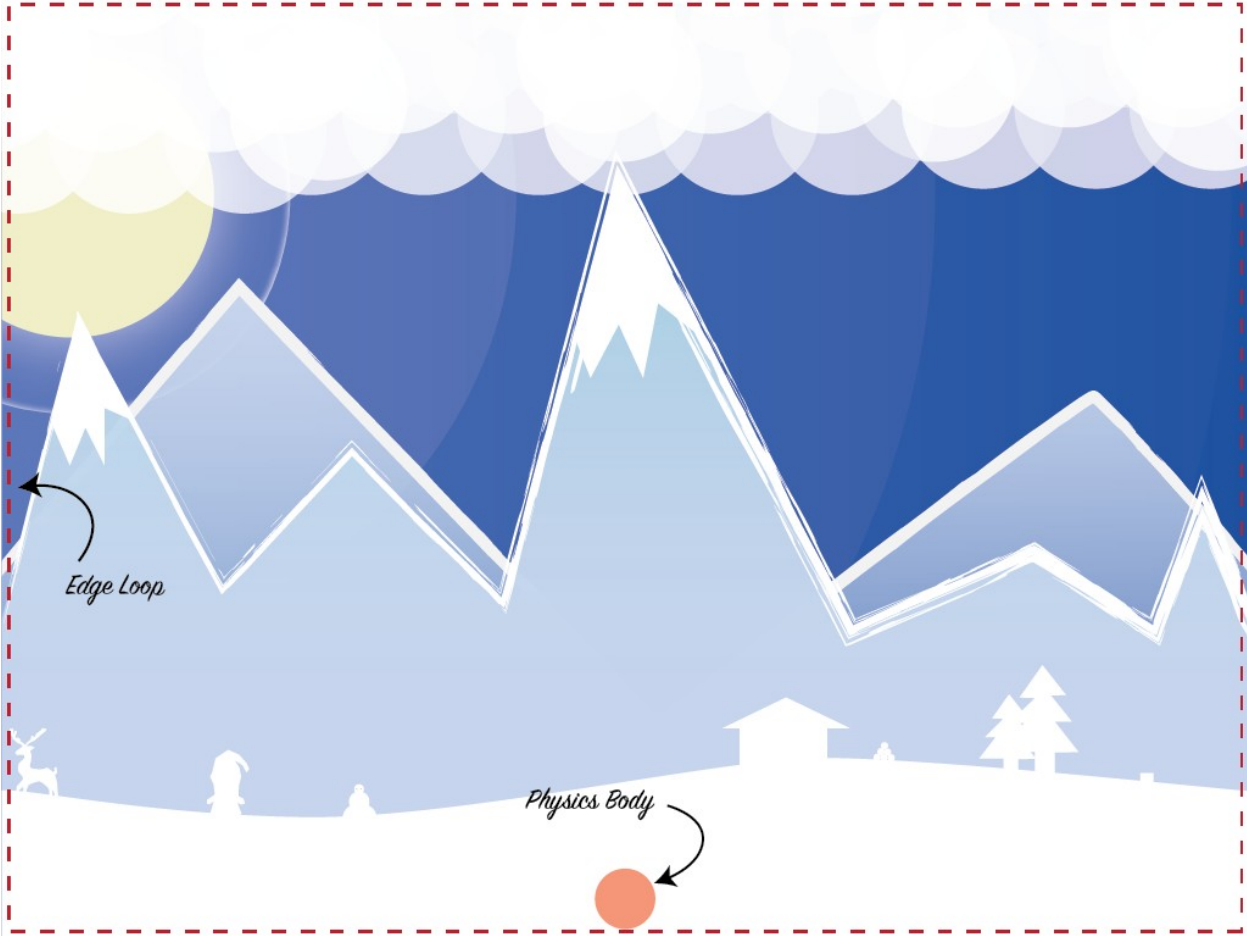




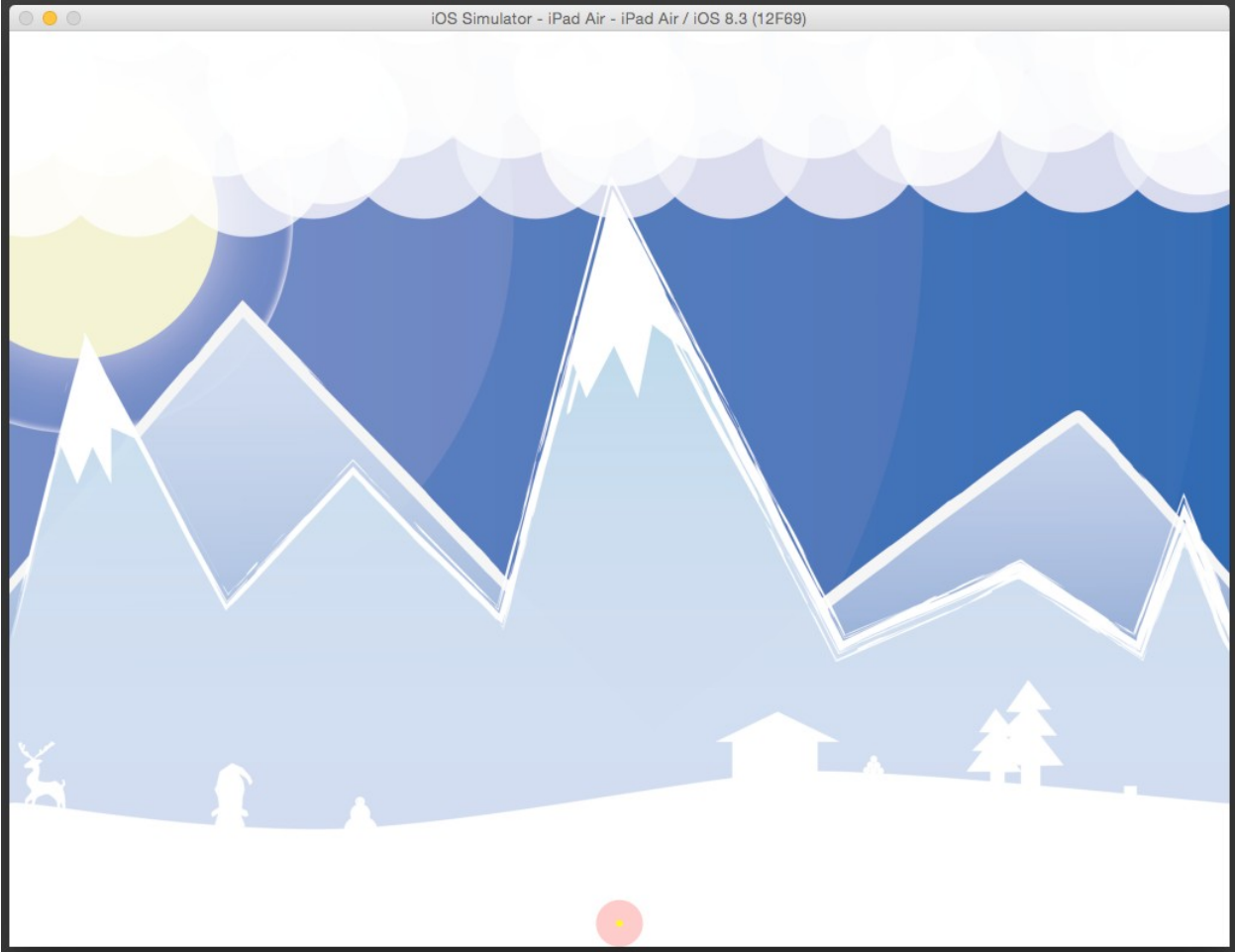
## Chapter 4: Physics

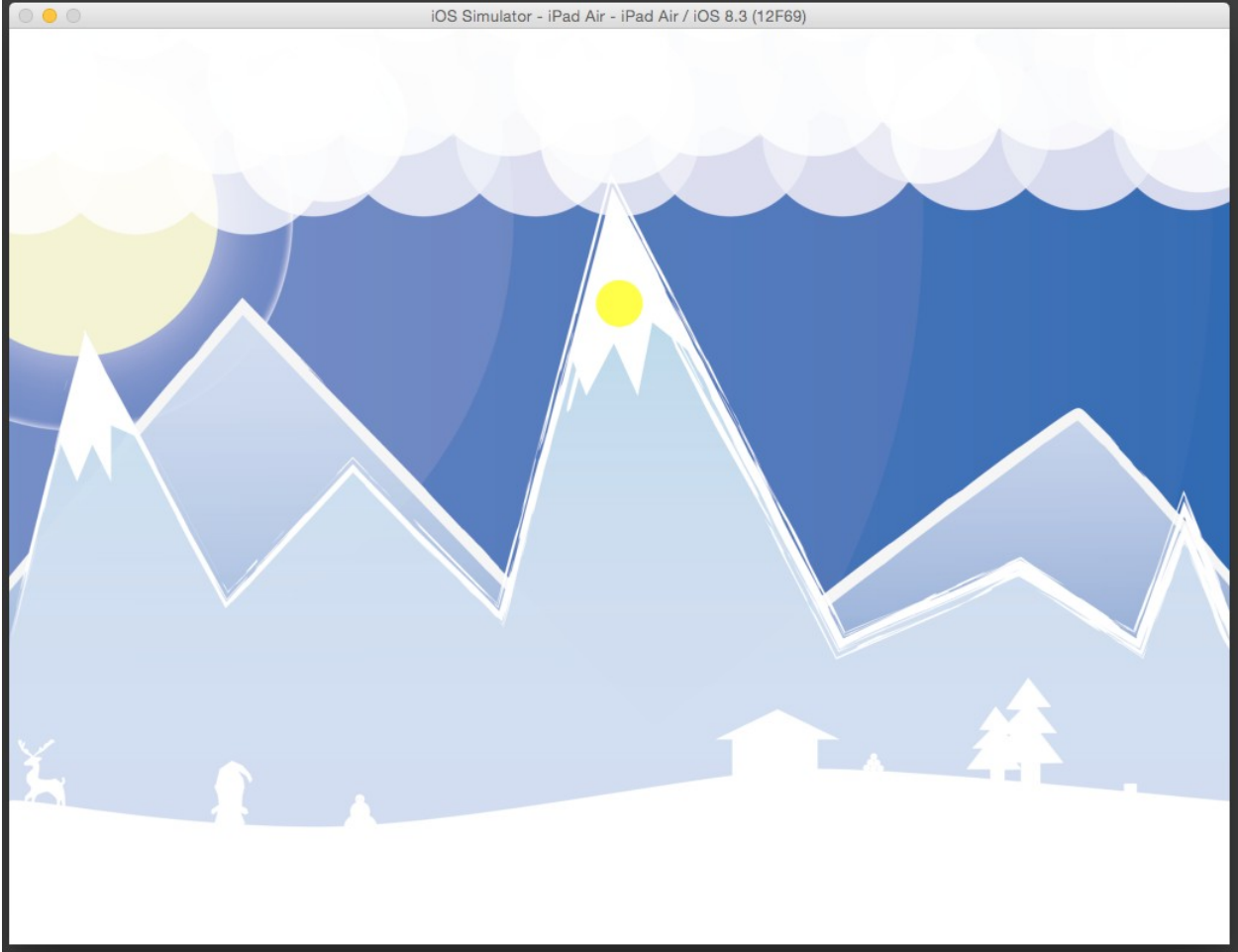


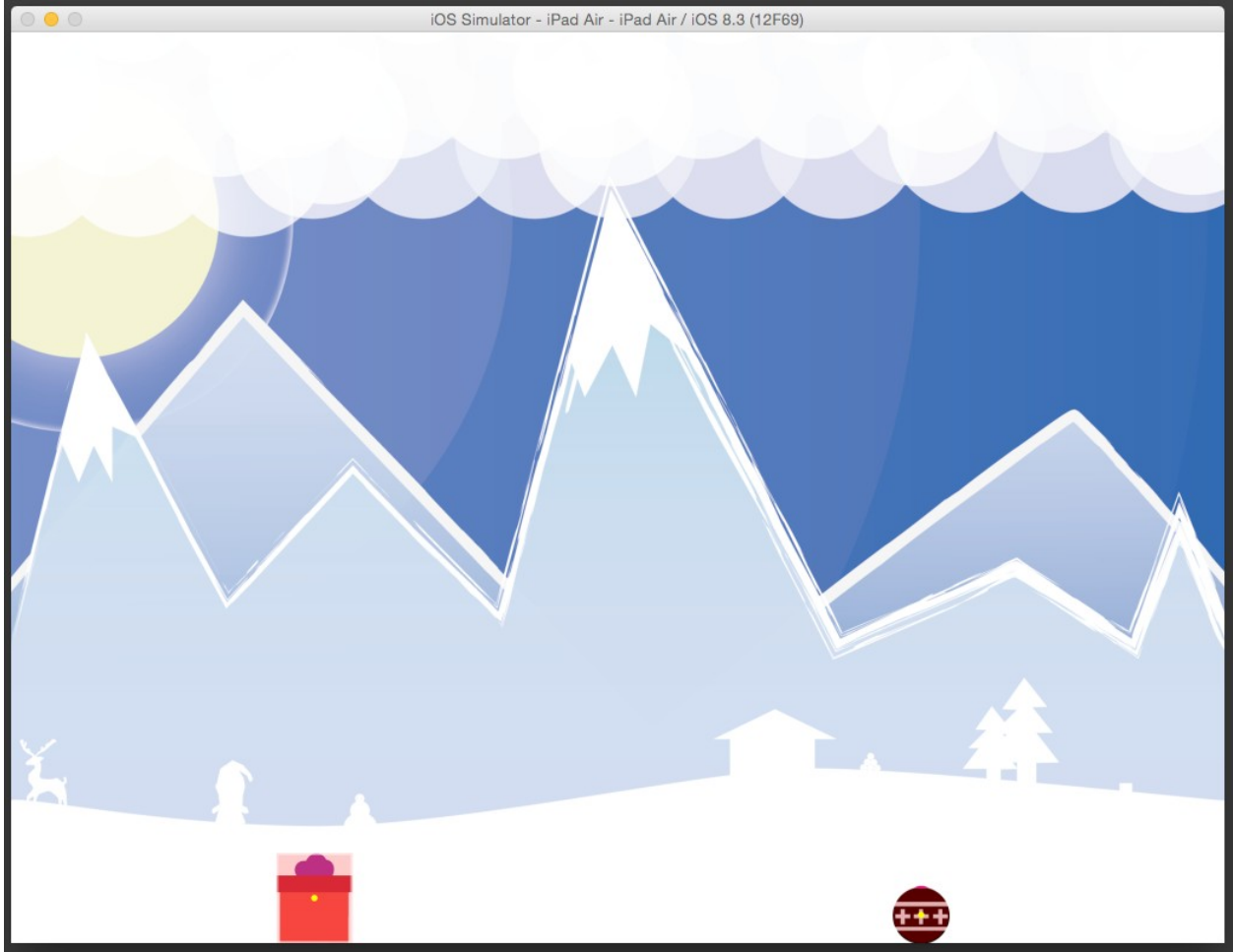


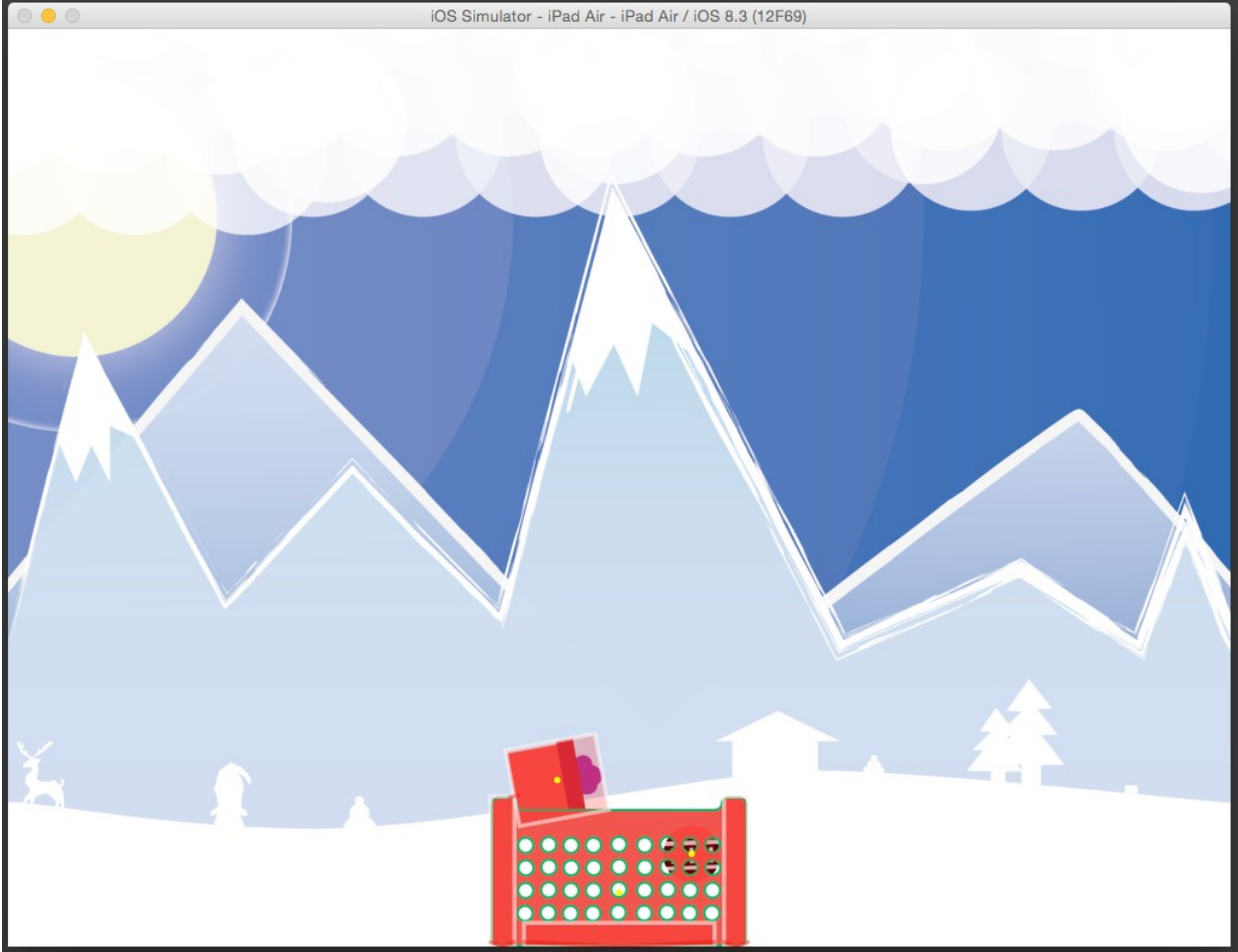













Untitled

Zoom In Zoom Out Actual Size  Edit Mode



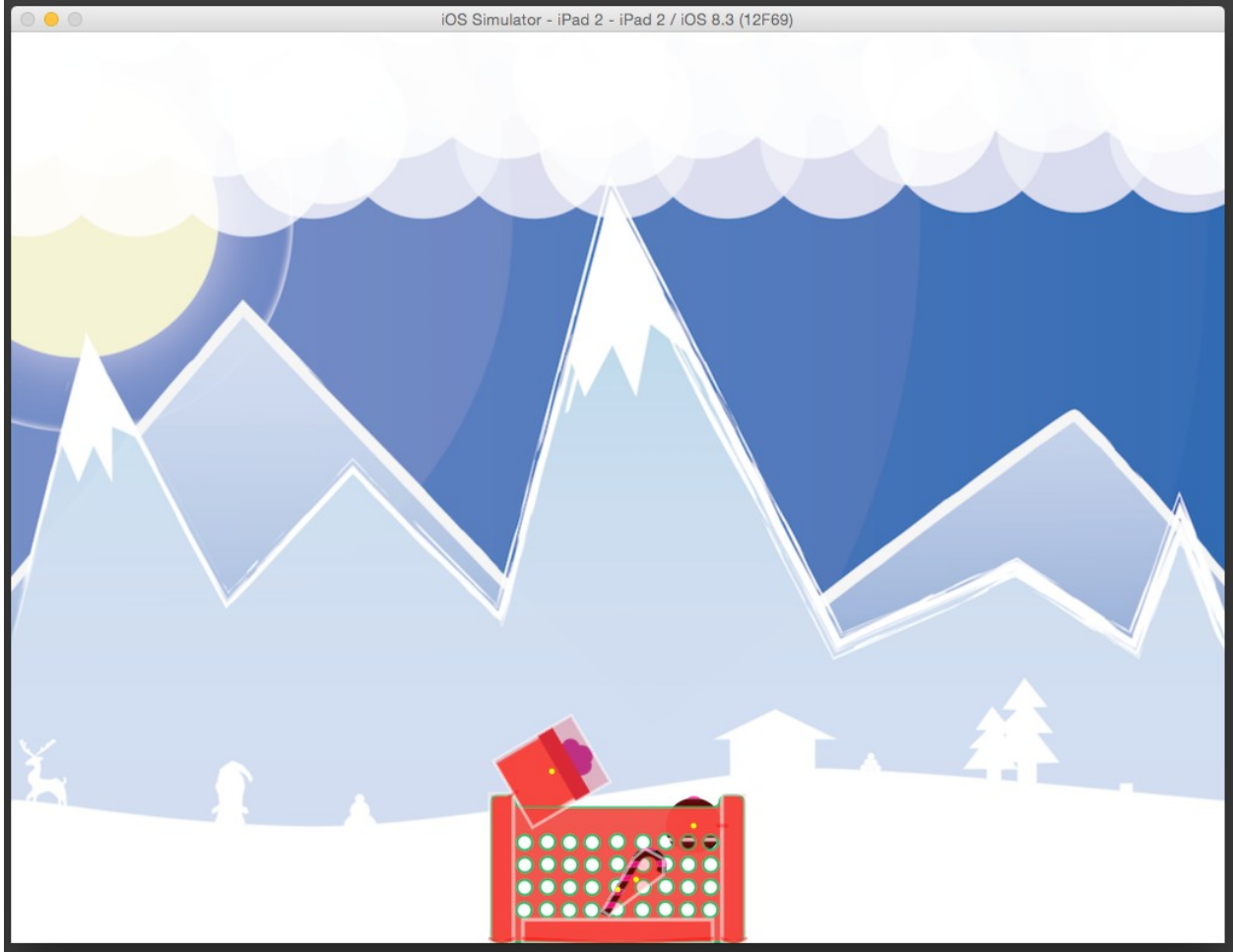
Rows/Cols: 1 / 1

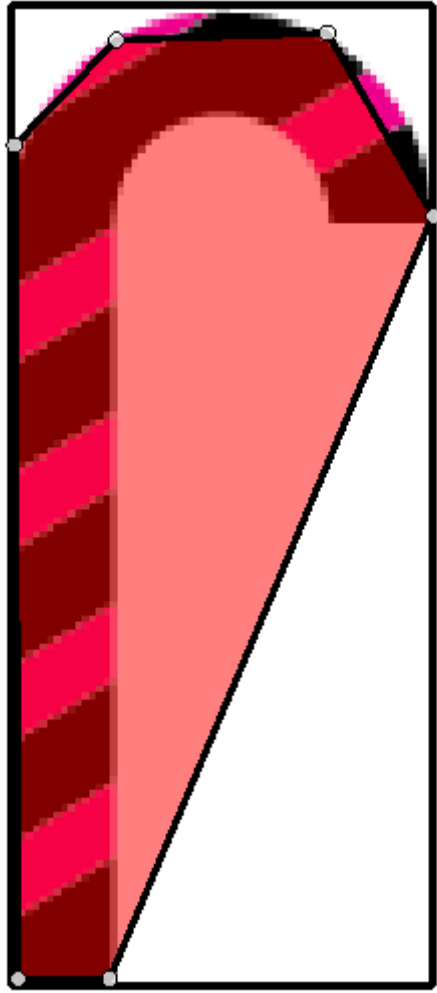
Type: Chipmunk

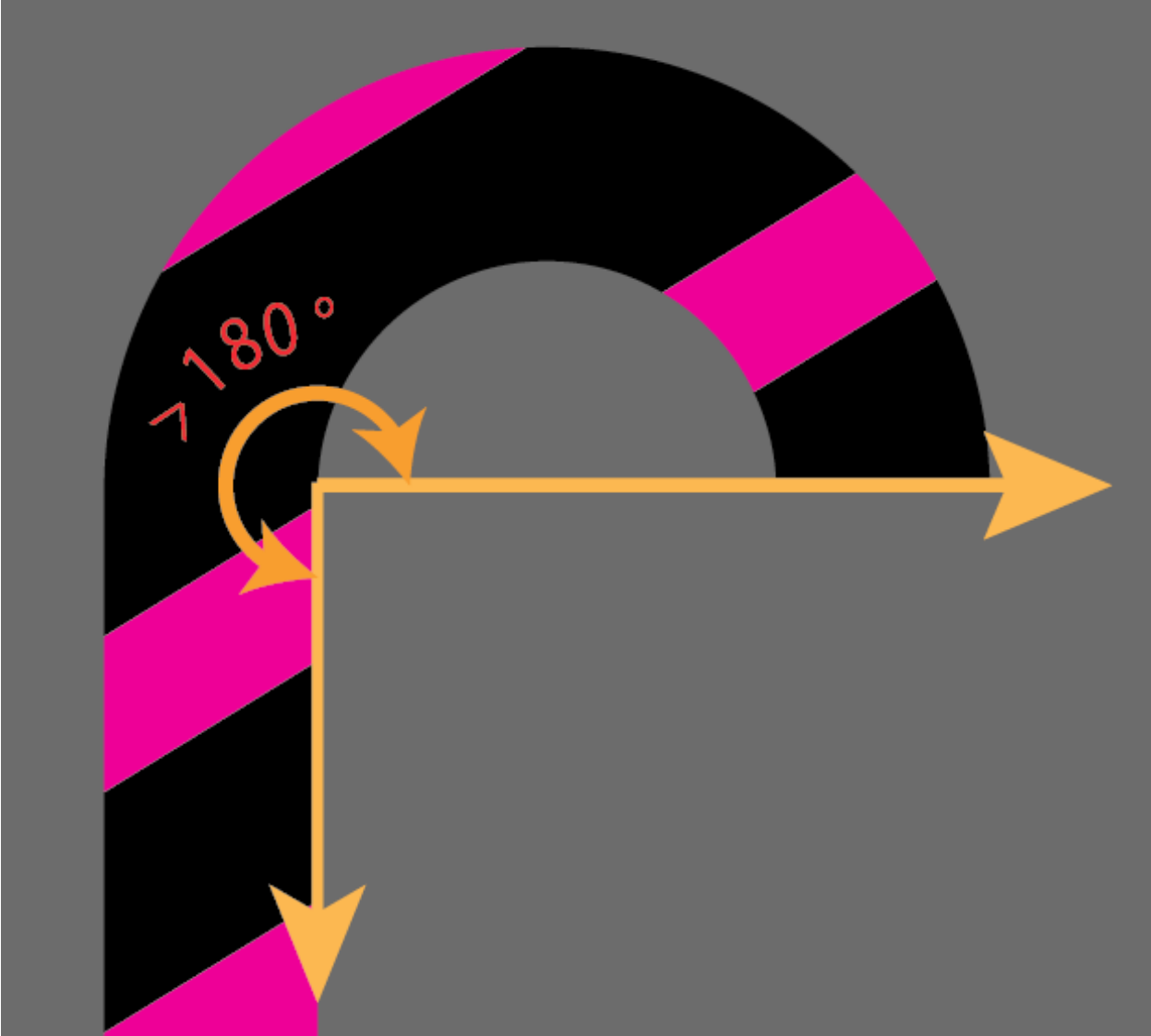
Style: Initialization

Name: verts

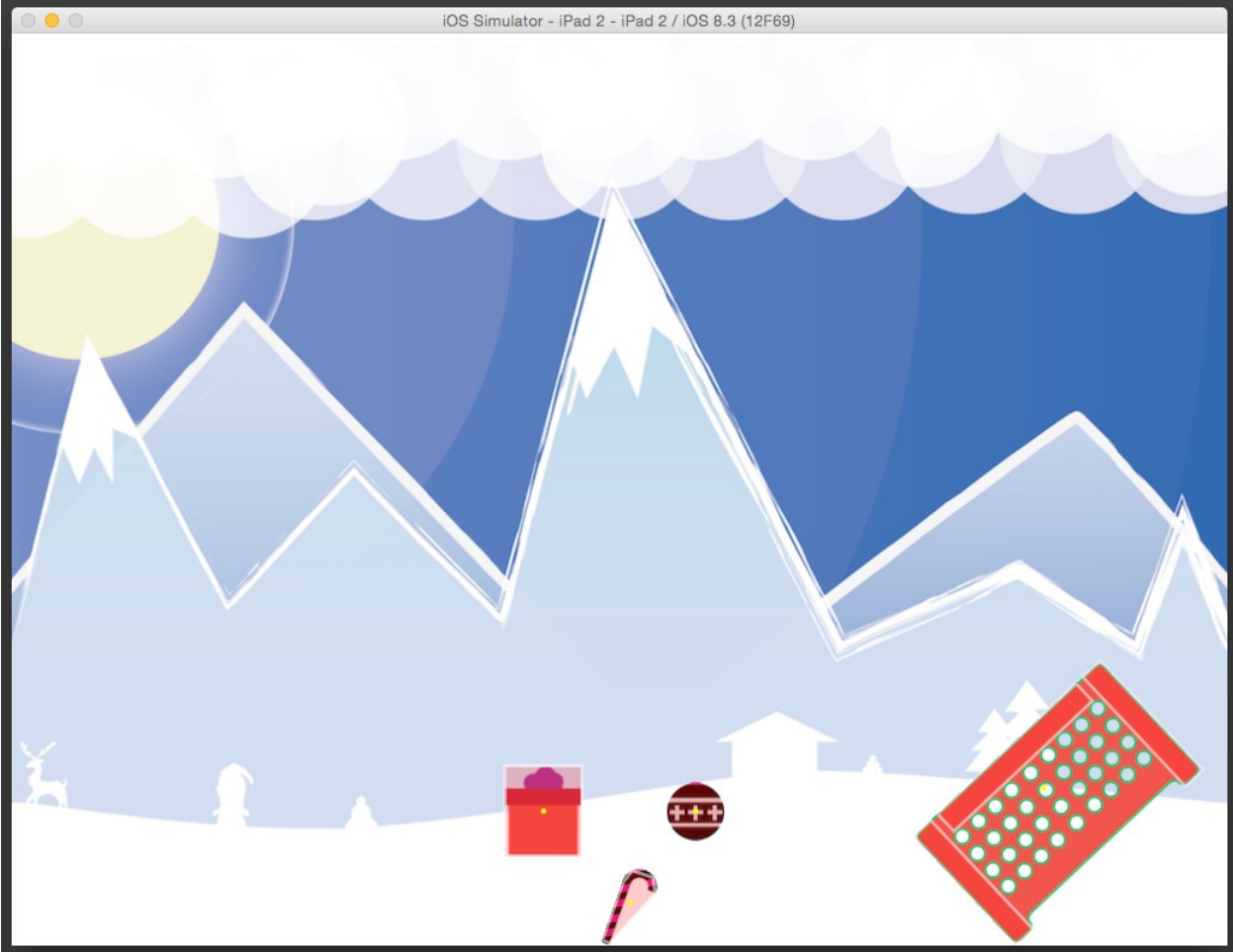
```
//row 1, col 1
int num = 7;
CGPoint verts[] = {
  cpv(-29.0f, -66.0f),
  cpv(-16.0f, -67.0f),
  cpv(-14.0f, 39.0f),
  cpv(29.0f, 38.0f),
  cpv(16.0f, 62.0f),
  cpv(-20.0f, 61.0f),
  cpv(-28.0f, 38.0f)
};
```



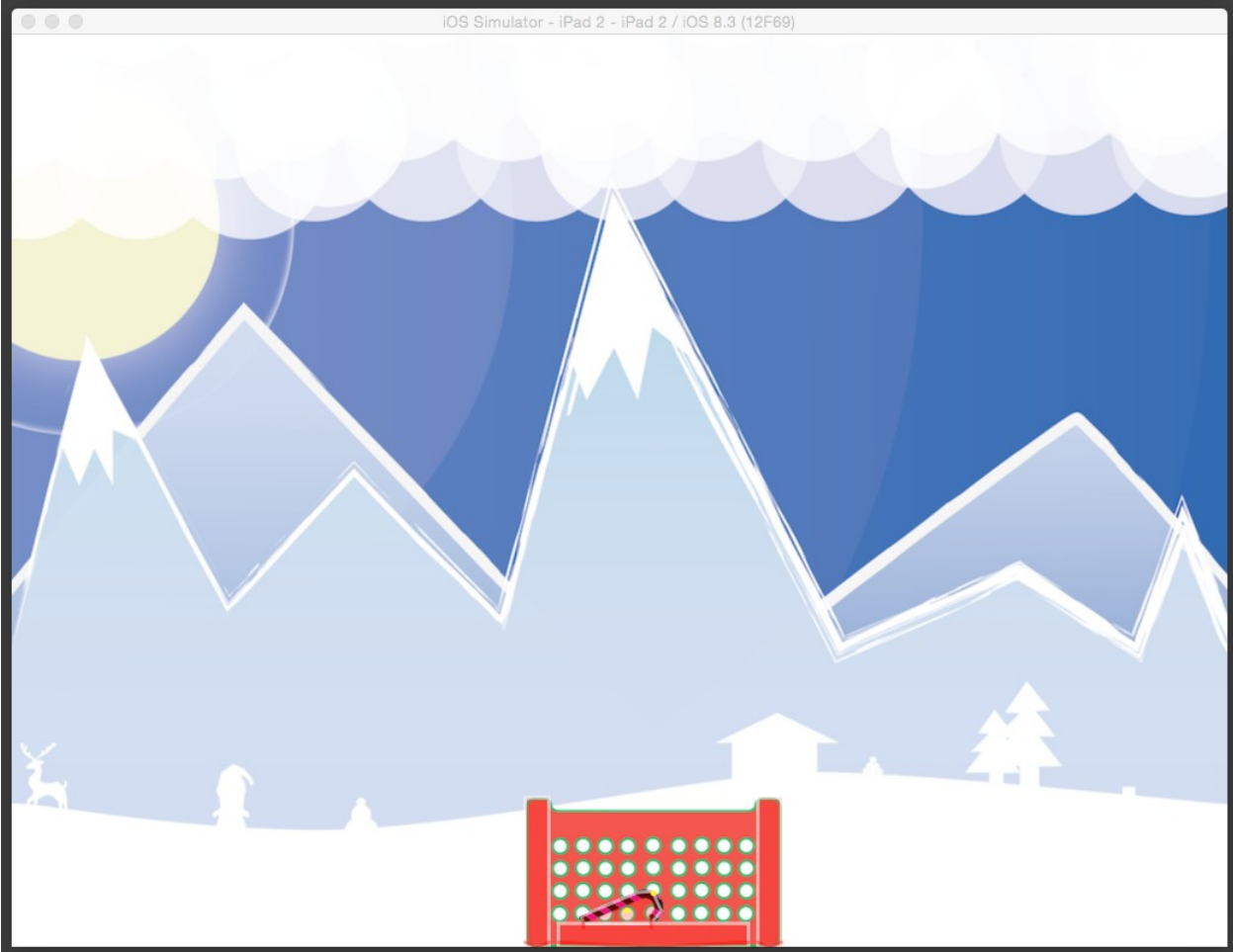


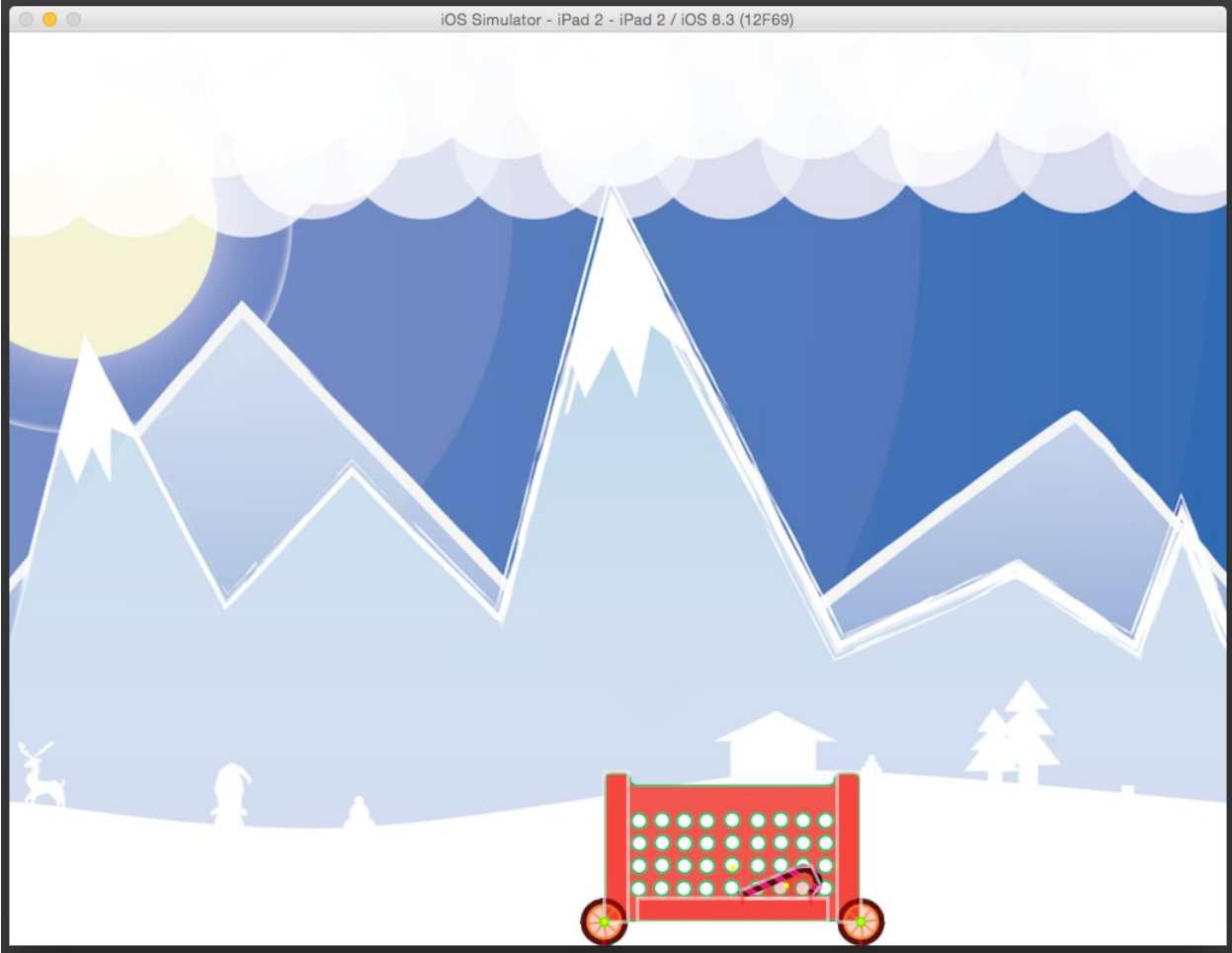




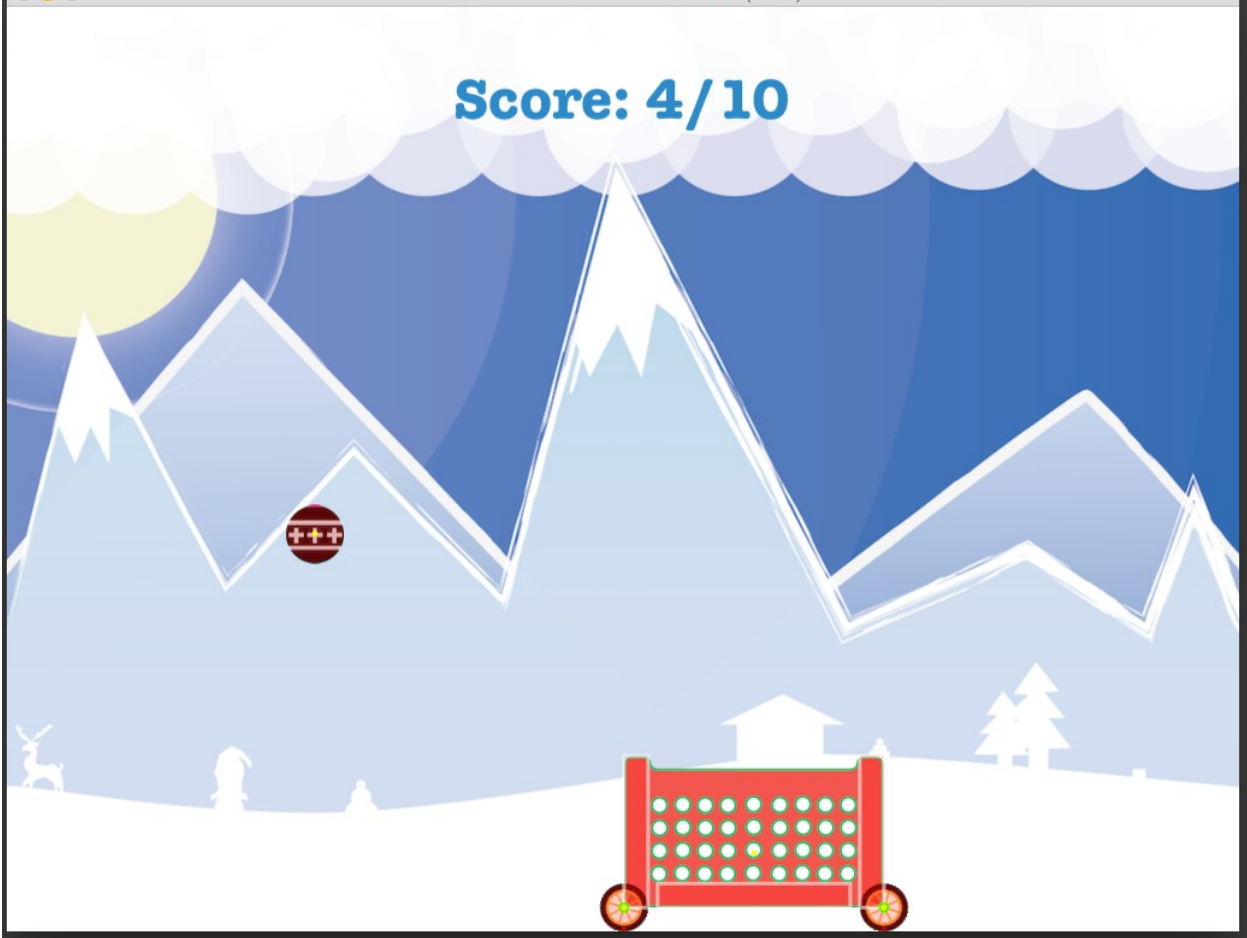


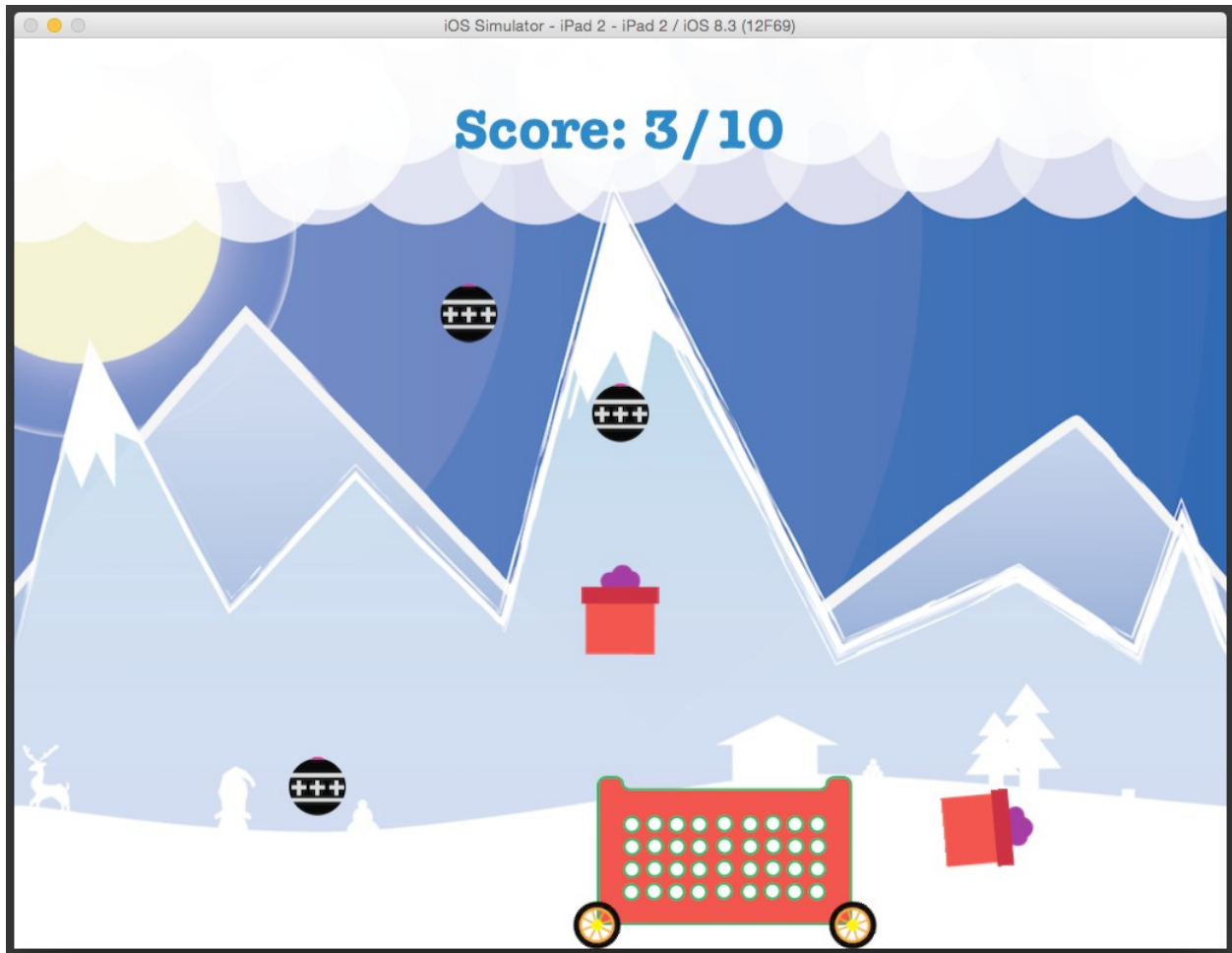






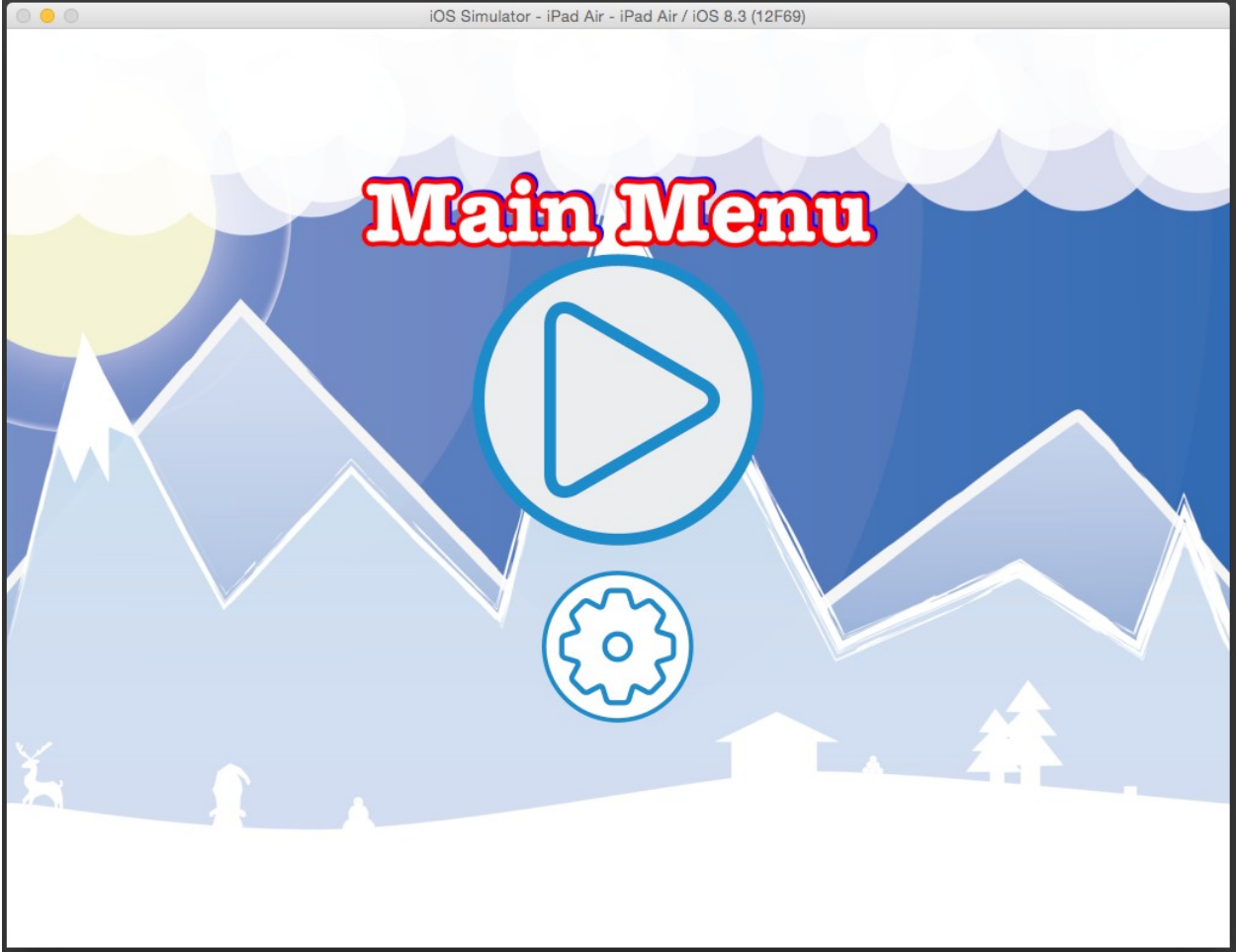
**Score: 4/10**



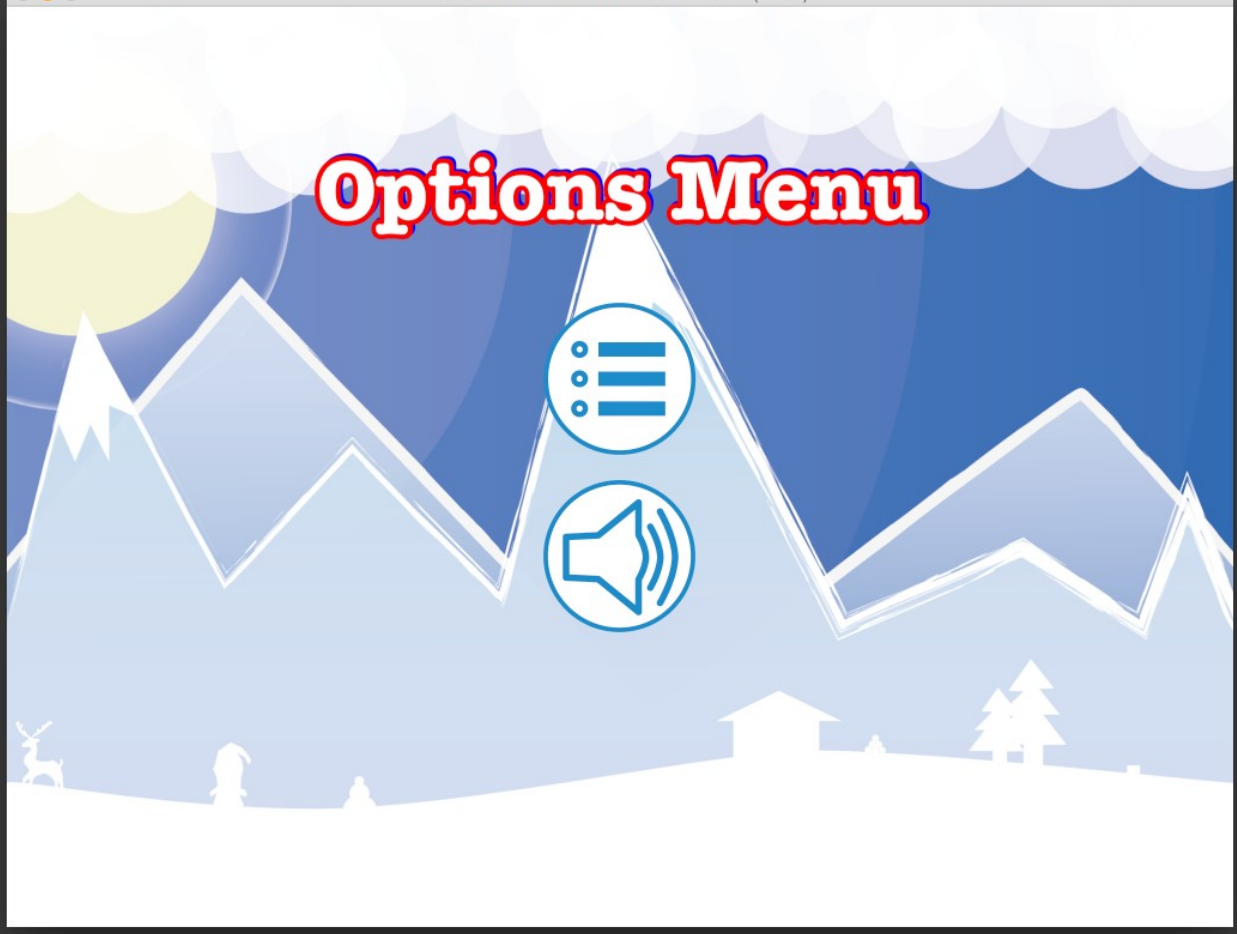


## Chapter 5: Audio

# Main Menu



# Options Menu



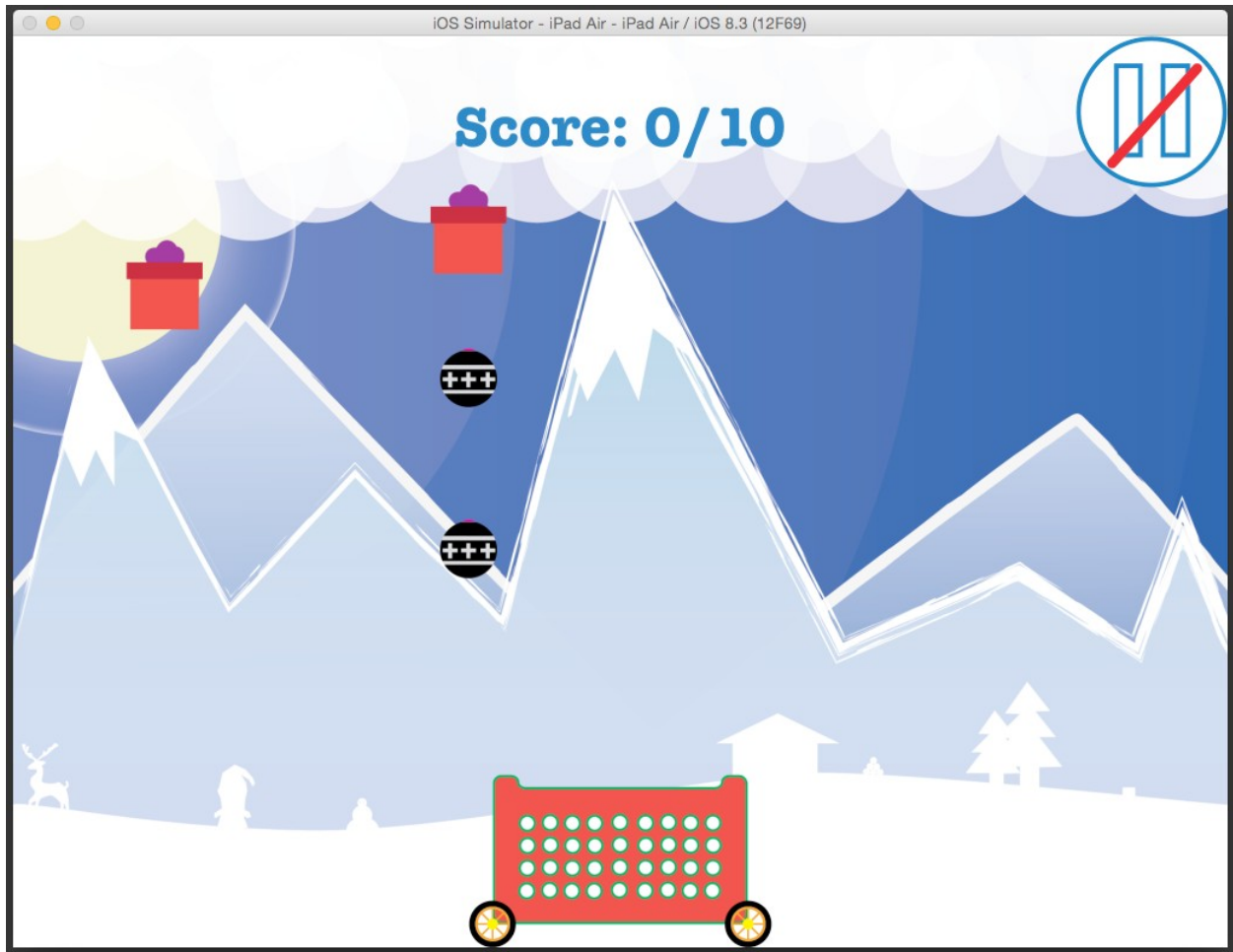


# Options Menu

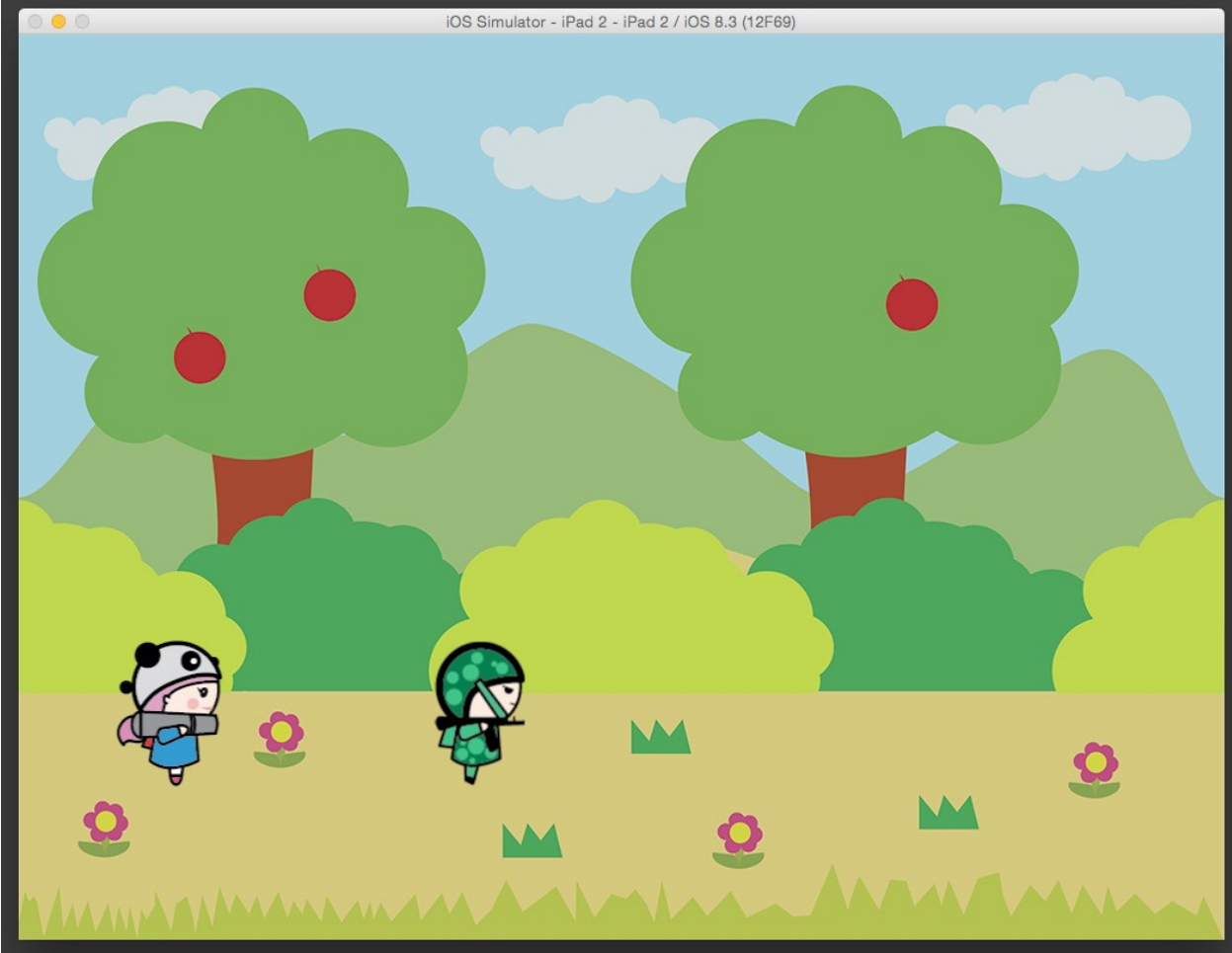


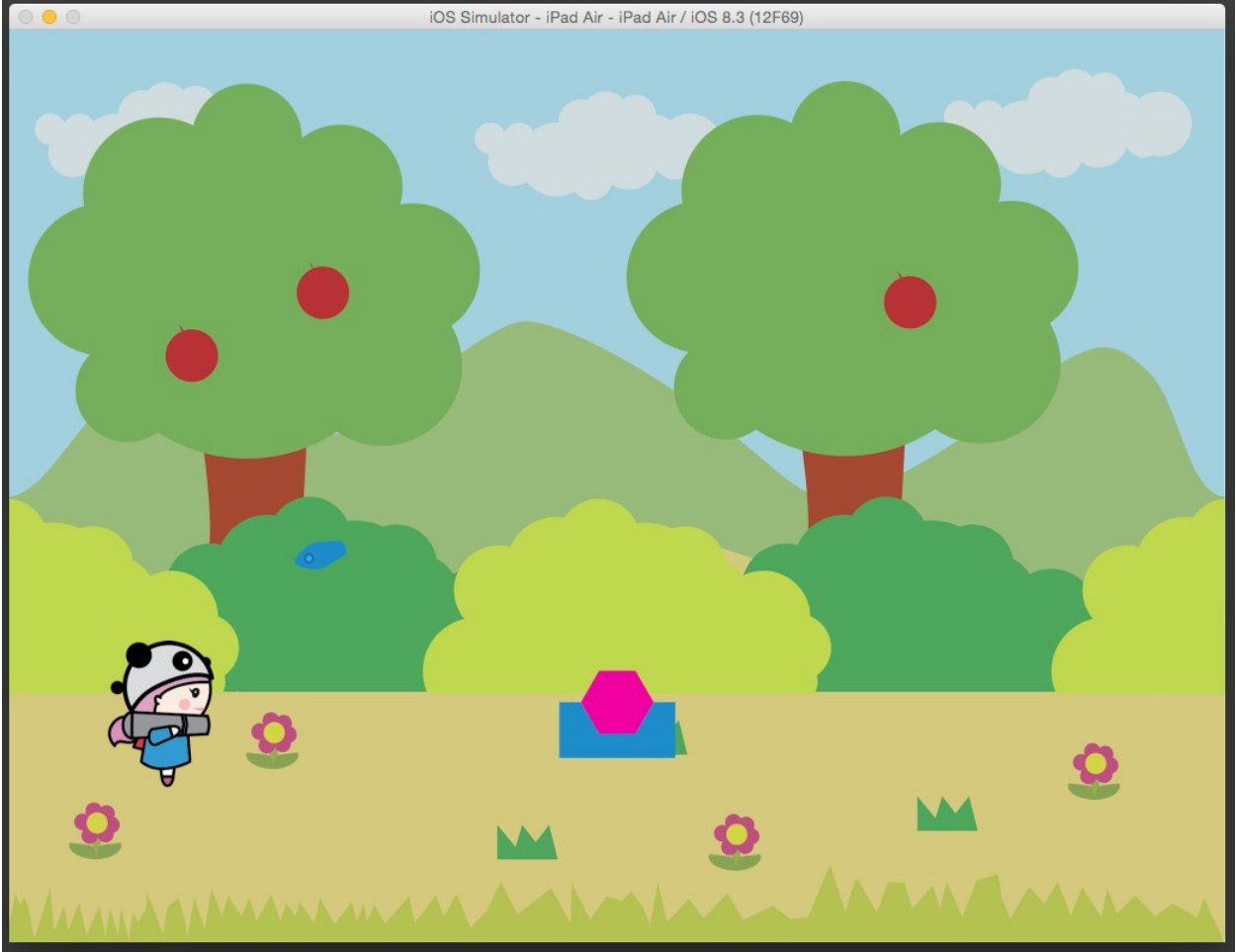
## Volume



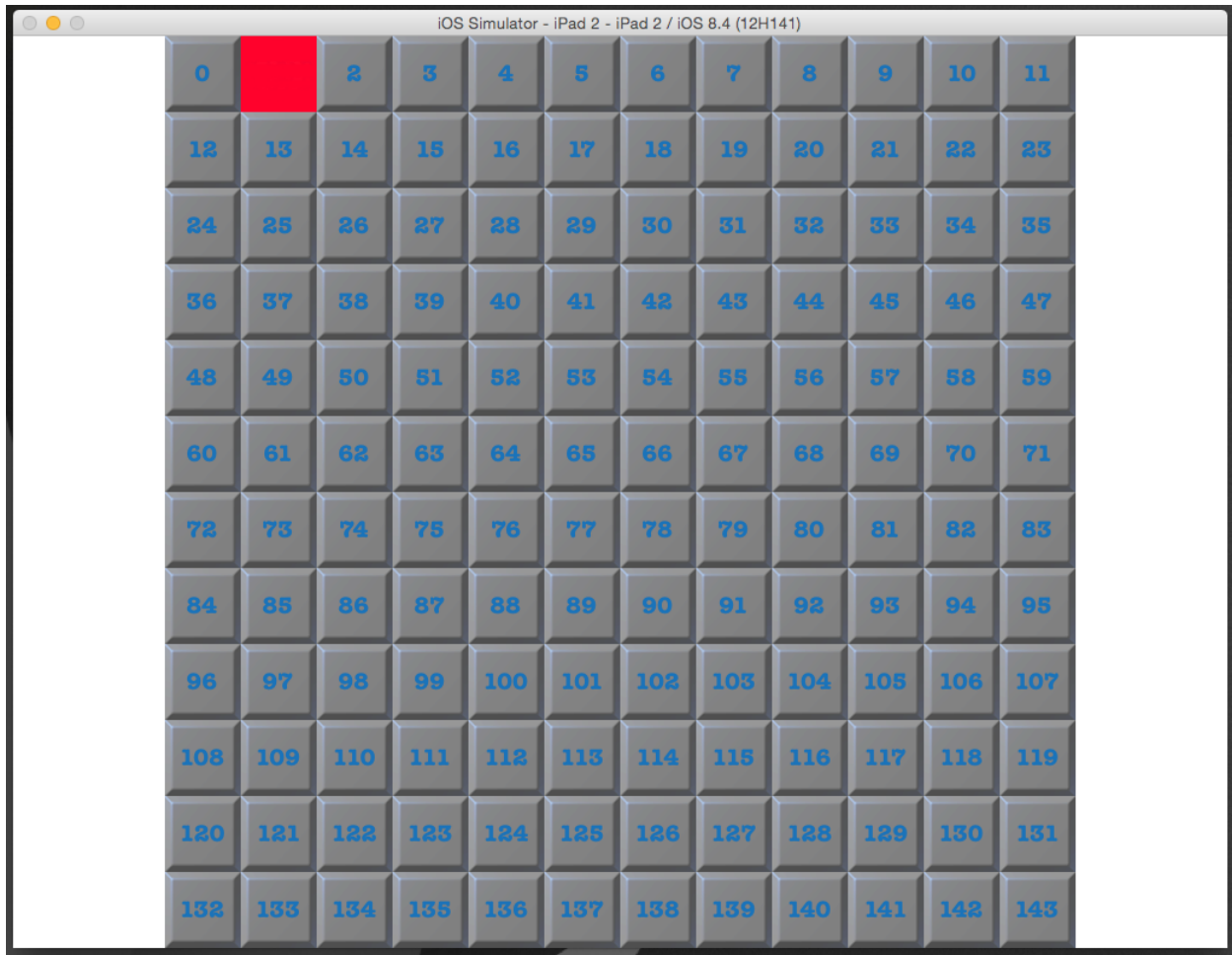


## Chapter 6: AI and A\* Pathfinding









## Chapter 7: Data Storage and Retrieval

### ▼ Search Paths

Setting

Data iOS

Always Search User Paths

No ⌵

Framework Search Paths

► Header Search Paths

"Source/libs/cocos2d-iphone/cocos2d"

Library Search Paths

Rez Search Paths

Sub-Directories to Exclude in Recursive Searches

Sub-Directories to Include in Recursive Searches

▼ User Header Search Paths

Debug

Release

"Source/libs/cocos2d-iphone/cocos2d"  
Source/libs/cocos2d-iphone/external/Chipmunk/objectivec/include  
Source/libs/cocos2d-iphone/external/Chipmunk/include  
"Source/libs/cocos2d-iphone/cocos2d-ui"  
"Source/libs/cocos2d-iphone/external/ObjectAL"  
/usr/include/libxml2

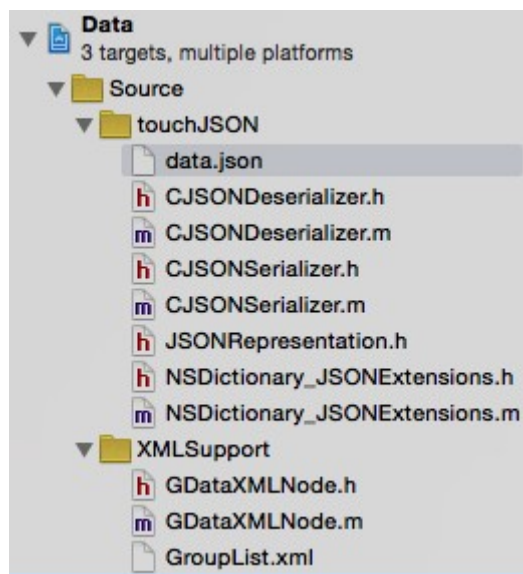
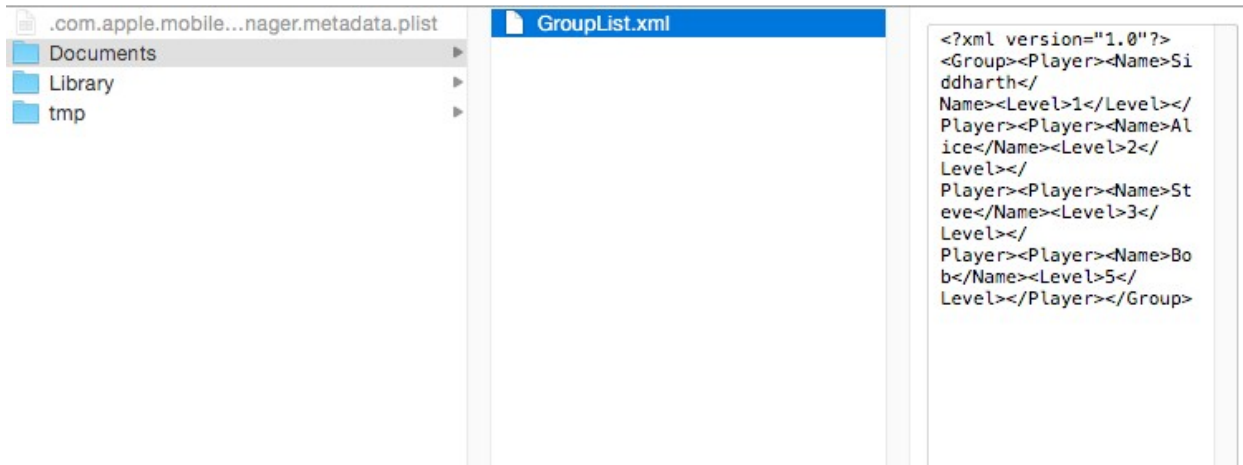
▼ Linking

Setting	Data iOS
Display Mangled Names	No ⇅
Link With Standard Libraries	Yes ⇅
Other Linker Flags	-lz -ObjC -lxml2

```
2015-10-18 18:15:09.981 Data[2978:40985] Name: Siddharth
2015-10-18 18:15:09.981 Data[2978:40985] Level: 1
2015-10-18 18:15:09.981 Data[2978:40985] Name: Alice
2015-10-18 18:15:09.981 Data[2978:40985] Level: 2
2015-10-18 18:15:09.981 Data[2978:40985] Name: Steve
2015-10-18 18:15:09.981 Data[2978:40985] Level: 3
```

```
2015-10-18 18:45:56.157 Data[3137:49639] Name: Siddharth
2015-10-18 18:45:56.157 Data[3137:49639] Level: 1
2015-10-18 18:45:56.157 Data[3137:49639] Name: Alice
2015-10-18 18:45:56.157 Data[3137:49639] Level: 2
2015-10-18 18:45:56.157 Data[3137:49639] Name: Steve
2015-10-18 18:45:56.157 Data[3137:49639] Level: 3
2015-10-18 18:45:56.157 Data[3137:49639] Name: Bob
2015-10-18 18:45:56.157 Data[3137:49639] Level: 5
```

```
2015-10-18 18:45:56.152 Data[3137:49639] Saving xml data to /Users/siddharthshekar/Library/Developer/
CoreSimulator/Devices/255522C8-3079-4C2A-86EA-5CC4ED75557D/data/Containers/Data/Application/9A459362-
CC61-44F9-B03F-54E588DFBAC3/Documents/GroupList.xml...
```





```

2015-10-19 10:18:12.801 Data[2759:111868] SpriteFileName: tree.png
2015-10-19 10:18:12.801 Data[2759:111868] xPos: 250.000000, yPos: 50.000000
2015-10-19 10:18:12.801 Data[2759:111868] Scale: 0.900000
2015-10-19 10:18:12.801 Data[2759:111868] found spriteFile
2015-10-19 10:18:12.801 Data[2759:111868] SpriteFileName: tree_shadow.png
2015-10-19 10:18:12.801 Data[2759:111868] xPos: 195.000000, yPos: 51.000000
2015-10-19 10:18:12.802 Data[2759:111868] Scale: 0.900000
2015-10-19 10:18:12.802 Data[2759:111868] found spriteFile
2015-10-19 10:18:12.802 Data[2759:111868] SpriteFileName: cheshire_cat.png
2015-10-19 10:18:12.802 Data[2759:111868] xPos: 120.000000, yPos: 70.000000
2015-10-19 10:18:12.802 Data[2759:111868] Scale: 0.300000
2015-10-19 10:18:12.802 Data[2759:111868] found spriteFile
2015-10-19 10:18:12.802 Data[2759:111868] SpriteFileName: actor_shadow.png
2015-10-19 10:18:12.802 Data[2759:111868] xPos: 120.000000, yPos: 65.000000
2015-10-19 10:18:12.802 Data[2759:111868] Scale: 1.750000
2015-10-19 10:18:12.803 Data[2759:111868] found spriteFile

```

The screenshot shows the Xcode project browser with the 'Data' folder expanded. The 'scene1.plist' file is selected. The project structure includes folders for Source, Platforms, Resources, and Published-iOS, with various files like MainScene.h, MainScene.m, MetalShaders, and ccbresources.

Key	Type	Value
Root	Dictionary	(1 item)
nodes	Array	(4 items)
Item 0	Dictionary	(4 items)
type	String	spriteFile
file	String	cactus1_00.png
position	Dictionary	(2 items)
x	String	100
y	String	100
scale	String	1
Item 1	Dictionary	(4 items)
type	String	spriteFile
file	String	cactus2_00.png
position	Dictionary	(2 items)
x	String	246
y	String	262
scale	String	1
Item 2	Dictionary	(4 items)
Item 3	Dictionary	(4 items)

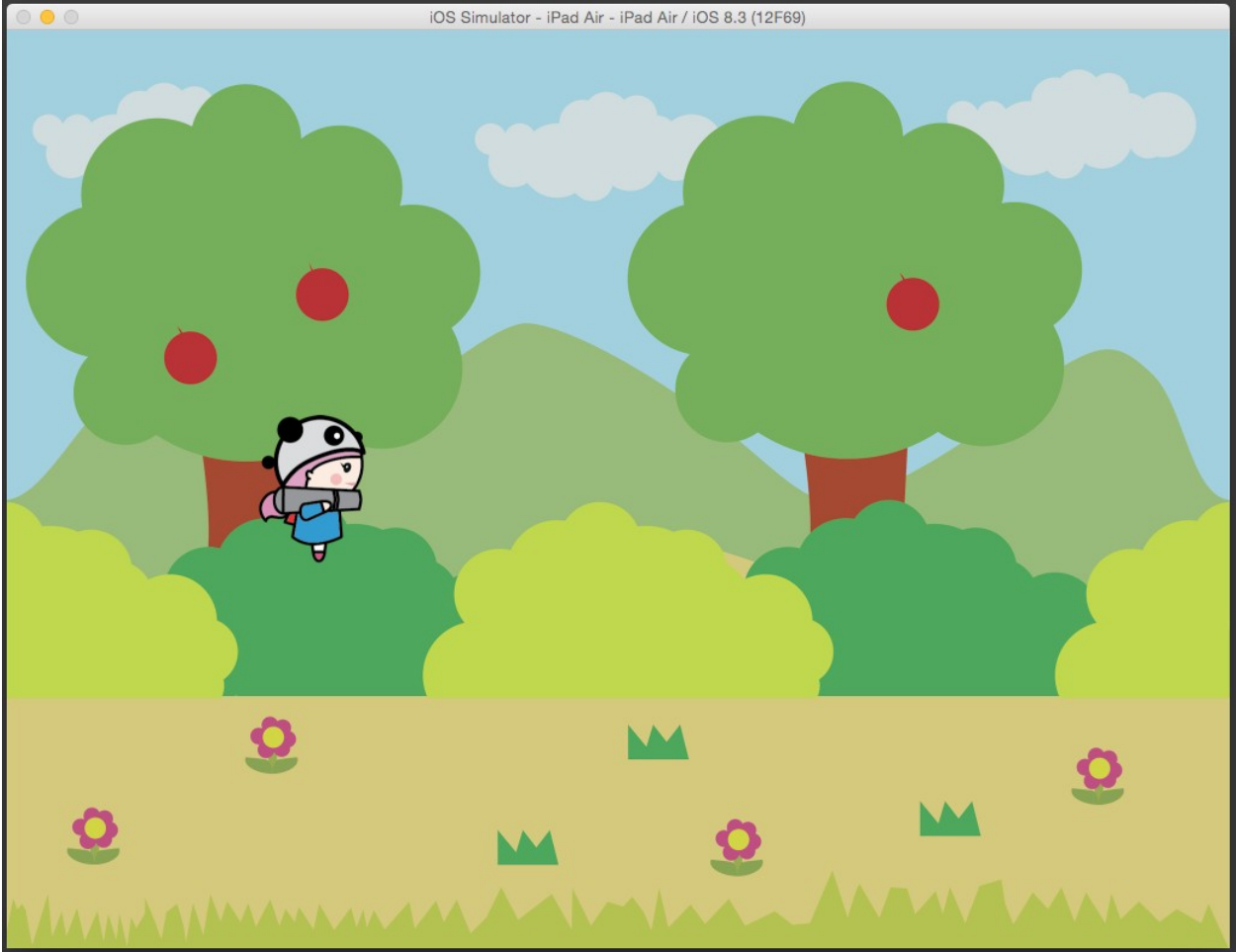
```
2015-10-19 13:55:28.178 Data[4857:204473] SpriteFileName: cactus1_00.png
2015-10-19 13:55:28.179 Data[4857:204473] xPos: 100.000000, yPos: 100.000000
2015-10-19 13:55:28.179 Data[4857:204473] Scale: 1.000000
2015-10-19 13:55:28.179 Data[4857:204473] found spriteFile
2015-10-19 13:55:28.179 Data[4857:204473] SpriteFileName: cactus2_00.png
2015-10-19 13:55:28.179 Data[4857:204473] xPos: 246.000000, yPos: 262.000000
2015-10-19 13:55:28.179 Data[4857:204473] Scale: 1.000000
2015-10-19 13:55:28.179 Data[4857:204473] found spriteFile
2015-10-19 13:55:28.179 Data[4857:204473] SpriteFileName: cactus3_00.png
2015-10-19 13:55:28.180 Data[4857:204473] xPos: 342.000000, yPos: 124.000000
2015-10-19 13:55:28.180 Data[4857:204473] Scale: 1.000000
2015-10-19 13:55:28.180 Data[4857:204473] found spriteFile
2015-10-19 13:55:28.180 Data[4857:204473] SpriteFileName: cactus4_00.png
2015-10-19 13:55:28.180 Data[4857:204473] xPos: 100.000000, yPos: 200.000000
2015-10-19 13:55:28.180 Data[4857:204473] Scale: 1.000000
2015-10-19 13:55:28.180 Data[4857:204473] found spriteFile
```

```
2015-10-19 14:32:19.354 Data[5910:261357] [loadHighScore] playerName: Player1 , playerScore: 0
2015-10-19 14:32:19.357 Data[5910:261357] [addHighScore] playerName: Player1 , playerScore: 0
2015-10-19 14:32:19.357 Data[5910:261357] [addHighScore] playerName: siddharth , playerScore: 24
2015-10-19 14:32:19.366 Data[5910:261357] [loadHighScore] playerName: Player1 , playerScore: 0
2015-10-19 14:32:19.366 Data[5910:261357] [loadHighScore] playerName: siddharth , playerScore: 24
2015-10-19 14:32:19.367 Data[5910:261357] Hi scores deleted!
2015-10-19 14:32:19.373 Data[5910:261357] [loadHighScore] playerName: Player1 , playerScore: 0
```

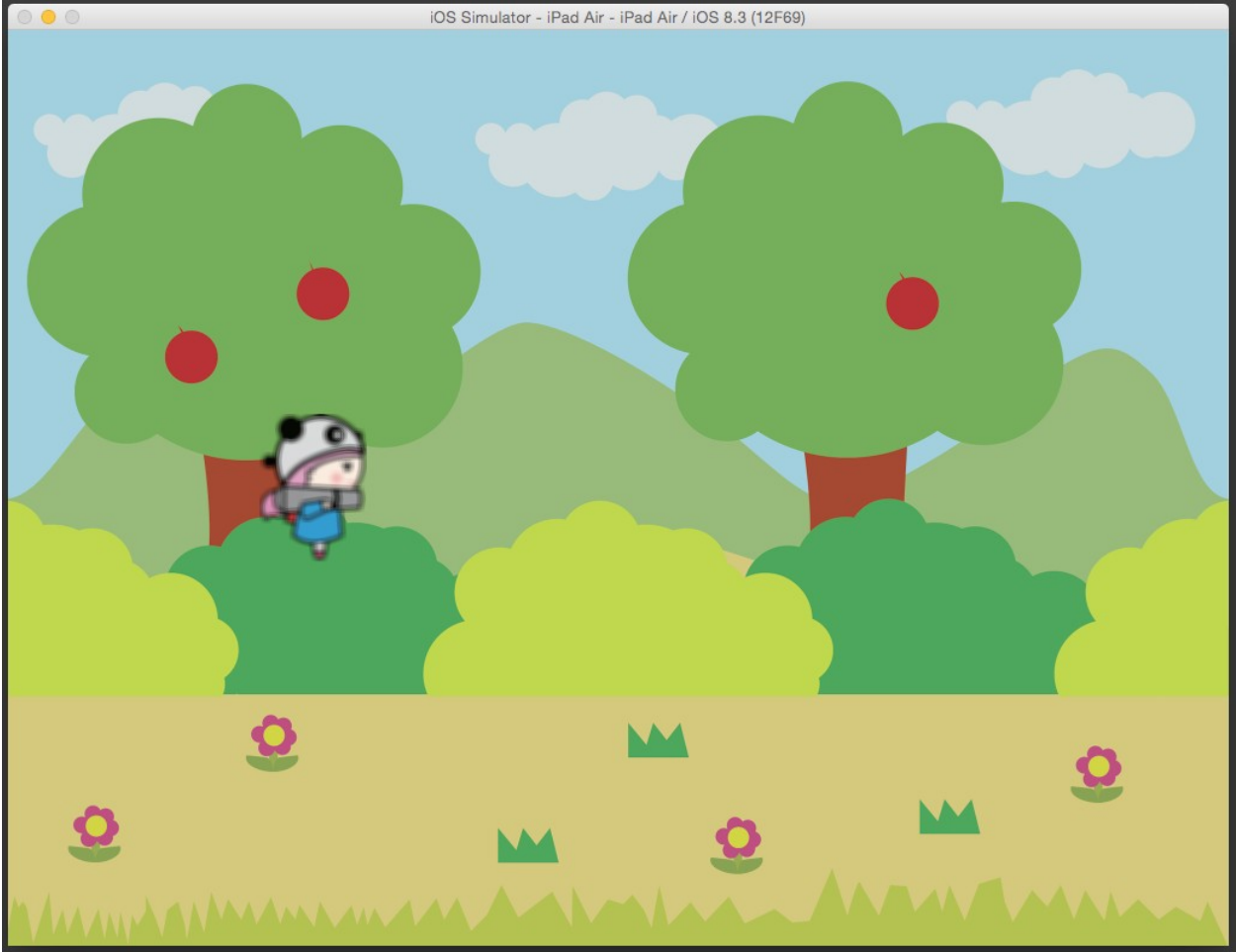
```
2015-10-19 14:47:01.802 Data[6294:283261] [NSUSERDefault] Score: 24
```

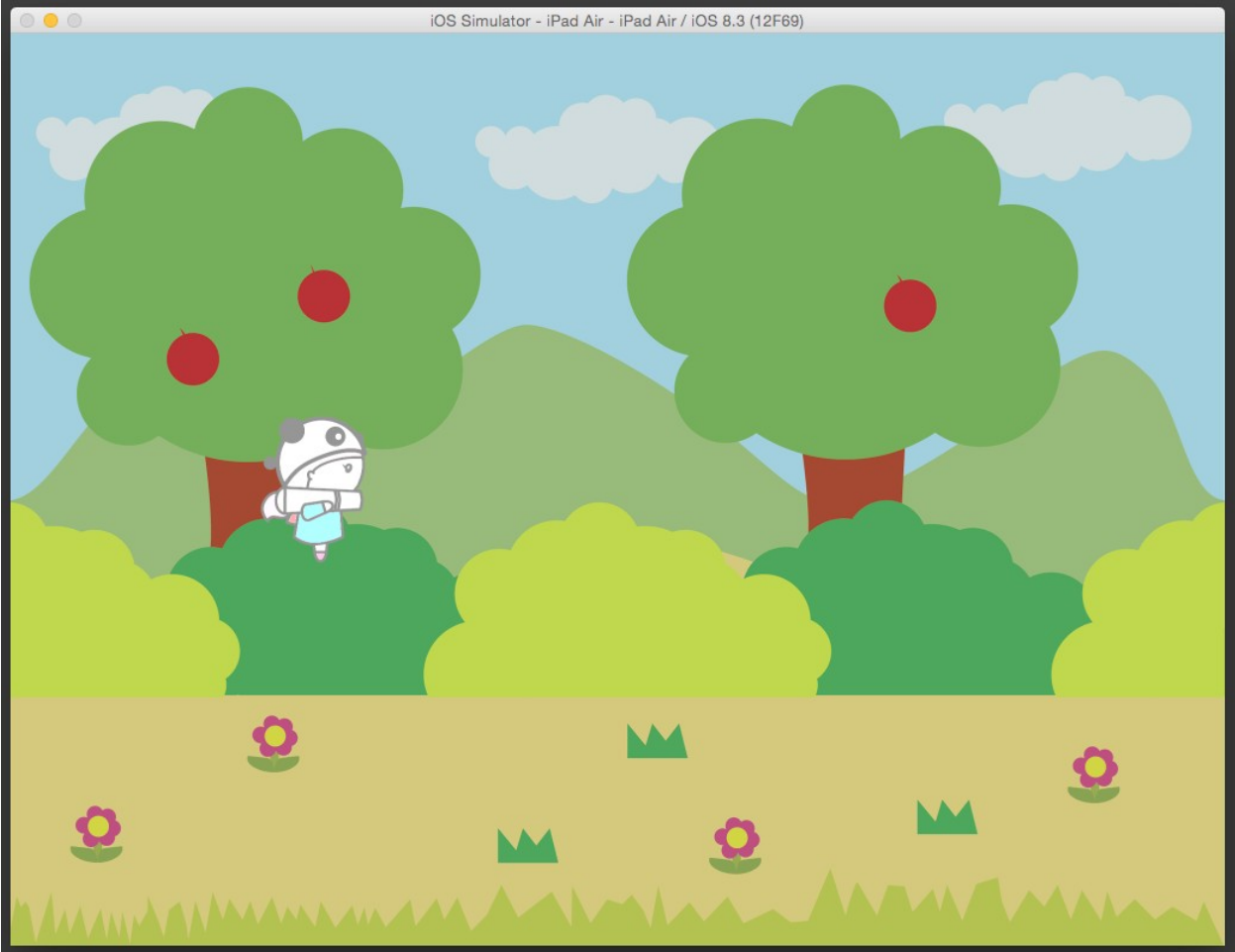
```
M void setBool:(BOOL) forKey:(NSString *)
M void setDouble:(double) forKey:(NSString *)
M void setFloat:(float) forKey:(NSString *)
M void setInteger:(NSInteger) forKey:(NSString *)
```

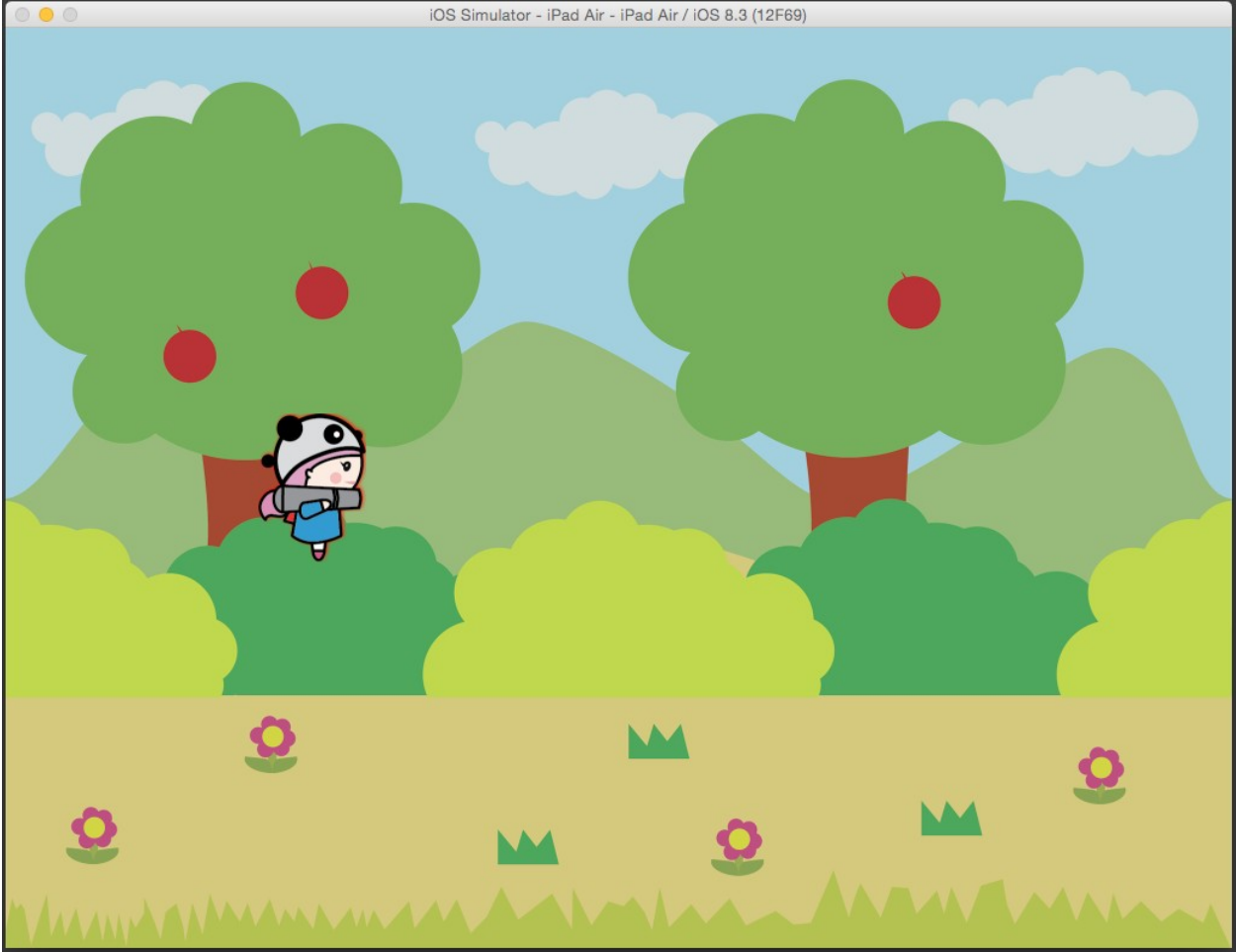
## Chapter 8: Effects

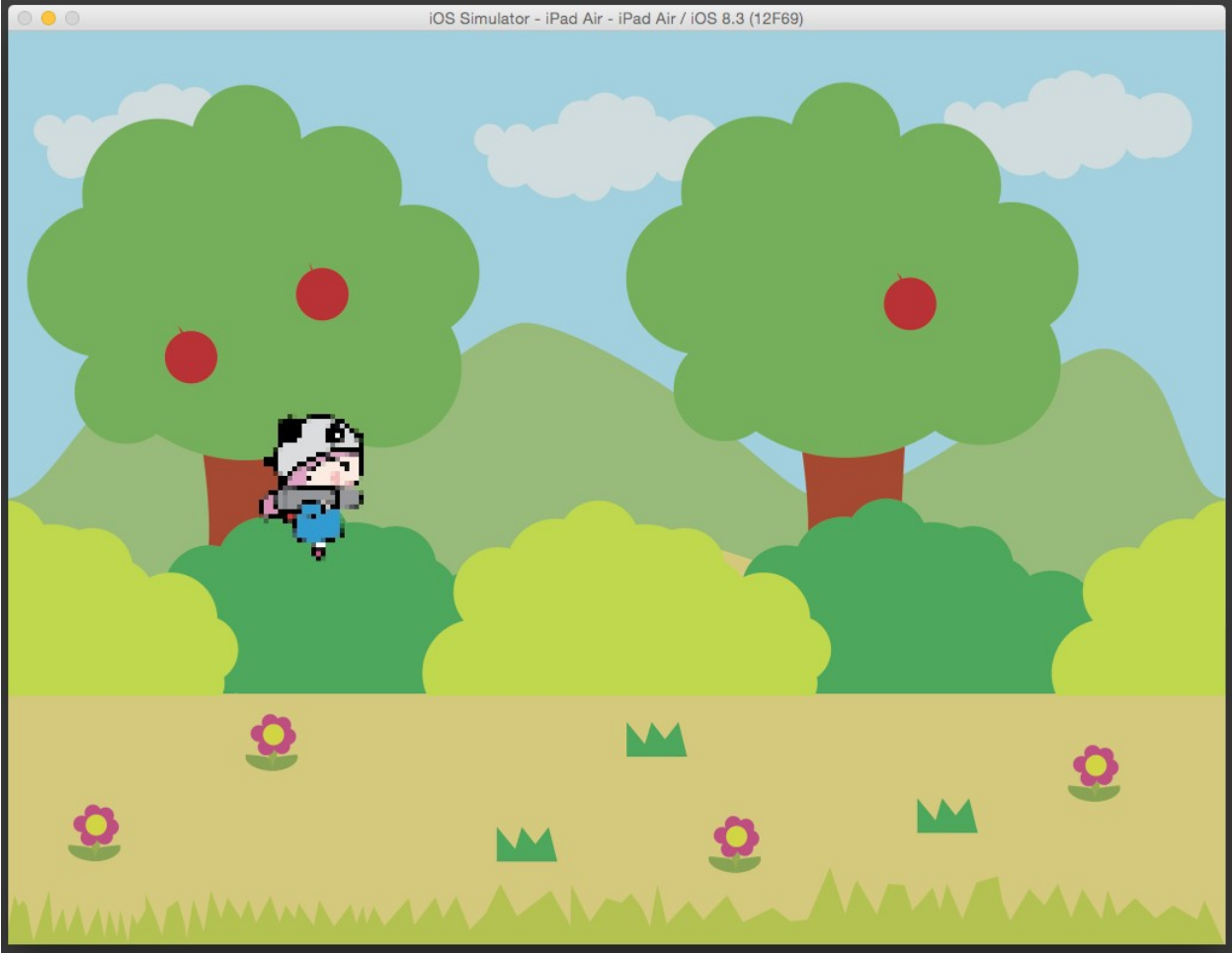








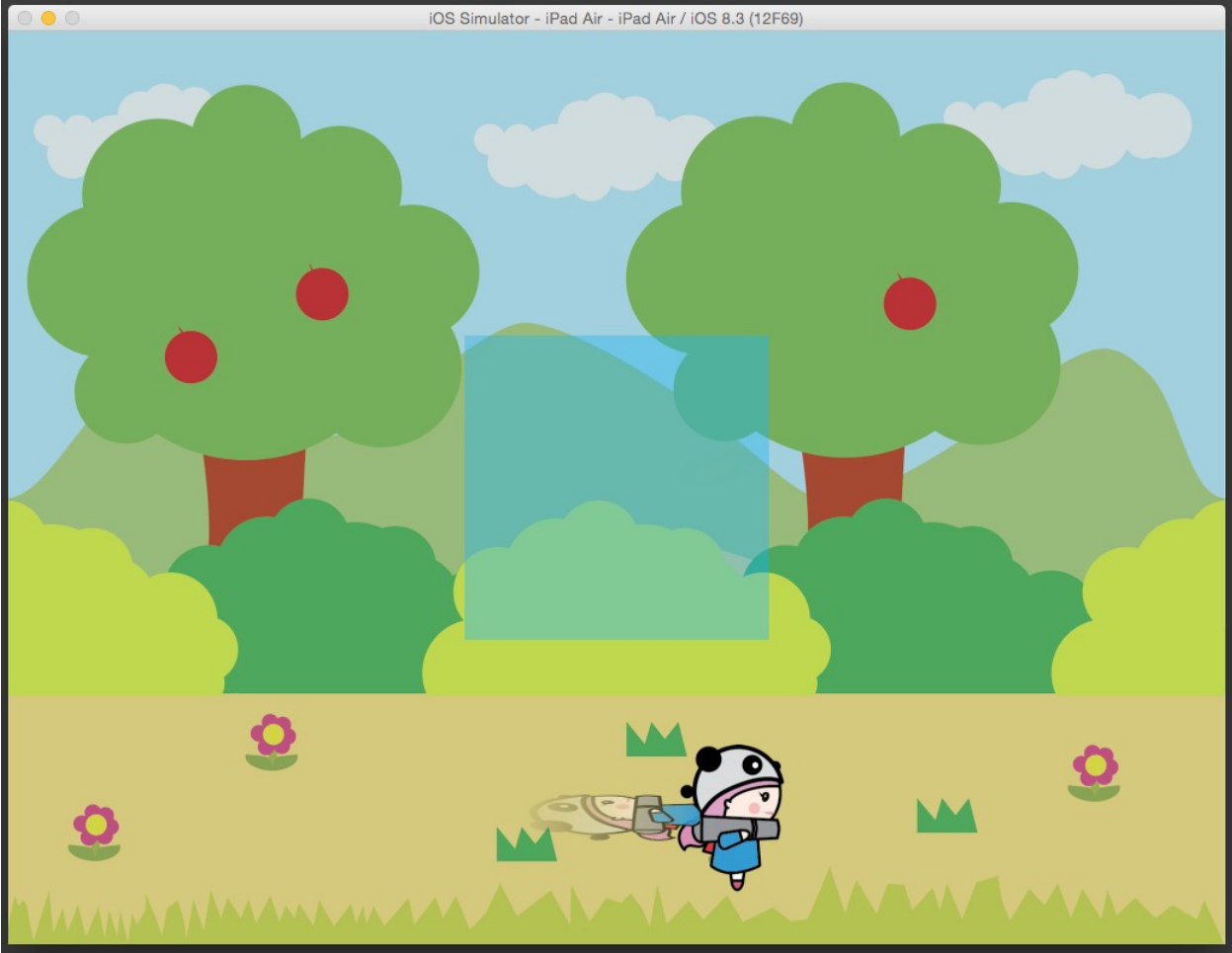


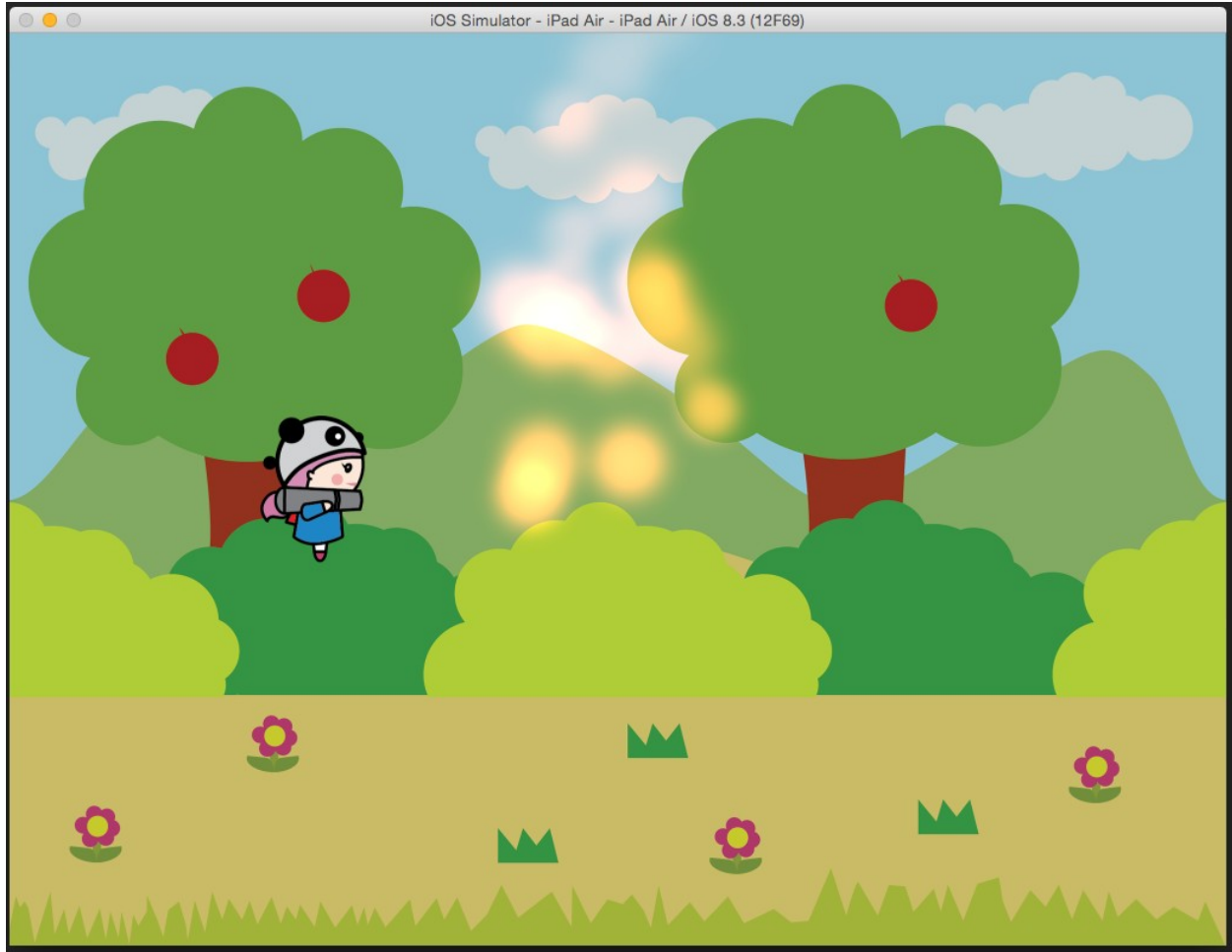




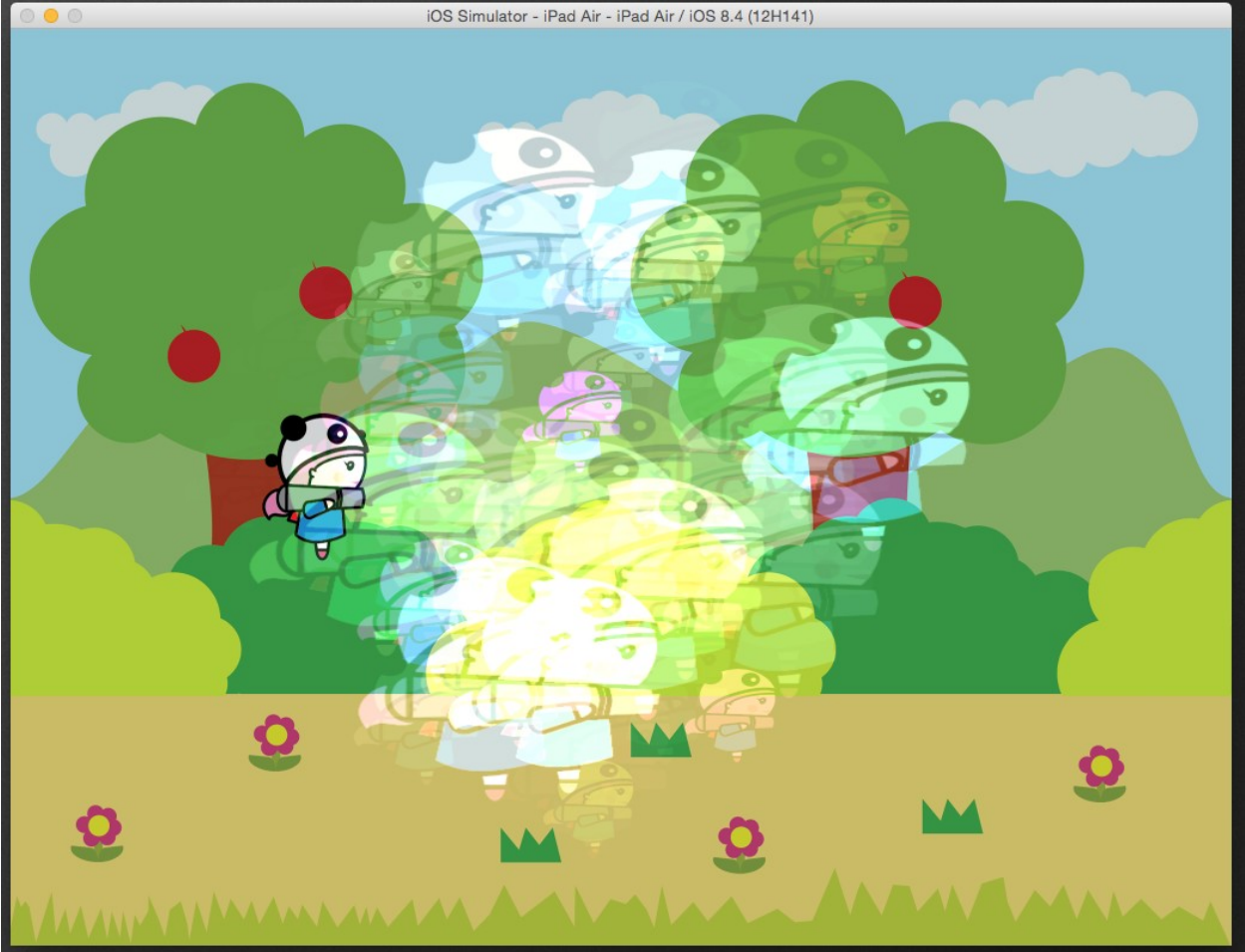








```
CCParticleBatchNode
C CParticleBatchNode
C CParticleExplosion
C CParticleFire
C CParticleFireworks
C CParticleFlower
C CParticleGalaxy
C CParticleMeteor
C CParticleRain
```



Cocos2d for iOS and OS X, built using Objective-C <http://www.cocos2d-objc.org>

8,213 commits

15 branches

31 releases

140 contributors

Branch: v3.4.9 cocos2d-objc / +

<p><b>Birkemose</b> Revert "Added cascadeContentSizeEnabled property so that the original... Latest commit 3a0754d 15 days ago</p>		
Resources-Mac	Removing Kazmath	2 years ago
Resources-iPad/Images	Removing Kazmath	2 years ago
Resources	Template changes	4 months ago
UnitTests	Add performance based node tests	10 months ago
cocos2d-demo	Renaming	3 months ago
cocos2d-template.xcodeproj	Personal settings removed	3 months ago
cocos2d-template	Basic settings	5 months ago
cocos2d-tests-android	Remove stale BridgeKit3 references	11 months ago
cocos2d-tests.xcodeproj	Personal settings removed	3 months ago
cocos2d-ui-tests	CCEffectStereo - Experiment with red-cyan anaglyph 3D	8 months ago

Code

Issues 206

Pull requests 22

Wiki

Pulse

Graphs

HTTPS clone URL

<https://github.com>

You can clone with HTTPS or Subversion.

Clone in Desktop

Download ZIP

```

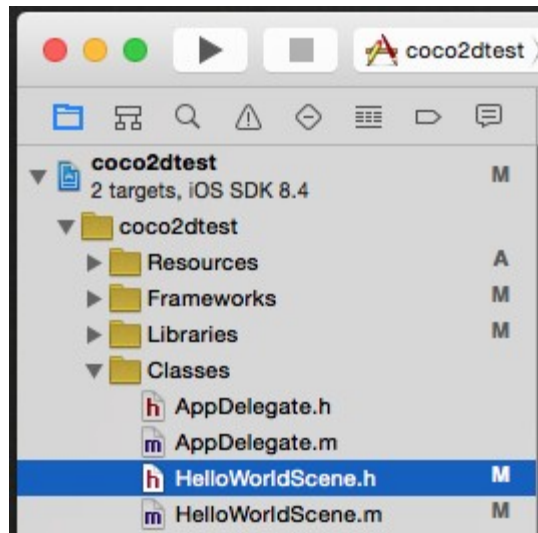
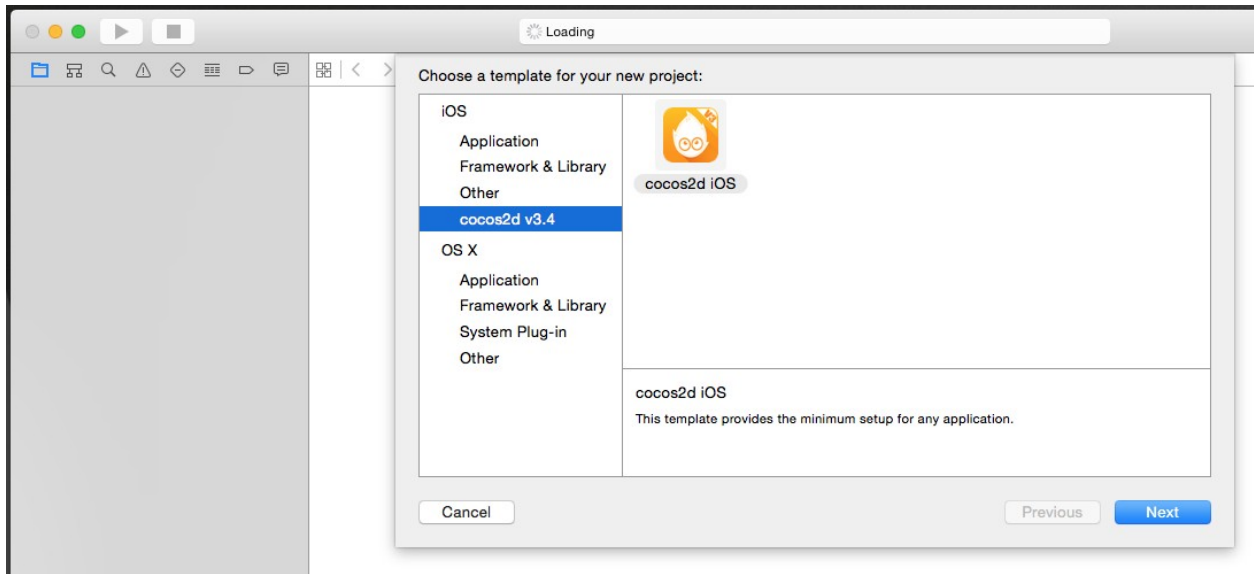
cocos2d-objc-3.4.9 — bash — 85x32
Last login: Wed Nov 18 11:56:52 on console
1711c008:~ sidharth.shekar$ cd /Users/sidharth.shekar/Desktop/cocos2d-objc-3.4.9
1711c008:cocos2d-objc-3.4.9 sidharth.shekar$ ./install.sh -i

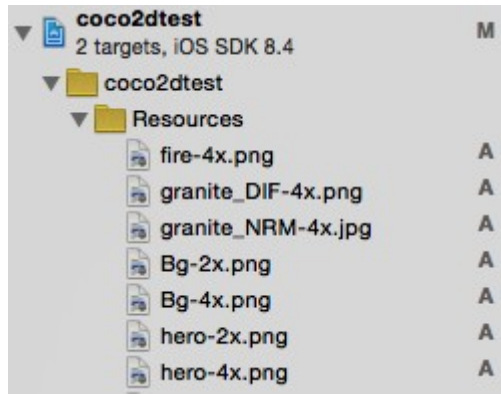
Cocos2D Installer (Cocos2D-ObjC v3.4.x)
-----

Downloading Chipmunk [Ok]
Downloading ObjectAL [Ok]
Installing Cocos2D Libraries [Ok]
Installing Chipmunk Libraries [Ok]
Installing ObjectAL Libraries [Ok]
Installing Xcode Templates [Ok]

Cocos2D was successfully installed

1711c008:cocos2d-objc-3.4.9 sidharth.shekar$
    
```







## Chapter 9: Game Tools

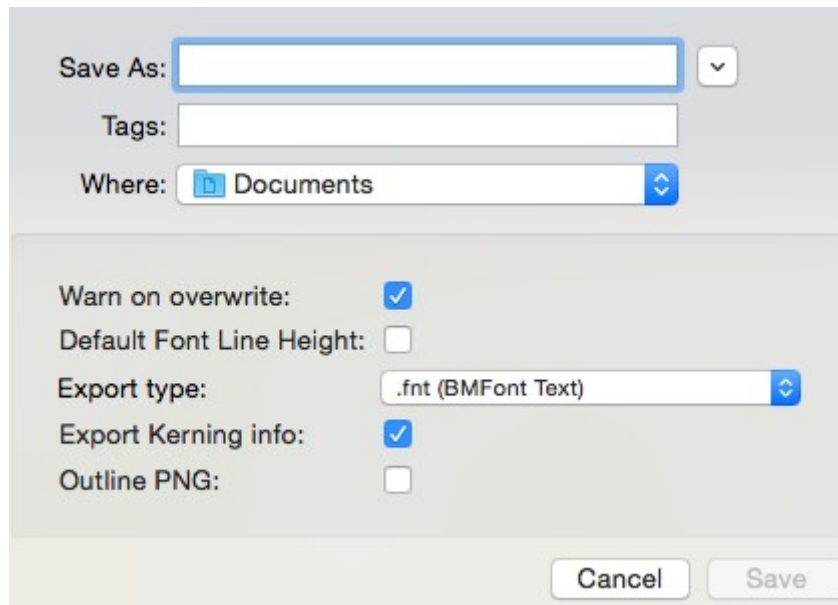
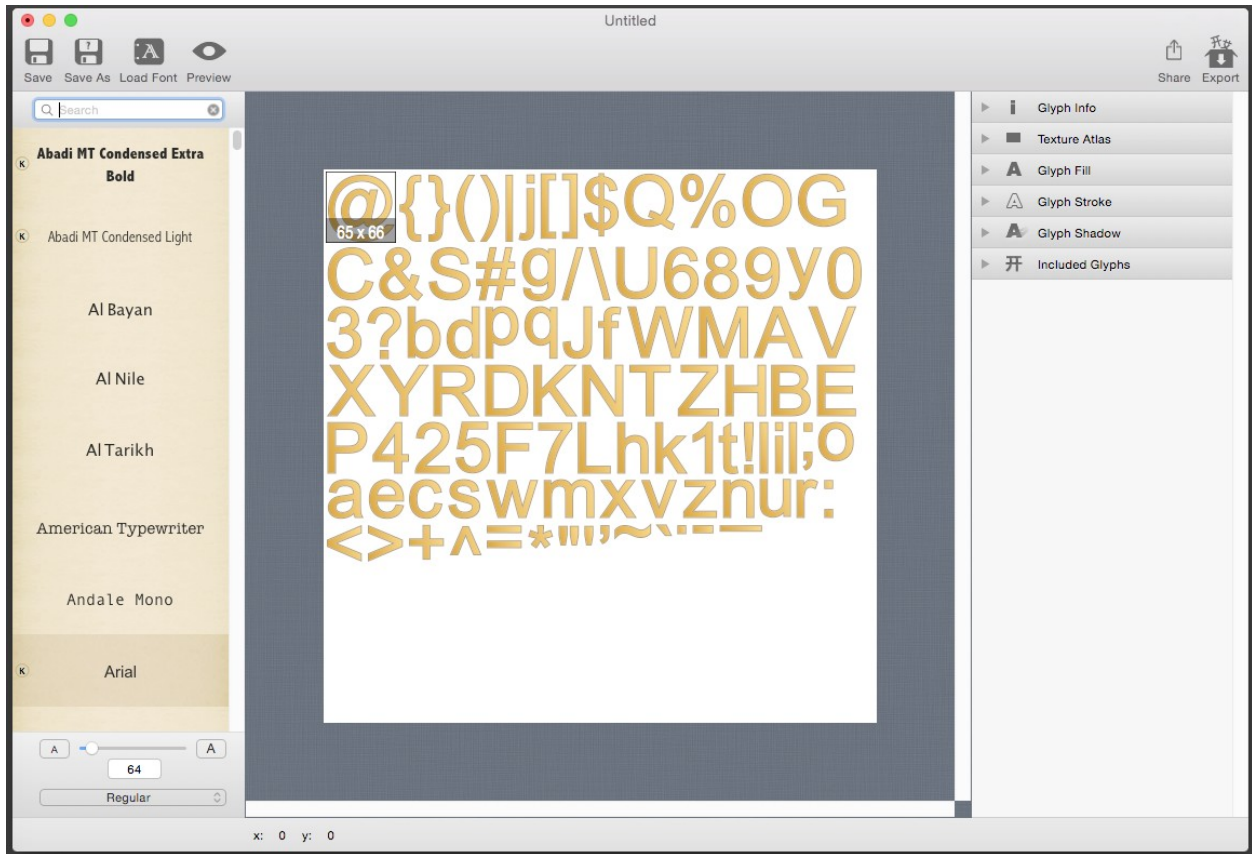
### Glyph Designer

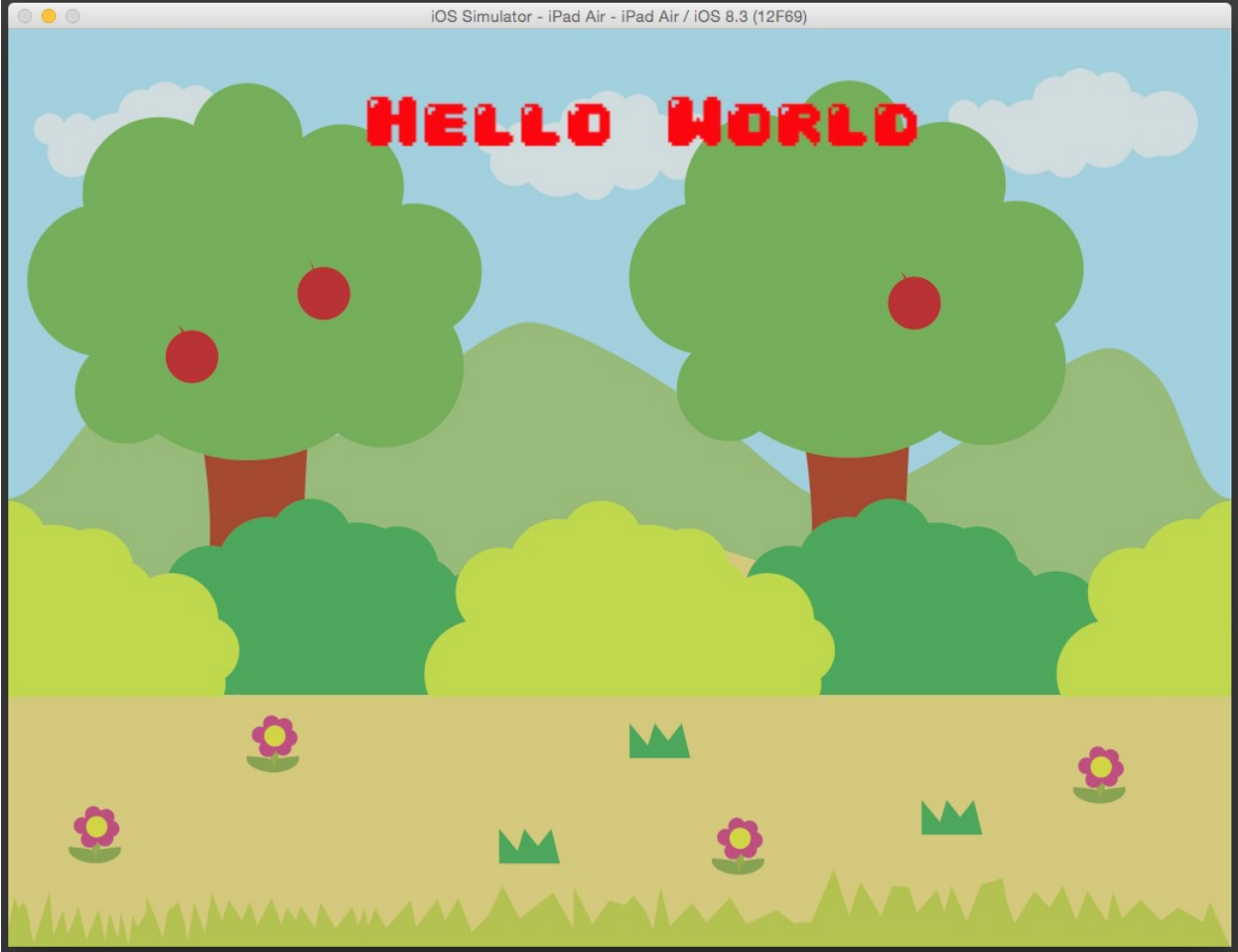
Bitmap font design software for Mac OS X

[Download](#)

[Buy Now](#)







Particle Designer - boostParticle.pdproject

Particle Systems    Export    Embed    Zip    Flip Y

jetBoost    [Refresh]    [Reset]    [Play]    [Pause]    [Stop]

Emitter 1

Preview    Zoom: 1.0x    x: 0 y: 0

Settings

Emitter configuration

Duration: 0.25

Source Position Variance X: 0

Source Position Variance Y: 0

Maximum Particles: 50

Emit Angle: 270.00

Emit Angle Variance: 10.00

Type: Gravity

Speed: 125.00

Speed Variance: 30.00

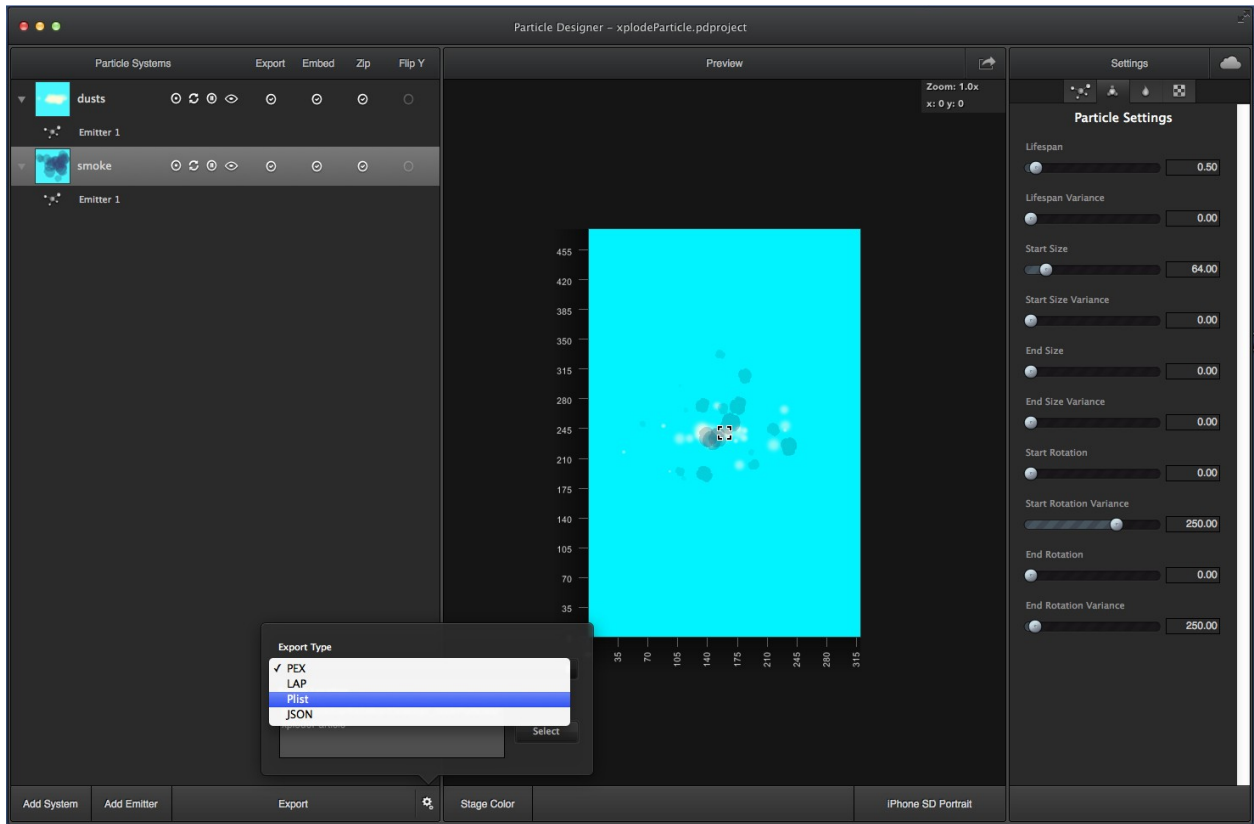
X Gravity: 0.00

Y Gravity: 0.00

Radial Acceleration: 0.00

Radial Acceleration Variance: 0.00

Add System    Add Emitter    Export    [Settings]    Stage Color    iPhone SD Portrait



Particle2dx design particle for cocos2dx. tutorial shortcut fb.page doc.jp github

640x960 iPhone4 S ML(100%) pos 524 278 true

**Emit1 Plist** Remove Duplicate Snapshot clear  
Color&Shape Motion Template InOut Background

**Gravity Radius**

Duration -1 sec  forever Forever 0.01 0.05 0.5

Lifetime 1.1 ± 0.4

EmissionRate 262.72

Angle 146 ± 50

Angle 146 Speed 244 EmitArea 30 40 Gravity -1000 740

Speed x2 /2 Rotate 10 90

Speed 244 ± 5

PosVar 15x-20

Gravity -1000x740

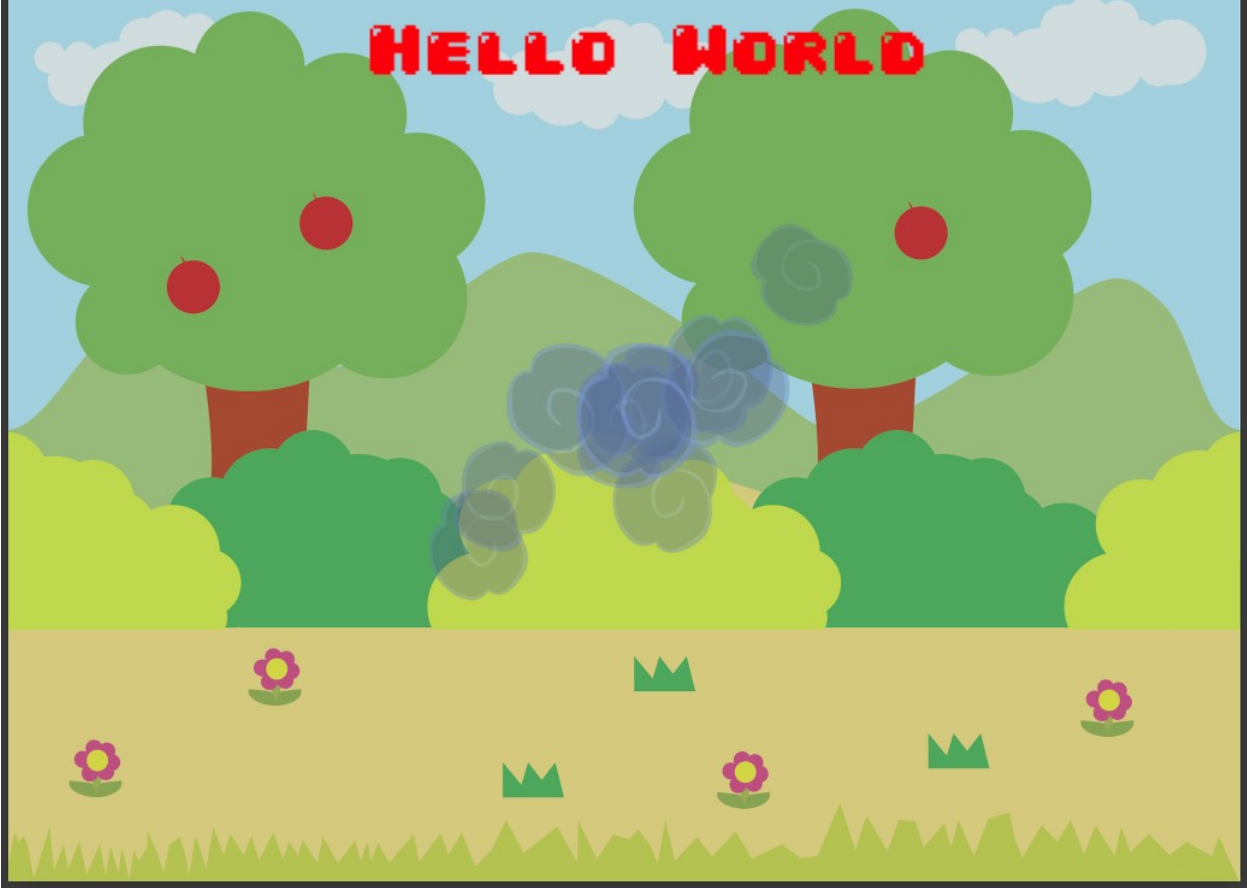
AccelRad 0 ± 0

AccelTan 0 ± 0

Stats Grid 100

RealtimePList

**HELLO WORLD**





## 20 seconds to your optimized sprite sheet

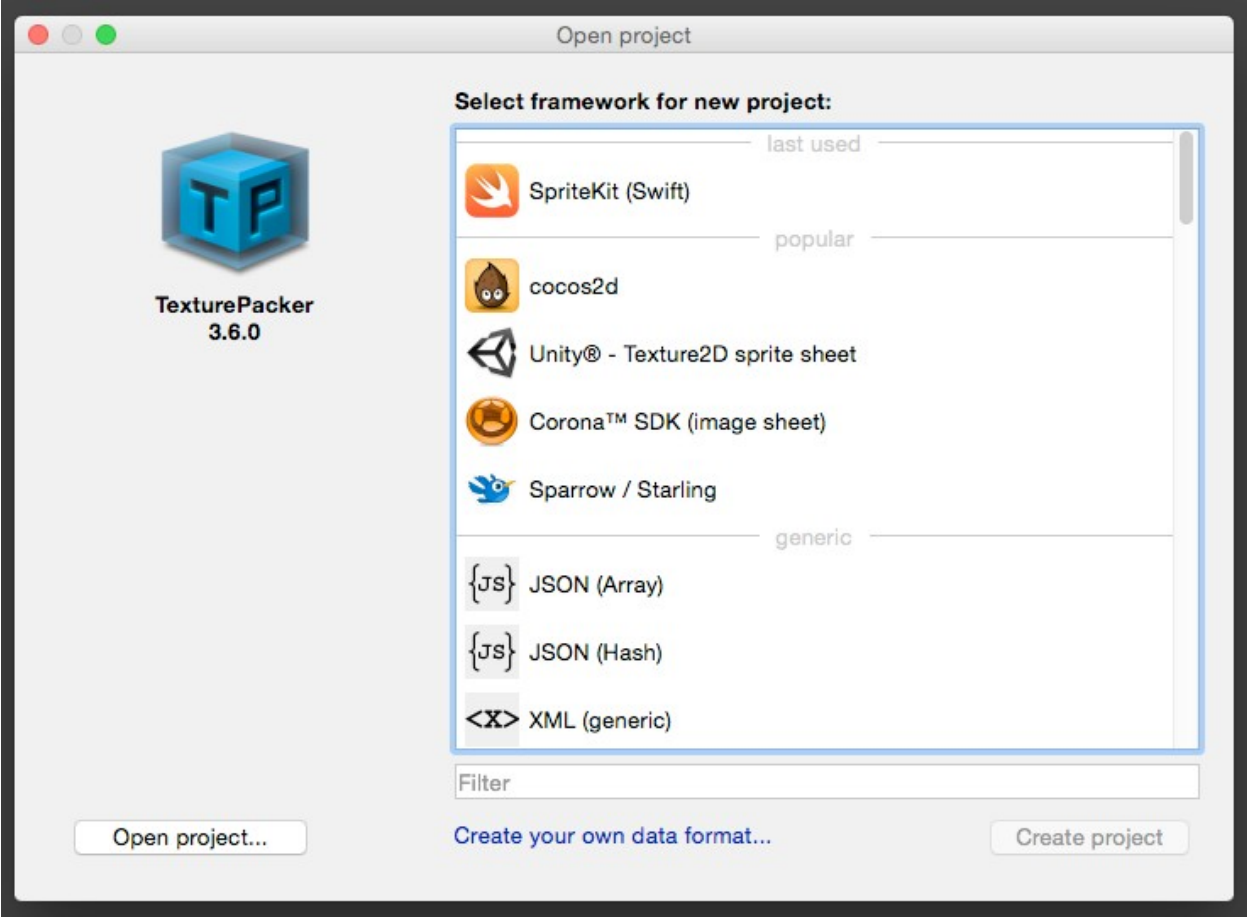
① Drop your sprites  
PNG, PSD, SWF  
or even complete  
folders

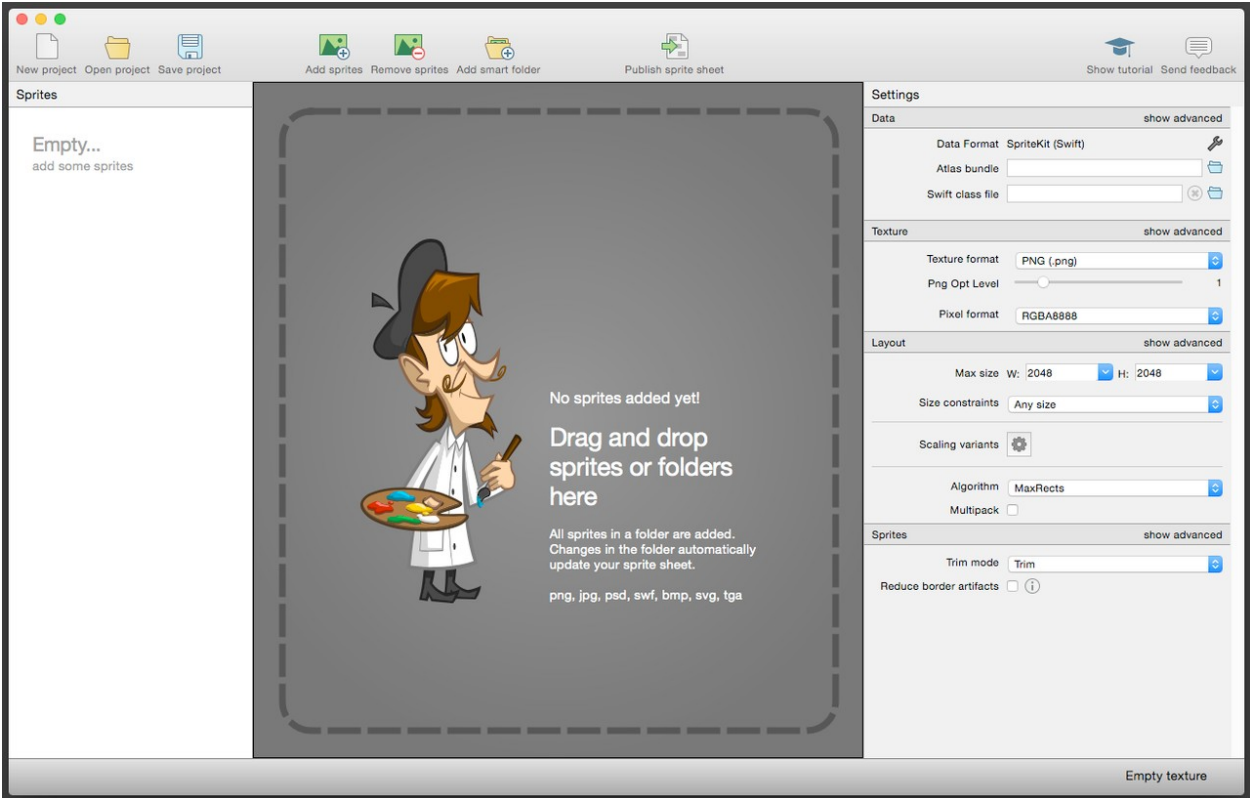
② Choose your  
Exporter  
Many game frameworks  
are supported out of  
the box.

③ Press Publish  
Writes the image  
and data file










enemyAnim.tps

New project Open project Save project Add sprites Remove sprites Add smart folder Publish sprite sheet Show tutorial Send feedback

**Sprites**

- enemy\_idle\_2.png
- enemy\_idle\_3.png
- enemy\_idle\_4.png
- enemy\_idle\_1.png



**Settings**

**Data** show advanced

Data Format `cocos2d`

Data file `Assets/enemyAnim/enemy_anim.plist`

**Texture** show advanced

Texture format `PNG (.png)`

Texture file `Assets/enemyAnim/enemy_anim.png`

Png Opt Level `0`

Pixel format `RGBA8888`

**Layout** show advanced

Max size W: `2048` H: `2048`

Size constraints `Any size`

Scaling variants

Algorithm `MaxRects`

Multipack

**Sprites** show advanced

Trim mode `Trim`

Reduce border artifacts

Zoom:  100.0% - + 1:1 Fit

Size: 259x103 (104kB) Update period expired.





TexturePacker



SpriteIlluminator



PhysicsEditor

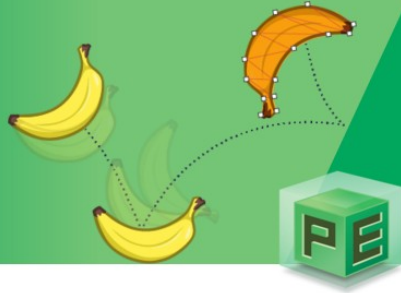
Features

Tutorials

Documentation

Support

Download



PhysicsEditor

GENERATE COLLISION  
SHAPES WITH 1 CLICK

download  
free trial



## Your physics shapes in 17 seconds

1. Drop your  
sprites



3. Choose  
your exporter



5. Press  
Publish

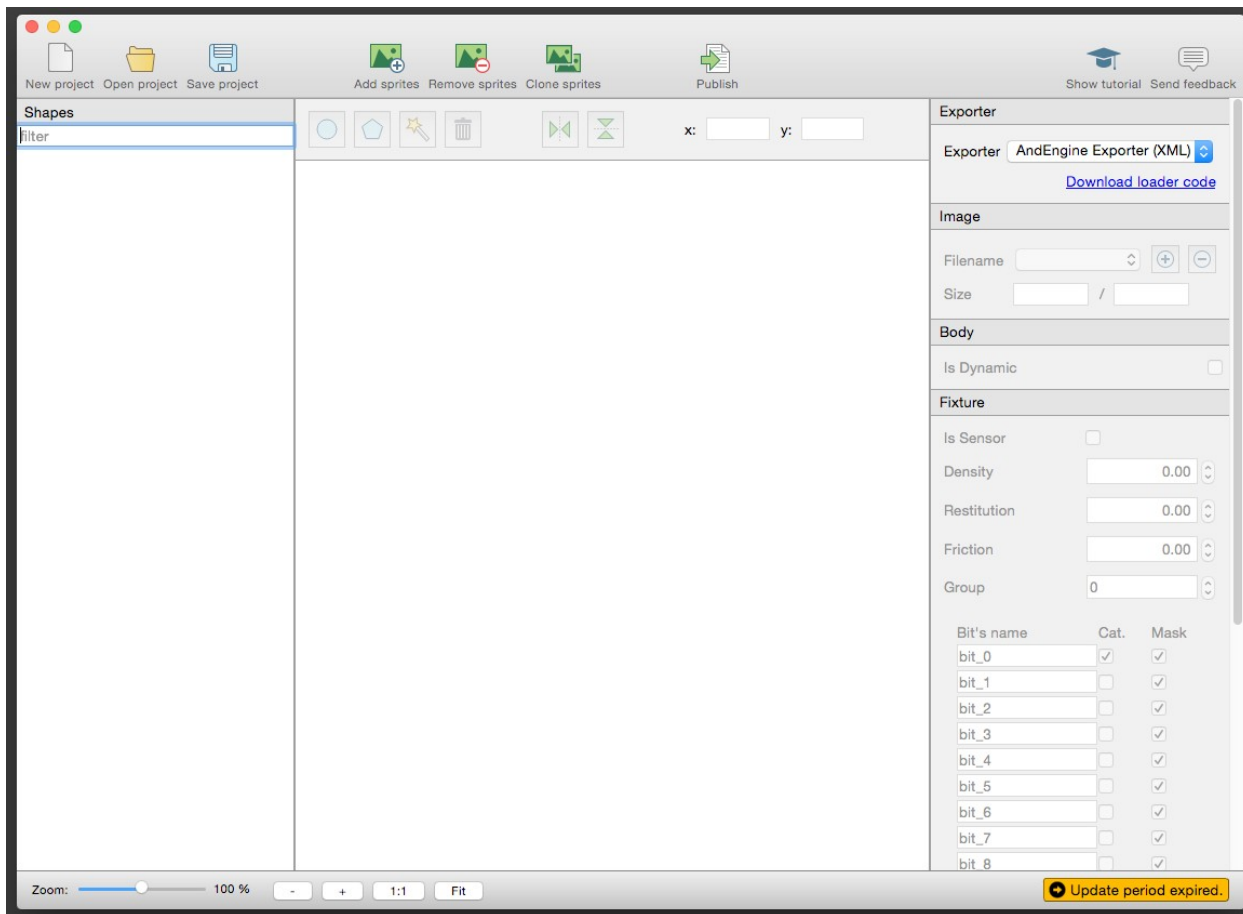


2. Press  
Autotrace



4. Set physics  
parameter





Exporter

Exporter **AndEngine Exporter (XML)**  
[Download loader code](#)

Image

Filename     
Size  /

Body

Is Dynamic

Fixture

Is Sensor   
Density   
Restitution   
Friction   
Group

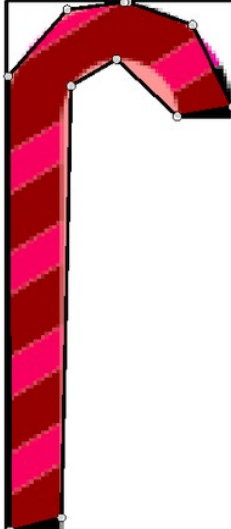
Bit's name	Cat.	Mask
bit_0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
bit_1	<input type="checkbox"/>	<input checked="" type="checkbox"/>
bit_2	<input type="checkbox"/>	<input checked="" type="checkbox"/>
bit_3	<input type="checkbox"/>	<input checked="" type="checkbox"/>
bit_4	<input type="checkbox"/>	<input checked="" type="checkbox"/>
bit_5	<input type="checkbox"/>	<input checked="" type="checkbox"/>
bit_6	<input type="checkbox"/>	<input checked="" type="checkbox"/>
bit_7	<input type="checkbox"/>	<input checked="" type="checkbox"/>
bit_8	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Zoom:  100 %

Update period expired.

New project Open project Save project Add sprites Remove sprites Clone sprites Publish Show tutorial Send feedback

**Shapes**  
 filter  
 candyStick-ipadhd



x:    y:

**Exporter**  
 Exporter AndEngine Exporter (XML) [Download loader code](#)

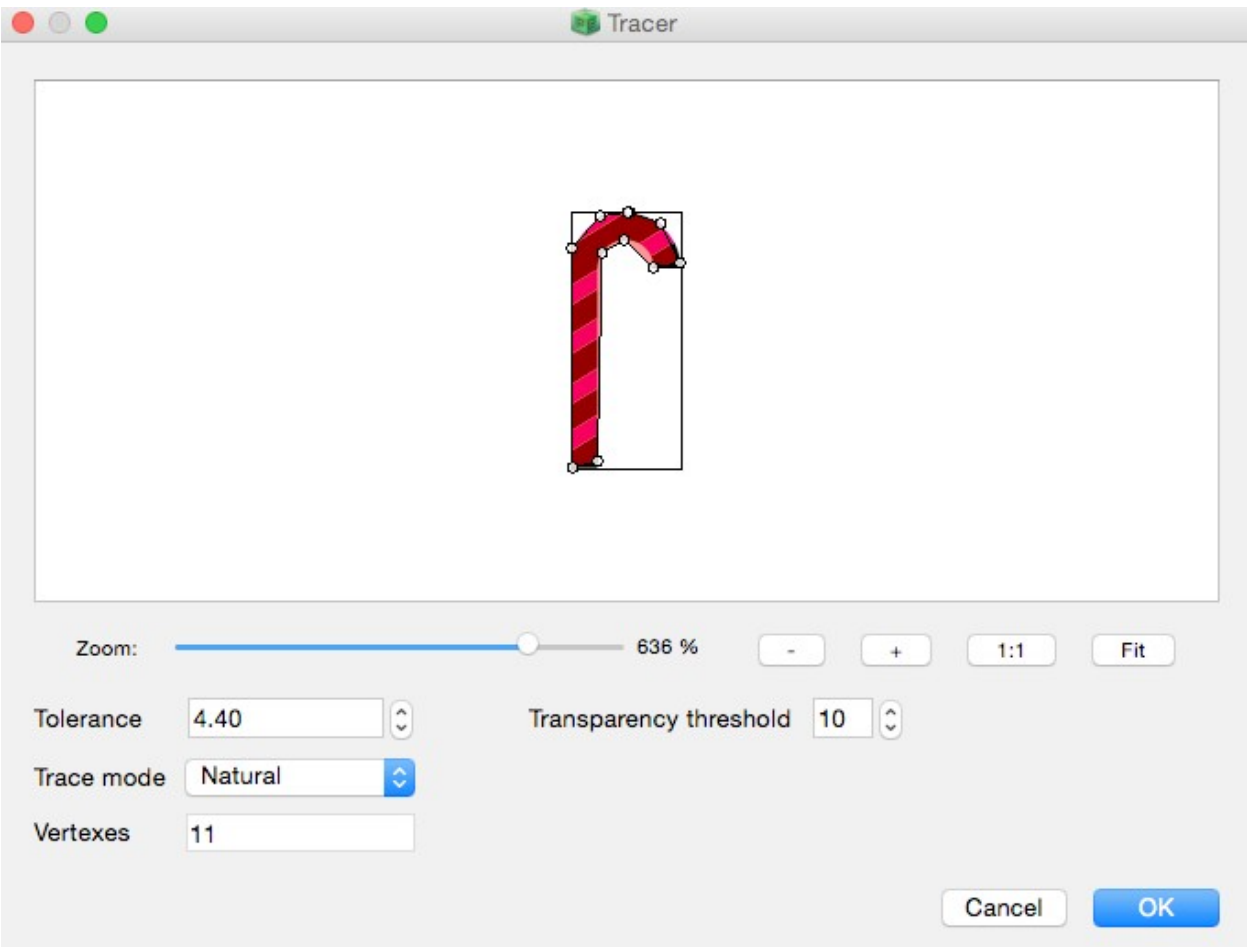
**Image**  
 Filename /Users/siddha [+](#) [-](#)  
 Size 60 / 140

**Body**  
 Is Dynamic

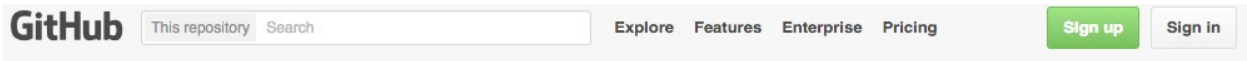
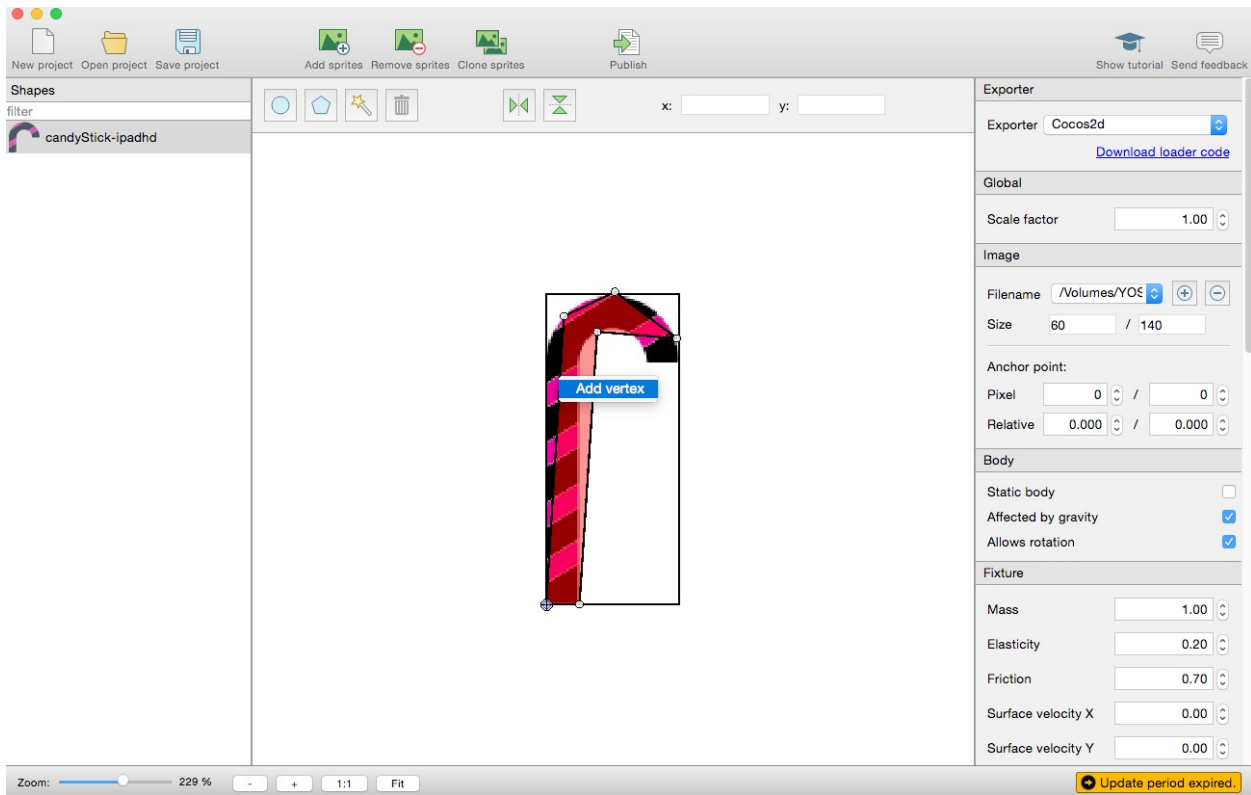
**Fixture**  
 Is Sensor   
 Density 2.00  
 Restitution 0.00  
 Friction 0.00  
 Group 0

Bit's name	Cat.	Mask
bit_0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
bit_1	<input type="checkbox"/>	<input checked="" type="checkbox"/>
bit_2	<input type="checkbox"/>	<input checked="" type="checkbox"/>
bit_3	<input type="checkbox"/>	<input checked="" type="checkbox"/>
bit_4	<input type="checkbox"/>	<input checked="" type="checkbox"/>
bit_5	<input type="checkbox"/>	<input checked="" type="checkbox"/>
bit_6	<input type="checkbox"/>	<input checked="" type="checkbox"/>
bit_7	<input type="checkbox"/>	<input checked="" type="checkbox"/>
bit_8	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Zoom: 350 %    -    +    1:1    Fit    Update period expired.







Use these classes to load the plist/xml file written by PhysicsEditor

2 commits    1 branch    0 releases    1 contributor

Branch: **master**    **PhysicsEditor-Loaders** / +

File/Folder	Description	Time
CodeAndWeb	added readme	Latest commit aad50b5 on Jul 4
AndEngine	added existing loader classes	5 months ago
cocos2d-x	added existing loader classes	5 months ago
cocos2d	added existing loader classes	5 months ago
generic-box2d-plist-cocos2d-x	added existing loader classes	5 months ago
generic-box2d-plist	added existing loader classes	5 months ago
generic-chipmunk-plist	added existing loader classes	5 months ago
objective-chipmunk-plist	added existing loader classes	5 months ago
README.md	added readme	5 months ago

**<> Code**

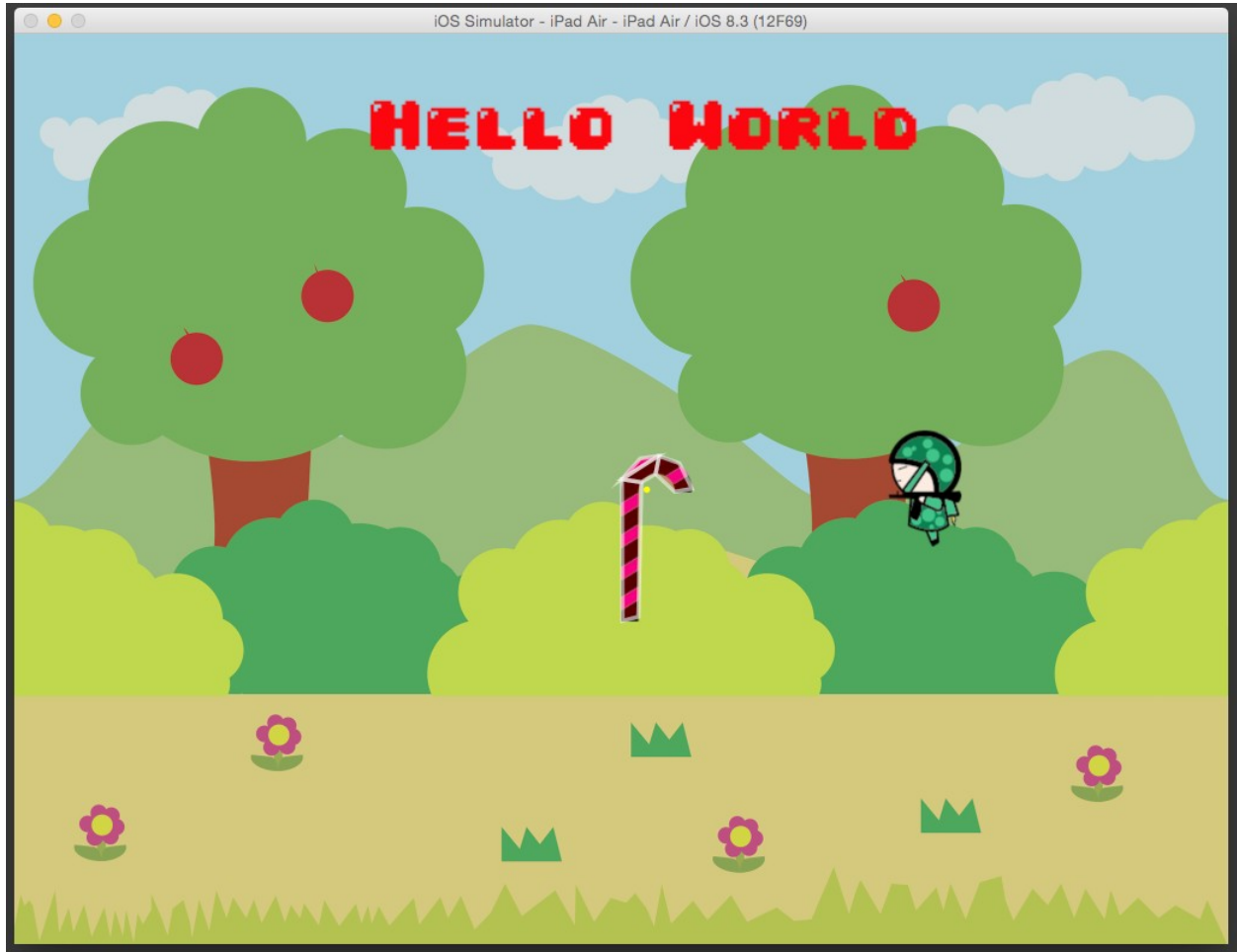
- Issues 2
- Pull requests 0
- Pulse
- Graphs

HTTPS clone URL  
<https://github.com>

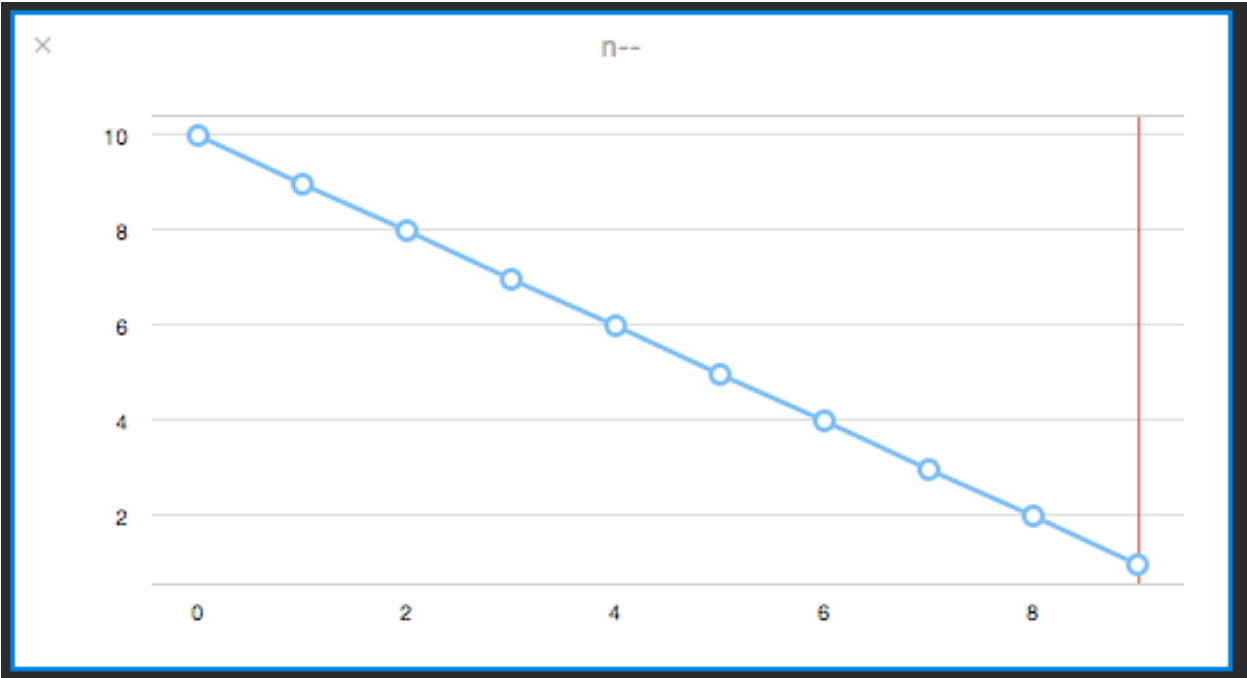
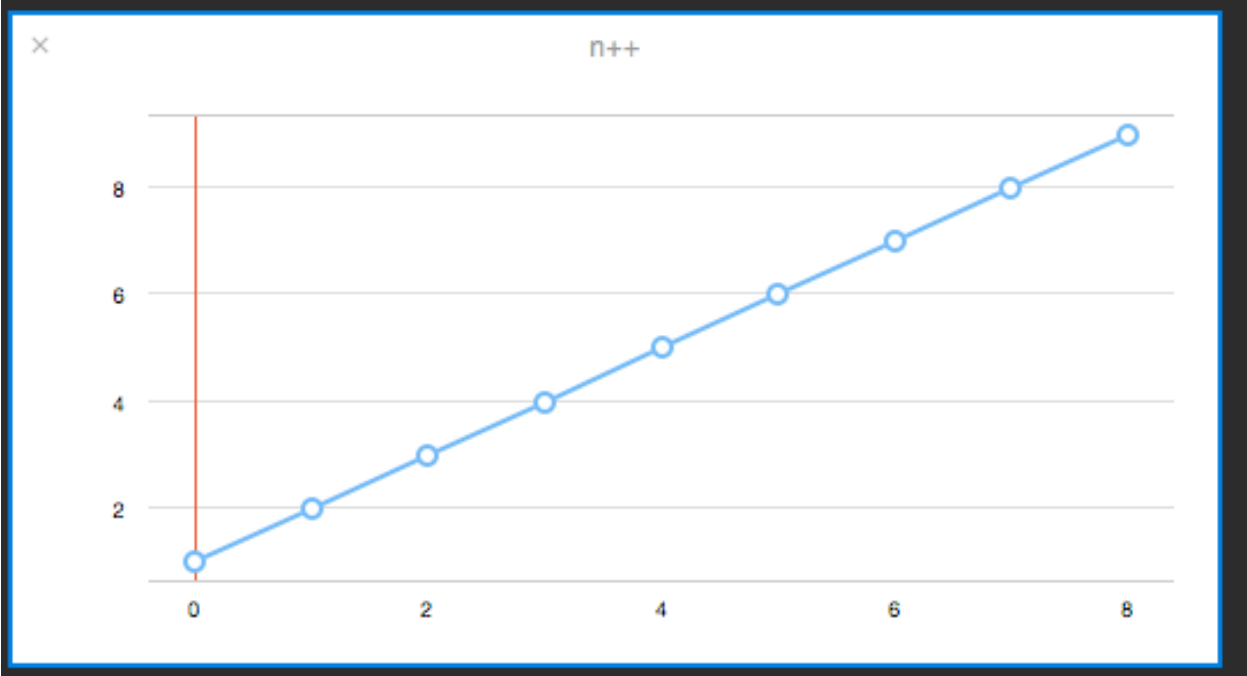
You can clone with **HTTPS** or **Subversion**.

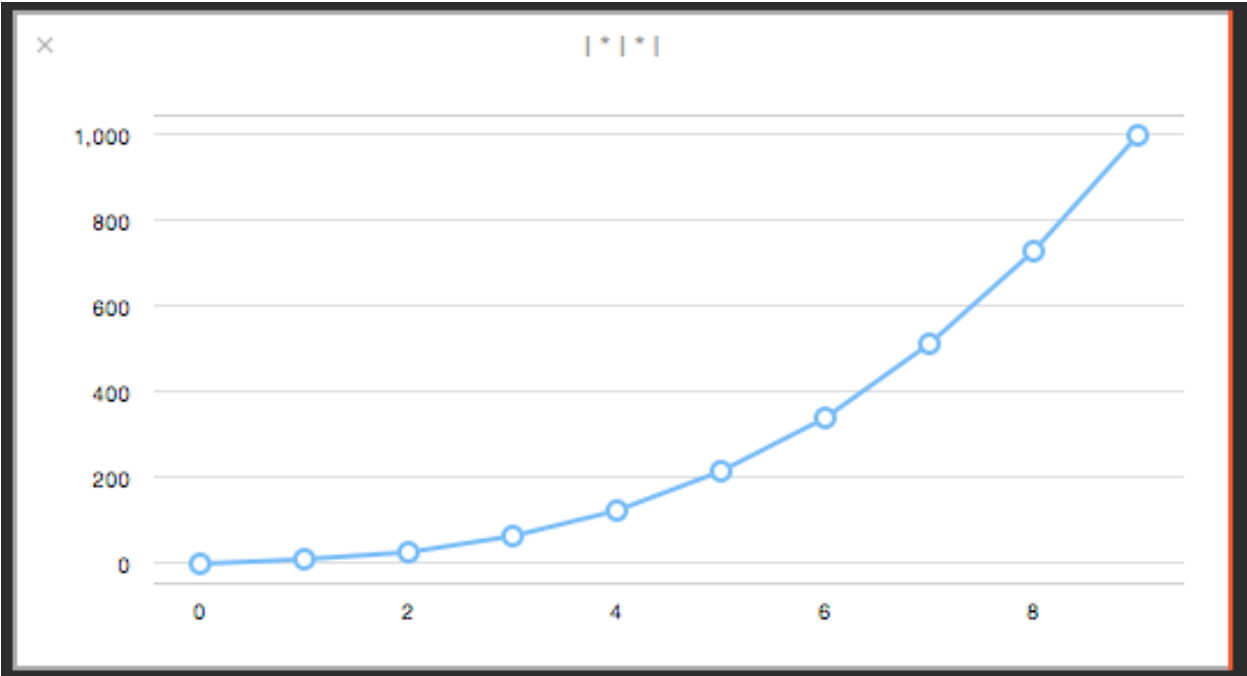
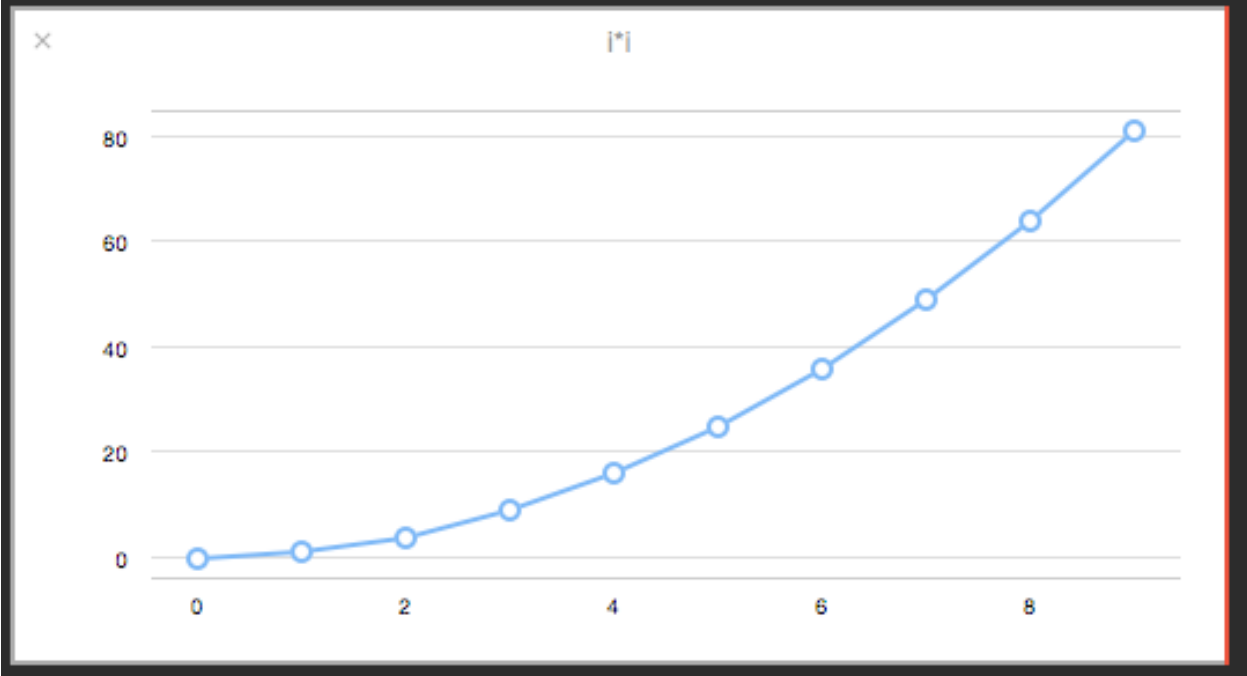
**Clone in Desktop**

**Download ZIP**



## Chapter 10: Swift/SpriteBuilder Basics





Save As:

Tags:

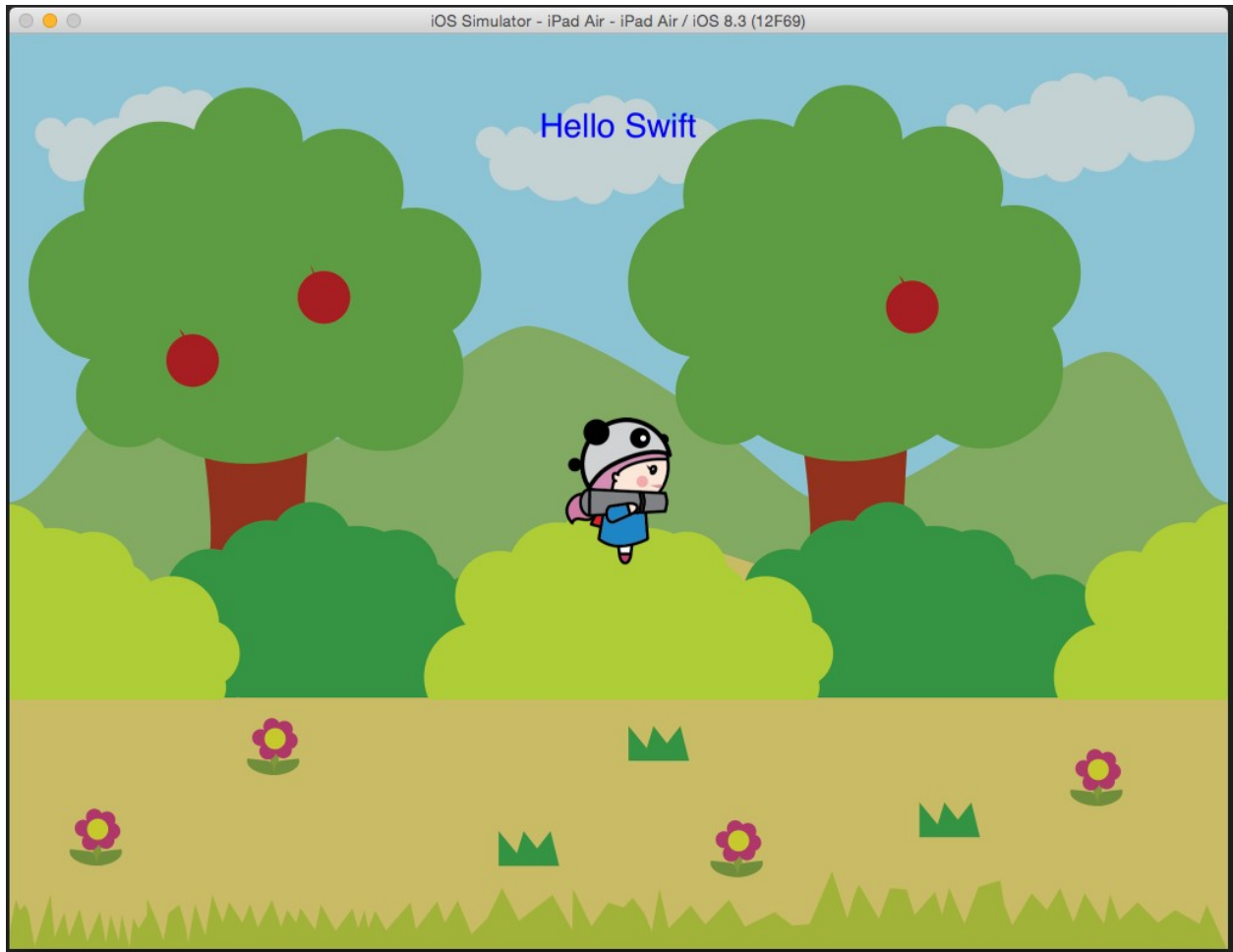
Where:

Primary Language:

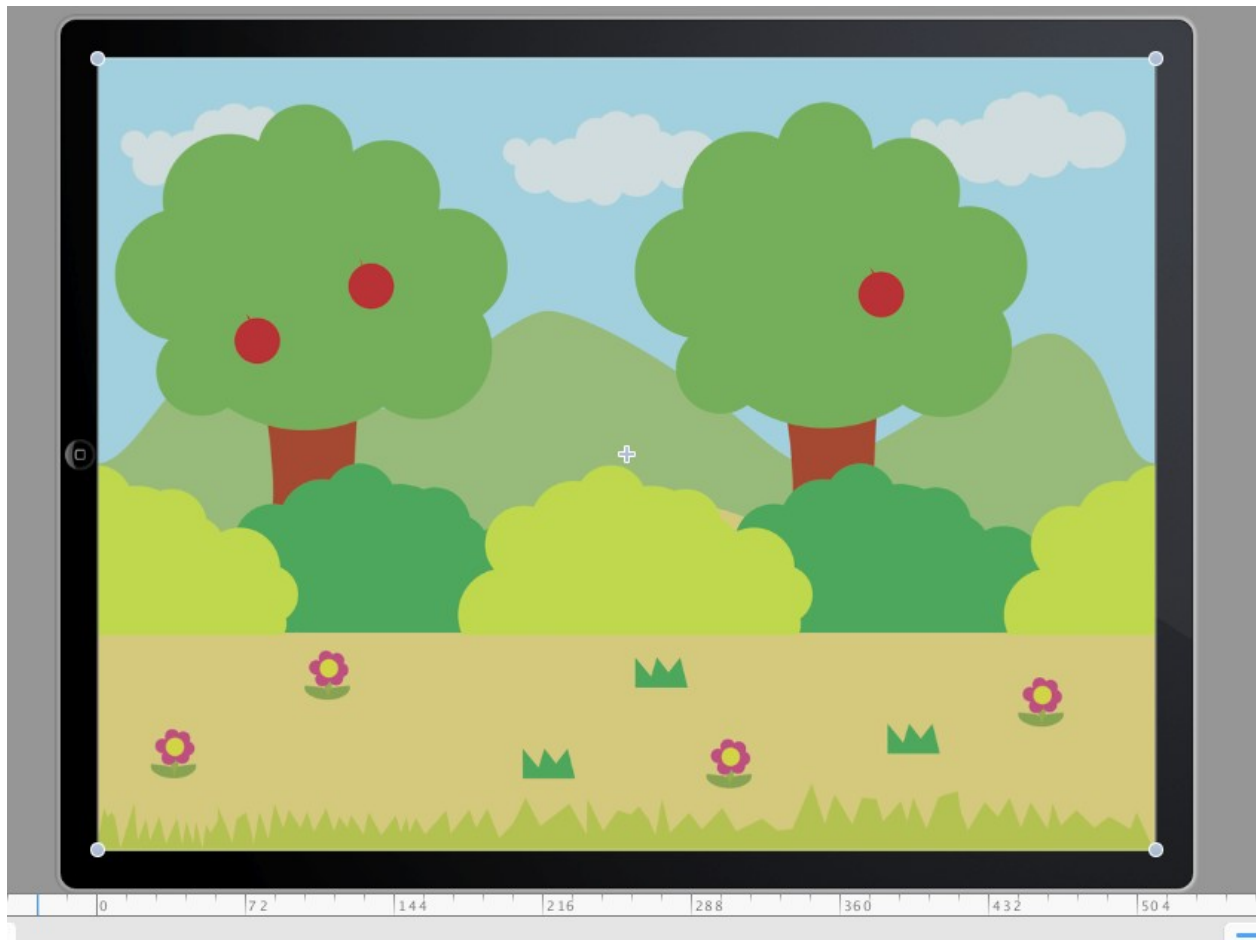
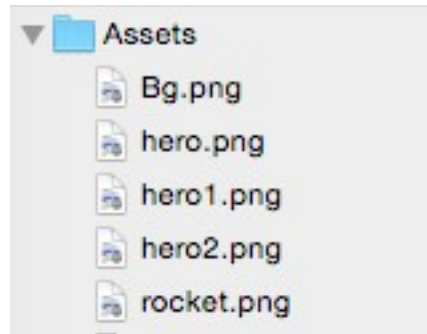
iOS7+ and OSX 10.10+ only

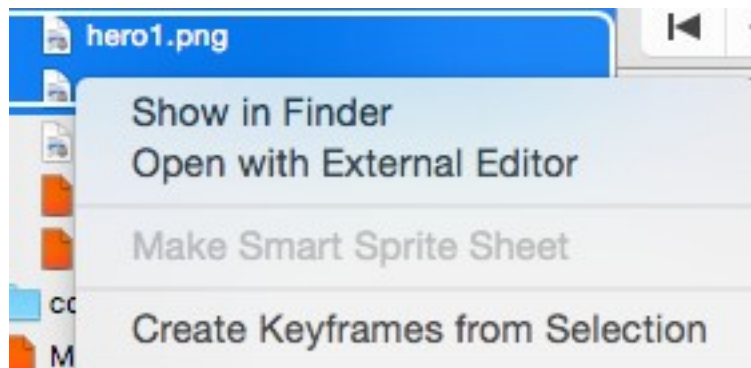
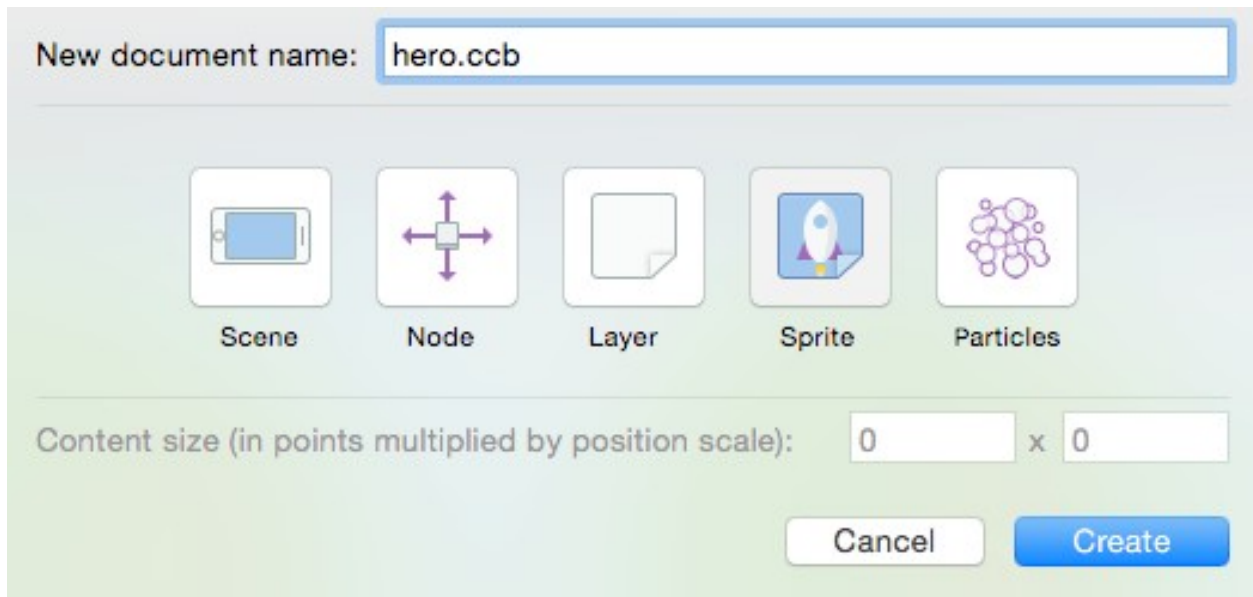
Cancel

Save

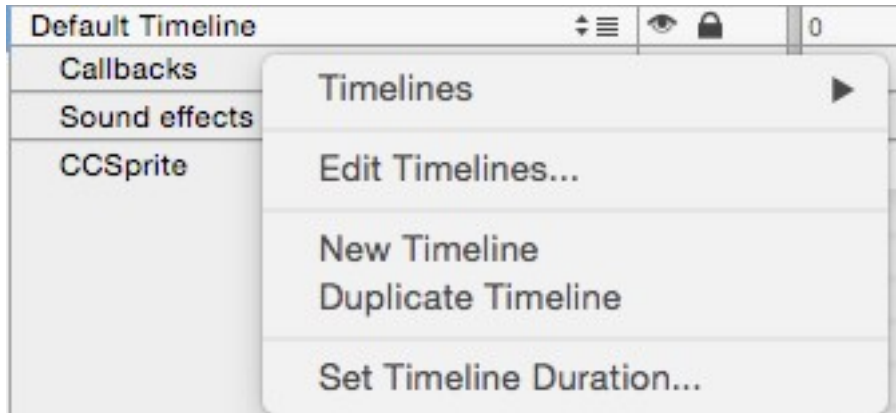


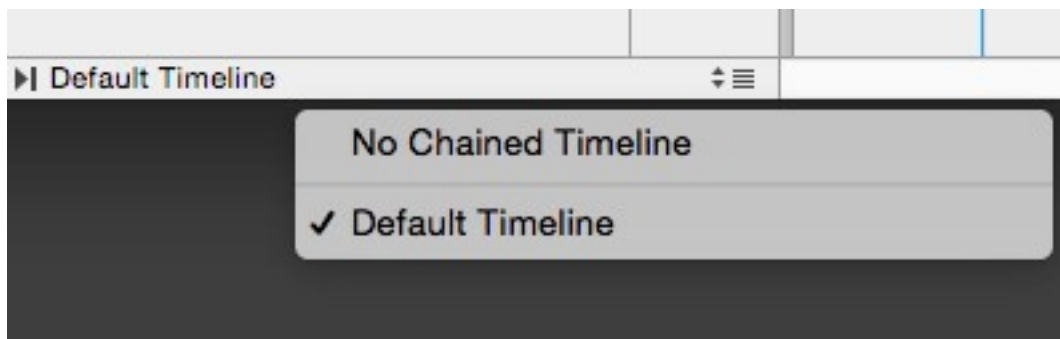
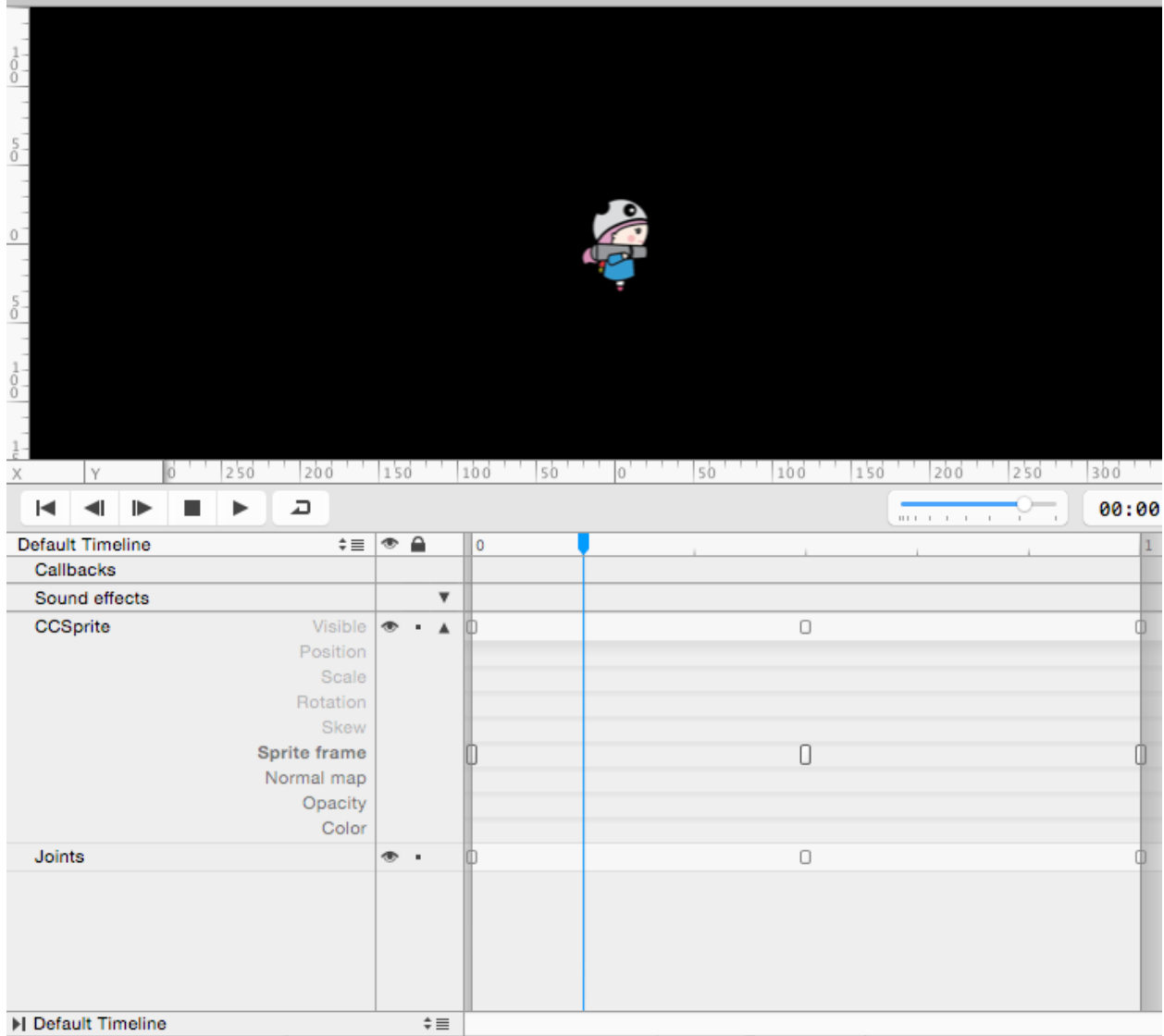
```
Touch Location 278.0 , 231.0  
Touch Location 278.0 , 230.5  
Touch Location 278.0 , 230.5  
Touch Location 278.0 , 230.0
```

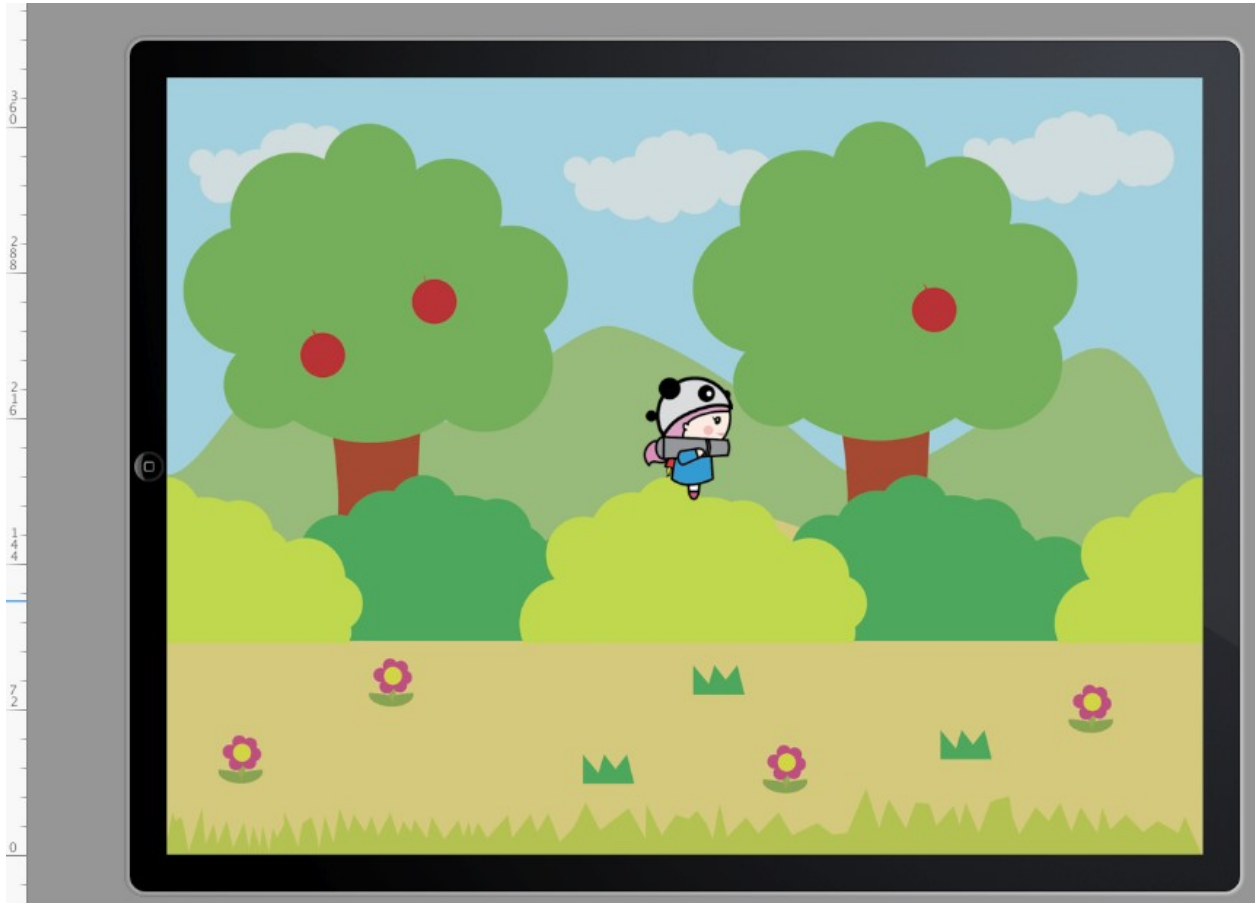












The image shows a screenshot of an animation software interface. The main workspace displays a scene with a character (a panda-like figure) standing on a green bush in a forest setting. The scene includes two large green trees with red apples, a blue sky with clouds, and a brown ground with small green bushes and pink flowers. A white selection box with a crosshair is positioned around the character.

Below the scene is a timeline with a playhead at 00:00:00. The timeline has a scale from 0 to 432. The interface includes playback controls (stop, play, next, previous) and a volume slider.

On the right side, there is a "Code Connections" panel. It contains a "Custom class" field and a "Doc root var" dropdown menu set to "hero".

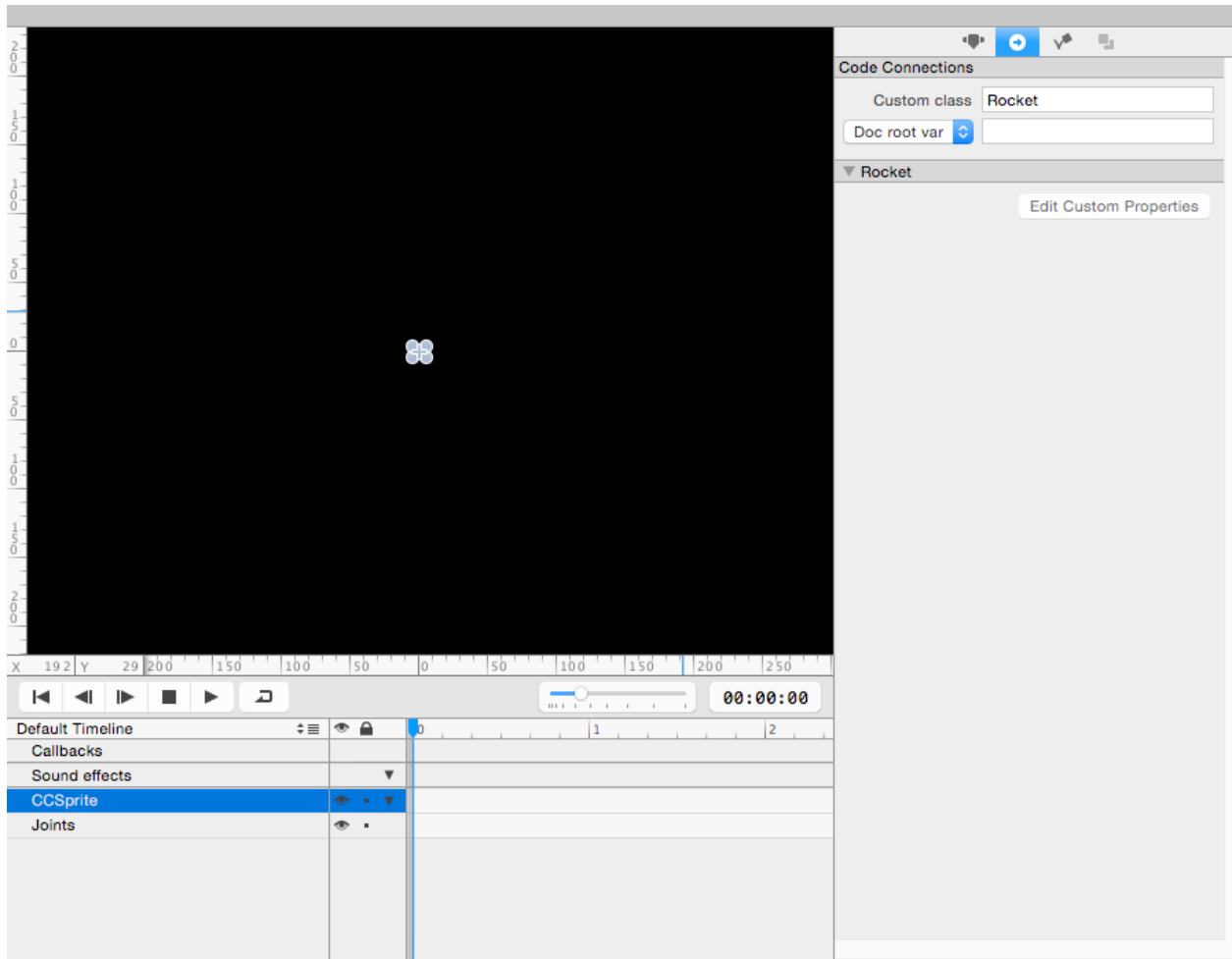
The bottom of the interface shows a layer list with the following items:

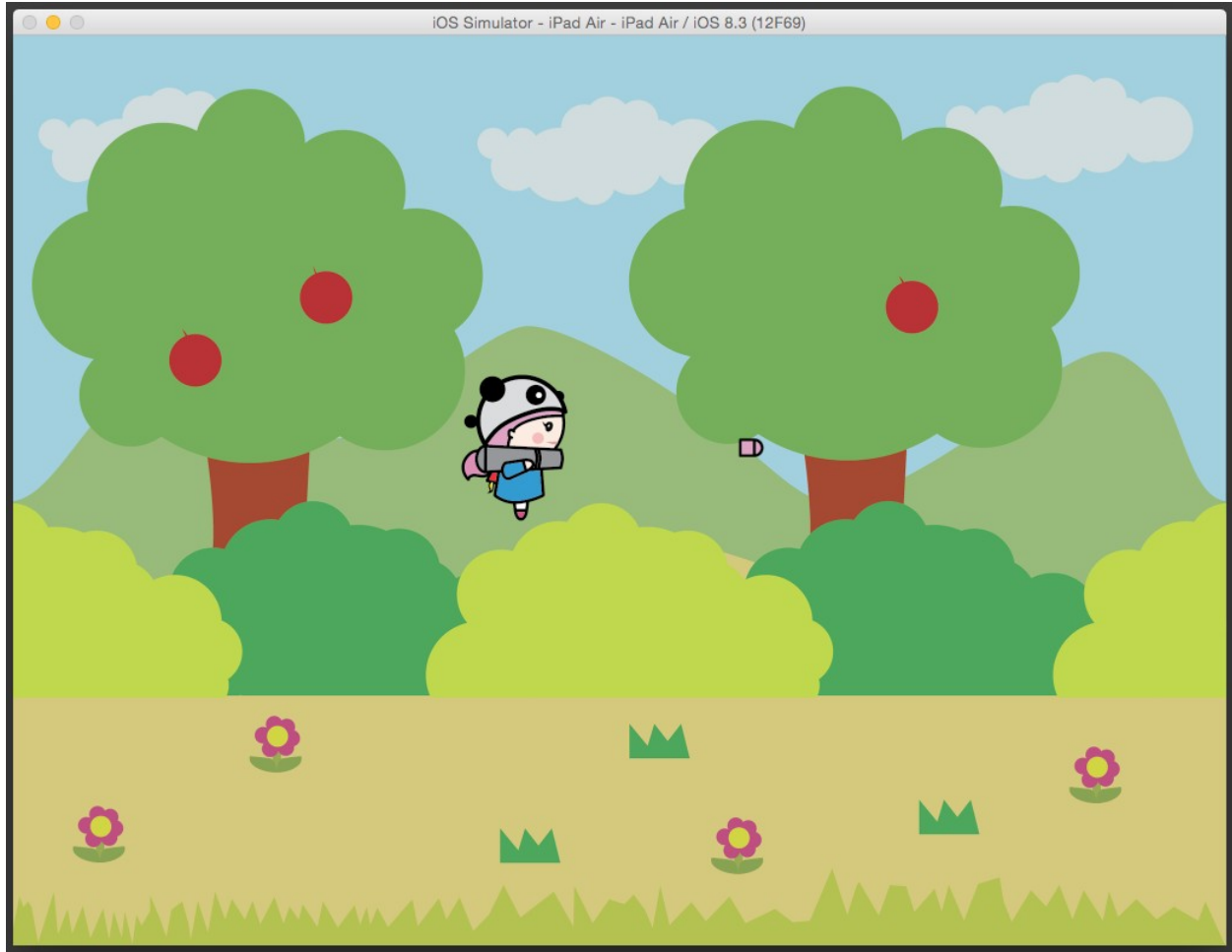
- Default Timeline
- Callbacks
- Sound effects
- CCNode
- Bg
- CCBFile (highlighted)
- Joints

The image shows the Cocos2d-x IDE interface. On the left is a scene editor with a black canvas. A small rocket icon is centered on the canvas. Below the canvas is a timeline with a play button and a time display of 00:00:00. The timeline has tracks for Default Timeline, Callbacks, Sound effects, CCSprite, and Joints. The CCSprite track is selected. At the bottom left, it says "No chained timeline".

On the right is the properties panel, divided into two sections:

- CCNode**
  - Visible
  - Name:
  - Position:  X: 0.0,  Y: 0.0
  - Content size:  Width: 10.0,  Height: 8.0
  - Anchor point:  X: 0.50,  Y: 0.50
  - Scale:  X: 1.00,  Y: 1.00
  - Rotation:  0.0 Degrees
  - Skew:  X: 0.00,  Y: 0.00
- CCSprite**
  - Sprite frame:
  - Normal map:
  - Opacity:
  - Color:
  - Flip X  Flip Y
  - Blend src:
  - Blend dst:
  - Buttons: Normal, Additive
  - Effects:





## Chapter 11: Porting to Android

# Android Community Plugin



Downloaded

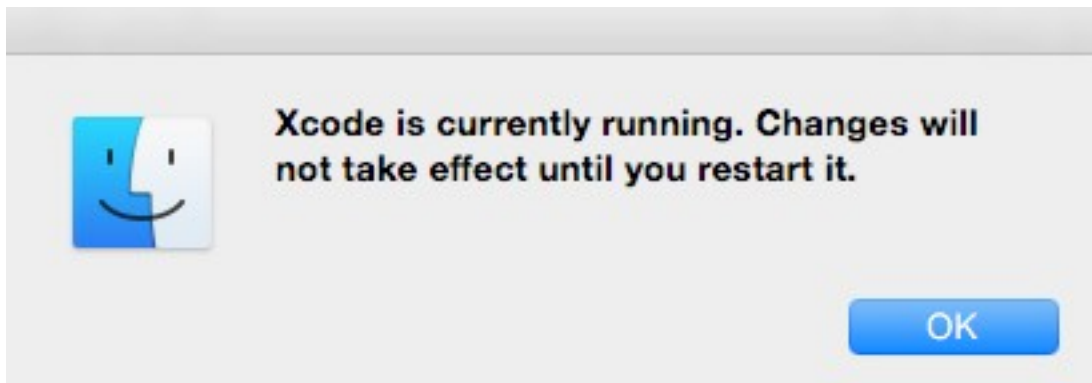
With the SpriteBuilder Android Plugin, you can seamlessly build, run, and debug your SpriteBuilder projects on Android from the comfort of Xcode 6.

The Community version supports games using Cocos2D-SpriteBuilder and Foundation APIs. You can build and deploy your SpriteBuilder project for Android devices and publish to Android marketplaces such as the Google Play Store and Amazon App Store. You can also incorporate art and music assets from the SpriteBuilder Store. For support of even more features, please see the [Indie version](#).

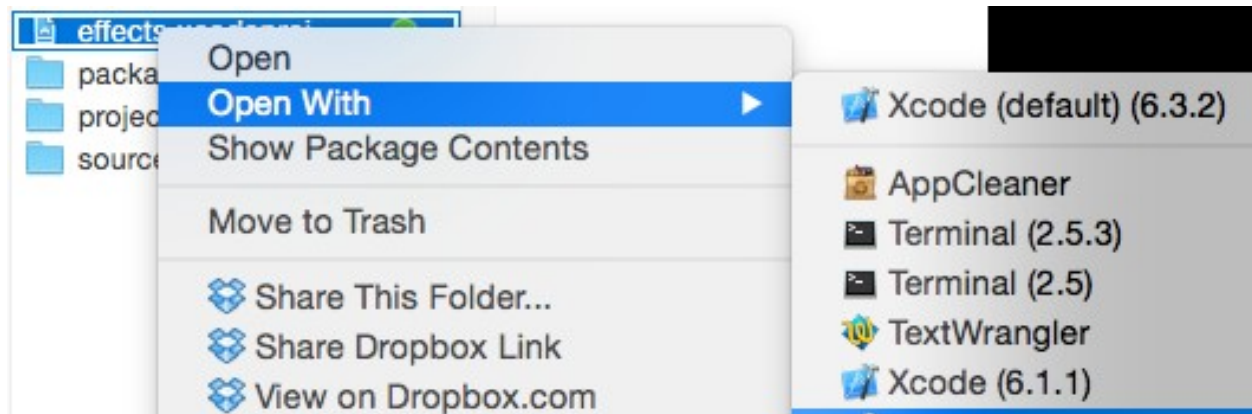
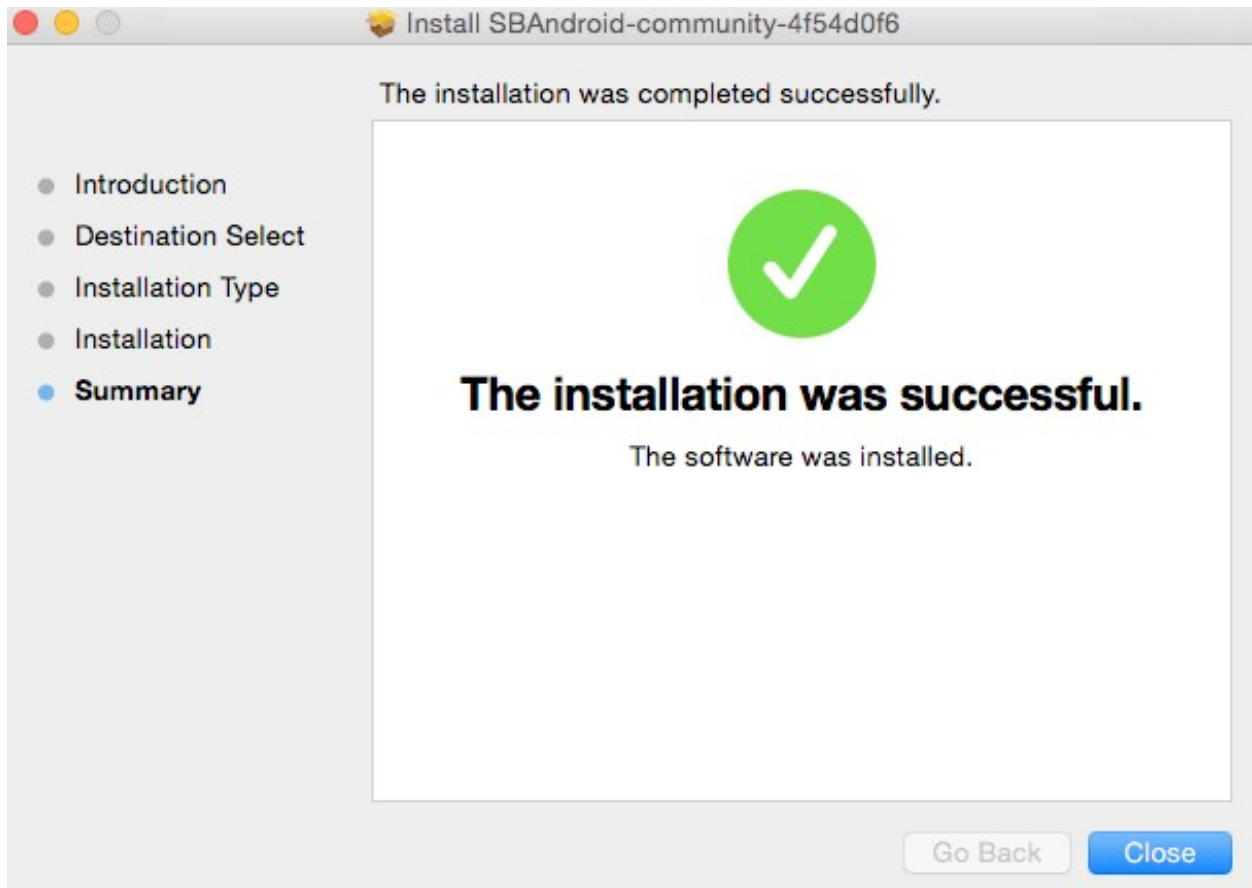
The SpriteBuilder Android Plugin is compatible with SpriteBuilder 1.4 / Cocos2D-SpriteBuilder 3.4 and above. Please be sure to press "Register" when prompted by the installer. Visit the [Android Plugin Documentation](#) to get started, and post in the [SpriteBuilder Forums](#) with any questions.

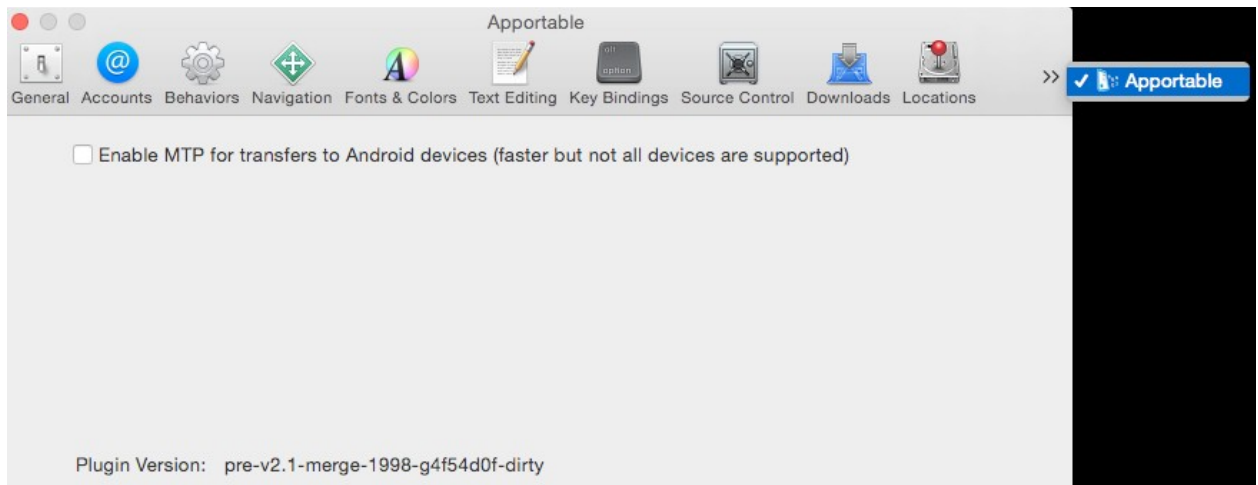
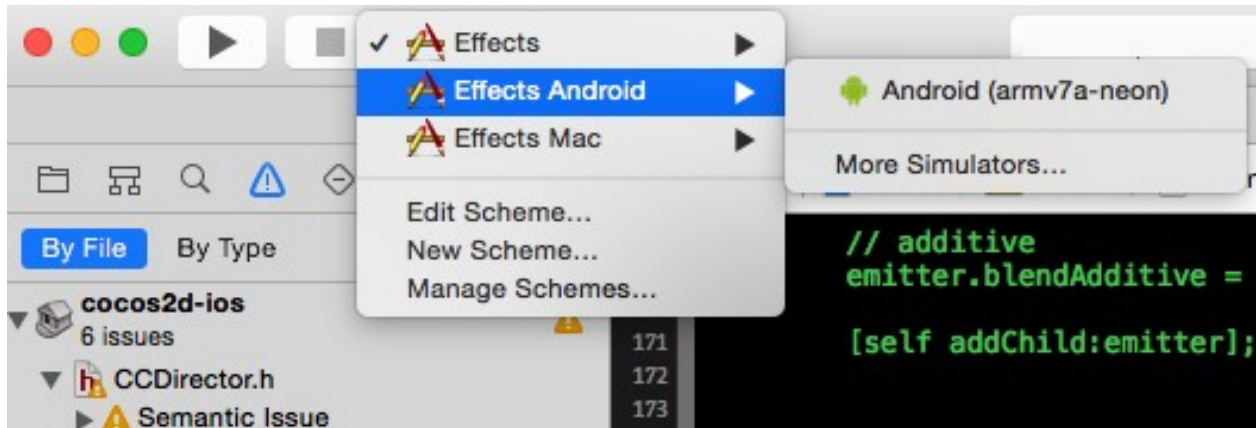
Current version: SBAndroid-community-4f54d0f6 released on 2015.04.30.

Details
Price: Free
Category: <a href="#">Extensions</a>
Publisher: Apportable
License: <a href="#">SpriteBuilder</a>
Downloaders: 1903











12:11

# Settings



Backup & reset

## System



Date & time



Accessibility



Printing



Developer options





# About phone



## Model number

Nexus 5

## Android version

6.0

## Android security patch level

November 1, 2015

## Baseband version

M8974A-2.0.50.2.27

## Kernel version

3.4.0-g2aa165e

android-build@wped19.hot.corp.google.com

#1

Thu No need, you are already a





12:11

# Settings



Backup & reset

## System



Date & time



Accessibility



Printing



Developer options







12:11



## Developer options



On



### Stay awake

Screen will never sleep while charging



### Enable Bluetooth HCI snoop log

Capture all bluetooth HCI packets in a file



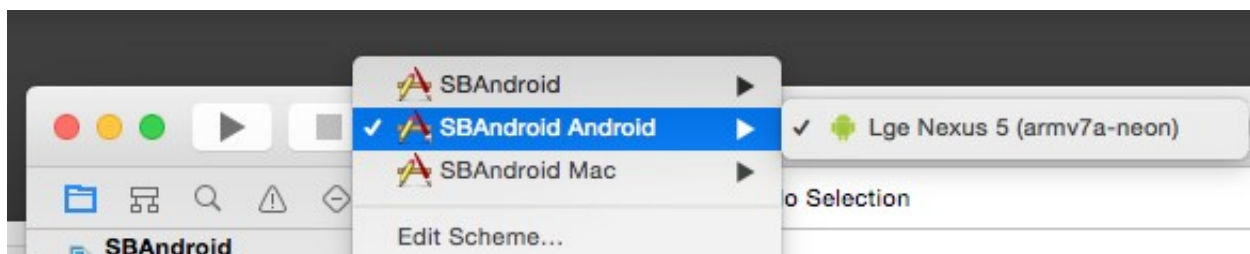
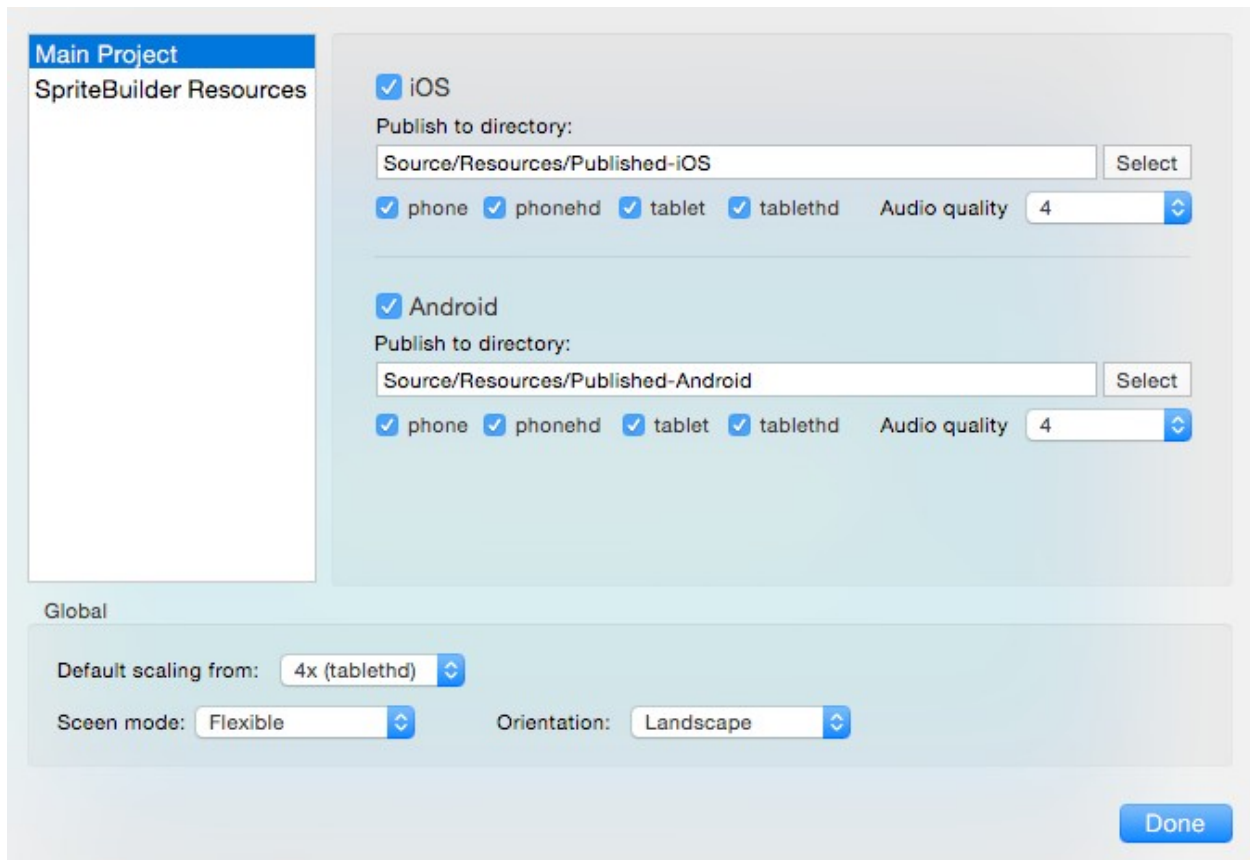
### Running services

View and control currently running services

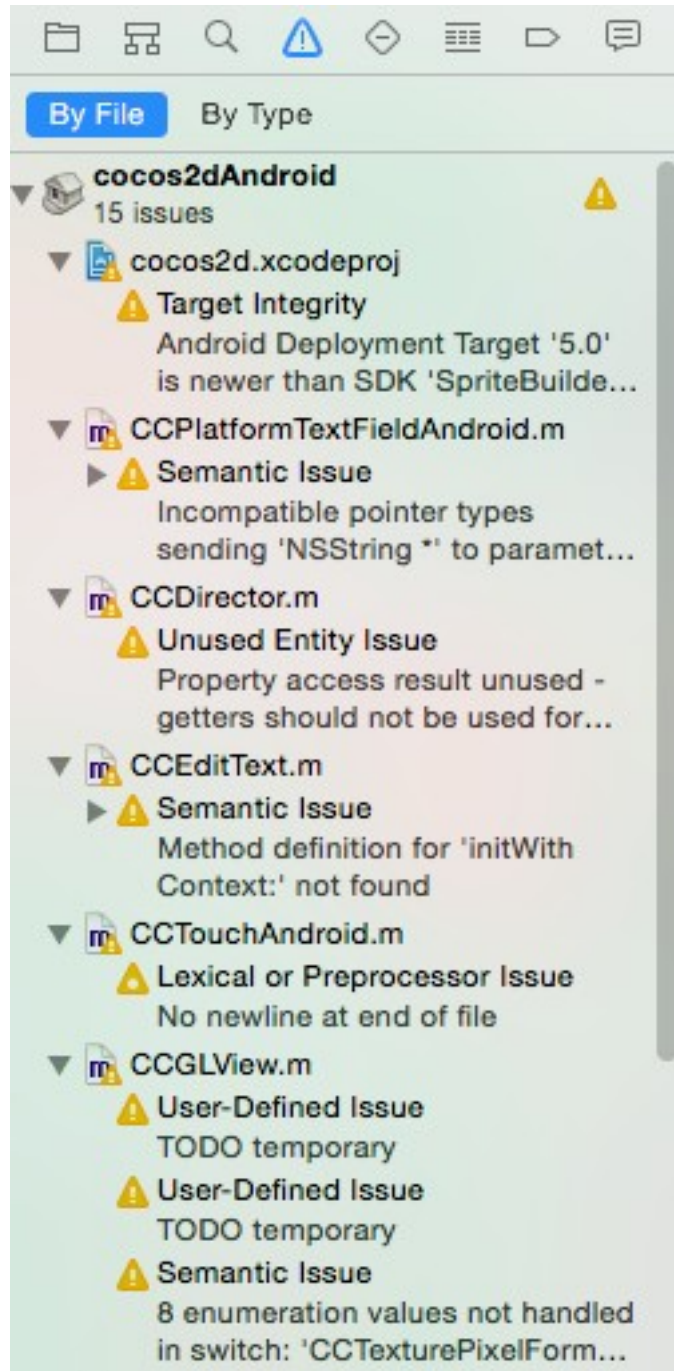
### Debugging

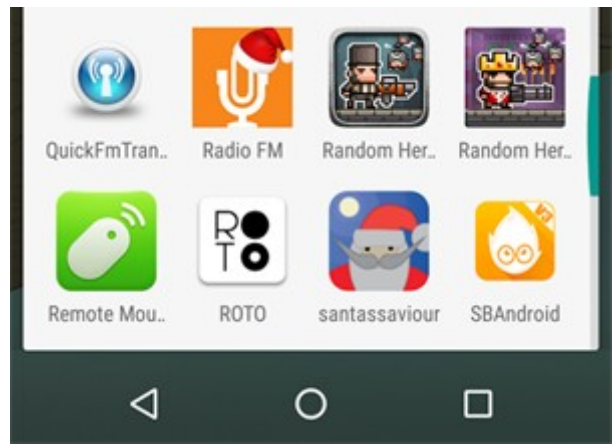
USB debugging

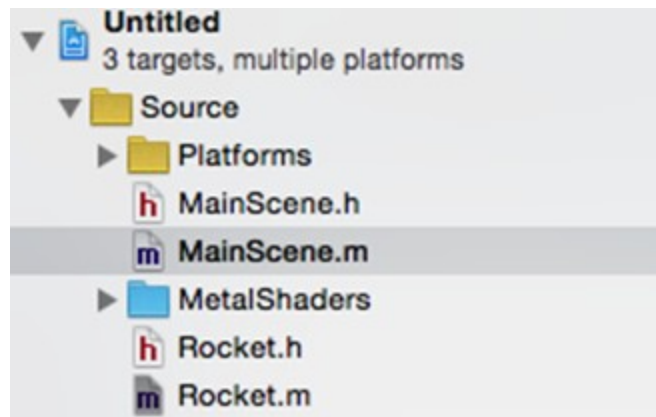
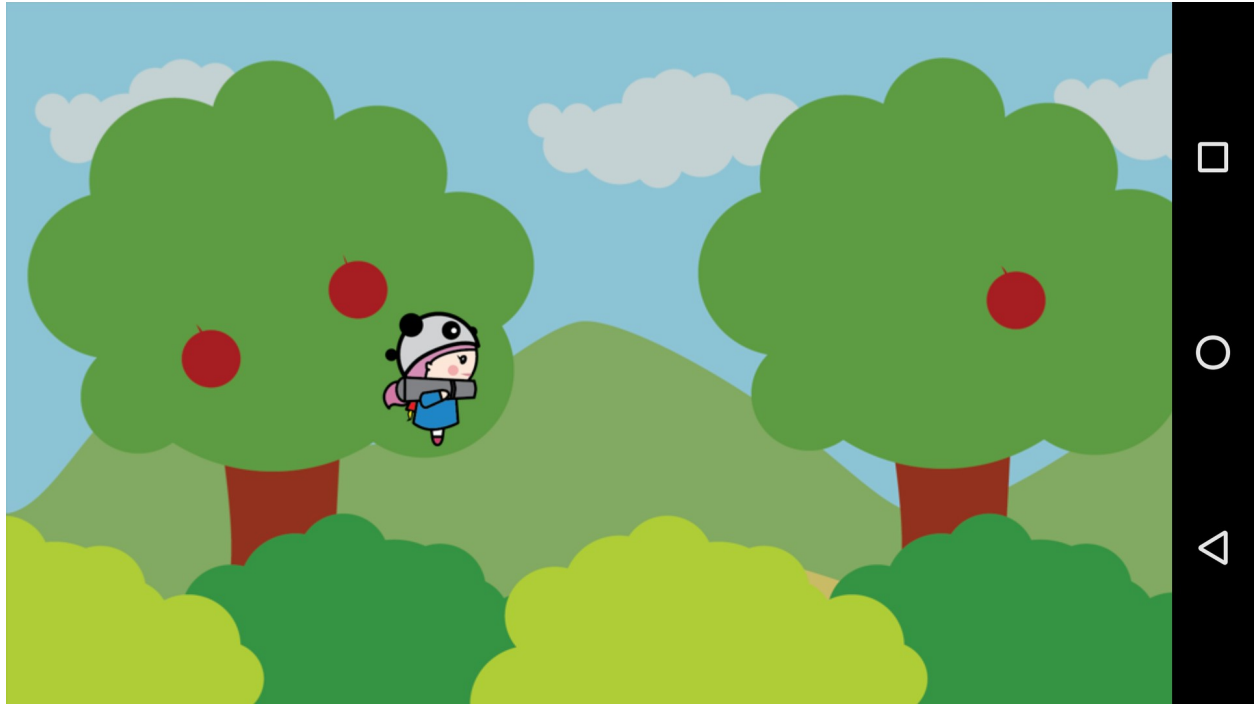


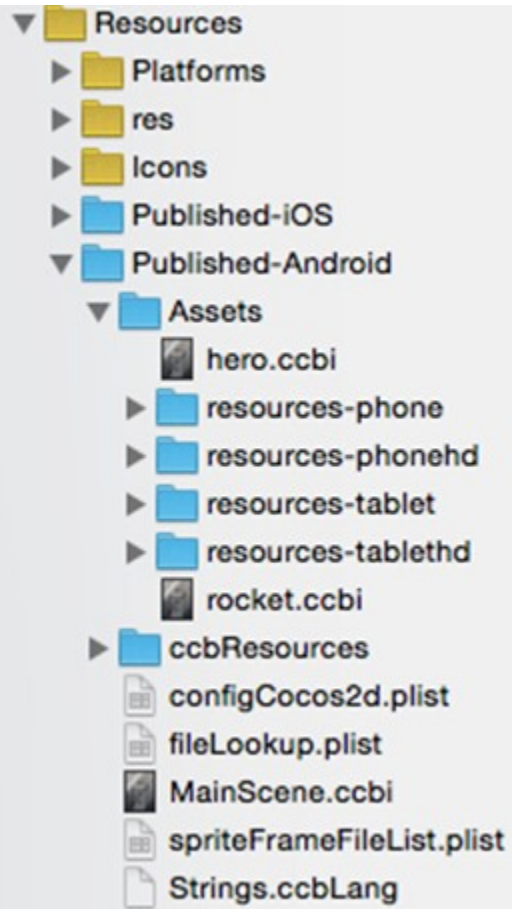


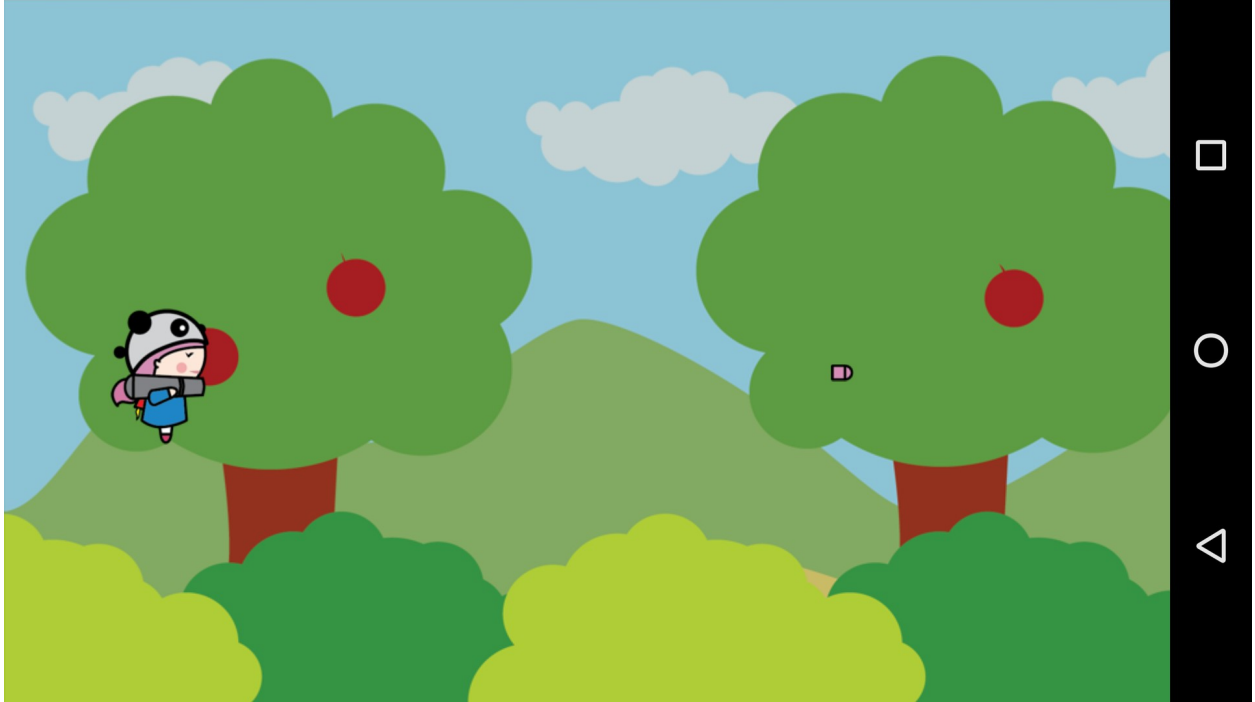
```
Preparing to run org.cocos2d.SBAndroid on device 06256689f0d4da57
7466 KB/s (18415391 bytes in 2.408s)
  pkg: /data/local/tmp/SBAndroid Android-debug.apk
Success
```





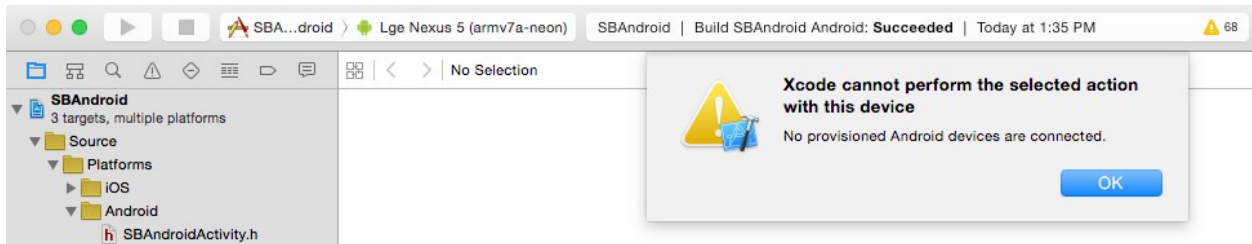
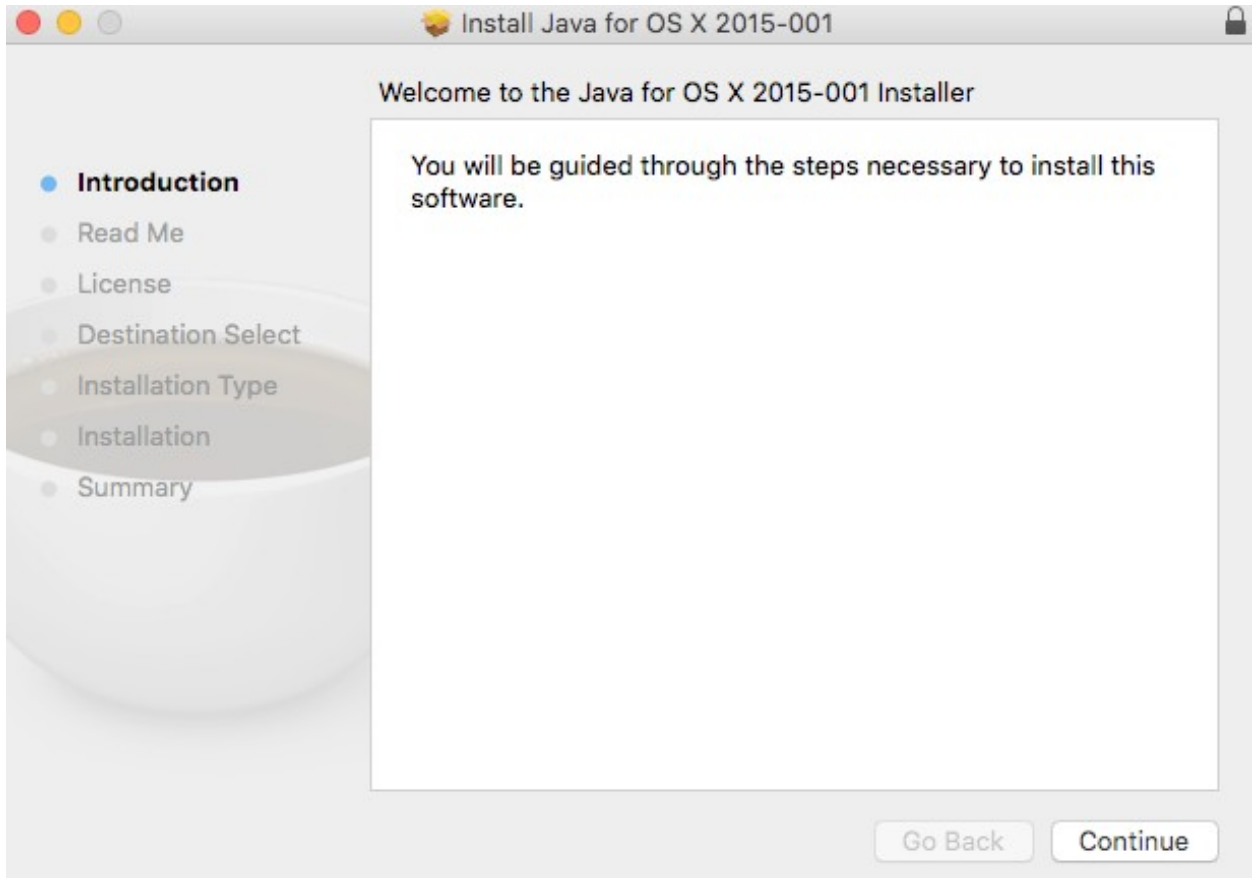






```
No Java runtime present, requesting install.  
Error: Error creating keystore
```





```
Preparing to run org.cocos2d.SBAndroid on device 06256689f0d4da57
6431 KB/s (18415391 bytes in 2.796s)
pkg: /data/local/tmp/SBAndroid Android-debug.apk
Success

OOPS cannot just_attach because process not found
5807 KB/s (22068 bytes in 0.003s)
creating temp file for environment /tmp/tmpxV1km049 KB/s (122 bytes in 0.002s)
am start -e EARLY_LIFECYCLE_DEBUG 1 -e WAIT_FOR_ATTACH 1 -e DEBUGGER_PATH /data/data/org.cocos2d.SBAndroid/lib/gdbserver -e DEBUGGER_PORT 5039 -n org.cocos2d.SBAndroid/com.apportable.GLActivity
Starting: Intent { cmp=org.cocos2d.SBAndroid/com.apportable.GLActivity (has extras) }
GNU gdb (GDB) 7.5-https://github.com/apportable/gdb Feb 20 2014 18:49:38
Copyright (C) 2012 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software; you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law. Type "show copying"
and "show warranty" for details.
This GDB was configured as "--host=x86_64-apple-darwin12.4.0 --target=arm-elf-linux".
For bug reporting instructions, please see:
<http://www.gnu.org/software/gdb/bugs/>.
Ignoring packet error, continuing...
warning: unrecognized item "timeout" in "qSupported" response
```

## SpriteBuilder

SpriteBuilder  
Android Plugin  
Documentation

About  
Download  
Getting Started  
Requirements  
Installation  
Setup Developer Options  
Test Deployment  
Technical Support  
Simple Porting Example

Looking for the [SpriteBuilder/Cocos2D Developer Guide?](#)

*This documentation is specifically about Android development with the SpriteBuilder Android Plugin.*

## About

The SpriteBuilder Android Plugin allows you to publish and run your SpriteBuilder app on Android devices. The full functionality of Cocos2D is available for you on both iOS and Android platforms.

The plugin currently supports running and compiling Objective-C code to native Android machine code instructions (armv7a-NEON).

- **Note:** Swift support for Android is in development.

There are **no virtual machines, emulators, or Java translation layers** involved. This means your app will **run at full speed**, and definitely faster than an equivalent Android app built with Java.

In addition you have full **access to every iOS and Android API**, giving you complete control over how your application is built, what features it uses and how it looks on both platforms. You can use a unified look and feel or you can customize your app for each platform - this is entirely up to you.

## Documentation

### Getting Started

- [Quick start](#)
- [Additional resources](#)

### Command-Line Interface

- [Common build commands](#)
- [Other installation methods](#)
- [Updating the SDK](#)
- [Uninstalling the SDK](#)

### Sample Apps

- [Tweejump](#)
- [Spin](#)
- [Cocos2DSimpleGame](#)
- [CocosBuilderExample](#)
- [TextureFun](#)
- [RippleDemo](#)

# Release Notes

## 1.1.26

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*March 24th, 2015*

### BridgeKit

Fixed a memory leak of JNI localRefs in some cases.

### CFNetwork

Added initial implementation of `CFNetServiceCreateTXTDataWithDictionary`, `CFNetServiceCreateDictionaryWithTXTData`, and `CFNetServiceSetTXTData`.

Implemented multiple mDNS implementation improvements.

### CoreGraphics

Fixed memory management errors in `CGFontDB`.