# Poco使用手册

## Poco简介

Poco是一个强大的类库，并易于构建自己的应用程序。

Poco帮助你创建跨平台的应用程序（一次编写，多平台编译和运行）。

模块化和可扩展，可应用于嵌入式到企业级程序。

提供全面，易懂的编程接口。

使用C++语言，快速且高效。

Poco崇尚简易。

在设计，代码风格和文档上保持一致。

Poco强调代码质量，包括可读性，综合性，一致性，编码风格和可测试性。

Poco使得C++编程更加容易。

## 安装

pip install pocoui

（截止到2019年4月，poco的最新版本为1.0.76）

## 调用

### Unity

from poco.drivers.unity3d import UnityPoco

poco = UnityPoco()

# for unity editor on windows

# poco = UnityPoco(('localhost', 5001), unity\_editor=True)

ui = poco('...')

ui.click()

### Android native APP

from poco.drivers.android.uiautomation import AndroidUiautomationPoco

poco = AndroidUiautomationPoco(use\_airtest\_input=True, screenshot\_each\_action=False)

### Cocos-lua

from poco.drivers.std import StdPoco

poco = StdPoco()

### Cocos-js

from poco.drivers.cocosjs import CocosJsPoco

poco = CocosJsPoco()

### iOS

from poco.drivers.ios import iosPoco

poco = iosPoco()

### Std-broker

from poco.drivers.std import StdPoco

from poco.utils.device import VirtualDevice

poco = StdPoco(15004, VirtualDevice('localhost'))

## Poco类

**classPoco(agent, \*\*options)**

是poco.acceleration.PocoAccelerationMixin的子类

### 参数：

#### action\_interval:

time interval to wait for the action (such as touch or swipe) completion performed on device and for the UI to become still (stable). Default value is 0.8s.

#### poll\_interval:

the minimum time needed between each poll events (such as waiting for UI element to appear on the screen). Polling is done periodically.

#### pre\_action\_wait\_for\_appearance:

time interval to wait before the action (such as click or swipe) is performed. If the target UI element does not appear on the screen after this time interval, the [PocoNoSuchNodeException](https://poco-chinese.readthedocs.io/zh_CN/latest/source/poco.exceptions.html#poco.exceptions.PocoNoSuchNodeException) is raised

#### touch\_down\_duration:

Touch down step duration of the click operation last for. If this argument is provided, this value will set to self.agent.input module. Note that not all implementation of poco support this parameter. If not support, you may see a warning.