GameScollView使用大纲

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GameScollView原代码来自于<http://post.justbilt.com/2013/04/11/coco2d-x-ccscrollview%E5%AE%9E%E7%8E%B0%E5%85%B3%E5%8D%A1%E9%80%89%E6%8B%A9-%E6%96%B0%E6%89%8B%E5%BC%95%E5%AF%BC-%E5%B8%AE%E5%8A%A9%E7%95%8C%E9%9D%A2/>

主要使用来关卡选择等一些页面滑动效果：

1. 我们的类继承CCGameScrollView并实现5个纯虚接口:

bool init();

virtual void scrollViewDidScroll( cocos2d::extension::CCScrollView \*view );

virtual void scrollViewDidZoom( cocos2d::extension::CCScrollView \*view );

virtual bool scrollViewInitPage( cocos2d::CCNode \*pScroll, cocos2d::CCNode \*pPage, int nPage );

virtual void scrollViewClick( const cocos2d::CCPoint &oOffset, const cocos2d::CCPoint &oPoint , cocos2d::CCNode \*pPage, int nPage );

virtual void scrollViewScrollEnd( cocos2d::CCNode \*pPage, int nPage );

1. 在类中的init方法中添加变量

|  |  |
| --- | --- |
| 1  2  3  4  5  6  7  8  9  10  11  12 | bool CLevelSelectLayer::init()  {  // CCScrollView  CCCGameScrollView\*m\_ScrollView = CCCGameScrollView::create(); //创建一个scrollview  m\_ScrollView->setDirection(kCCScrollViewDirectionHorizontal); //设置滚动的方向，有三种可以选择  m\_ScrollView->createContainer(this, 5, CCSizeMake(CGlobal::s\_oVisibleSize.width, CGlobal::s\_oVisibleSize.height));//设置page的数量和尺寸  m\_ScrollView->setPosition(ccp(0, 0));  m\_ScrollView->setViewSize(CGlobal::s\_oVisibleSize);//设置视口的尺寸  addChild(m\_ScrollView);//添加  return true;  } |

1. 在 scrollViewInitPage中初始化每一个page**(注意:坐标以整个Page的中心点为原点)**

|  |  |
| --- | --- |
| 1  2  3  4  5  6  7  8  9 | bool CThemeSelectLayer::scrollViewInitPage( cocos2d::CCNode \*pScroll, cocos2d::CCNode \*pPage, int nPage )  {  CCString str;  str.initWithFormat("%03d.png", nPage + 1);  CCSprite \*sprite = CCSprite::create(str.getCString());  pPage->addChild(sprite, 0, kPageBack);  return true;  } |

1. 在scrollViewClick中处理点击page事件

|  |  |
| --- | --- |
| 1  2  3  4 | void CThemeSelectLayer::scrollViewClick( const cocos2d::CCPoint &oOffset, const cocos2d::CCPoint &oPoint , cocos2d::CCNode \*pPage, int nPage )  {  CCLog("Page Click=%d", nPage);  } |

1. 在scrollViewScrollEnd处理每一次page滚动完毕事件
2. void CThemeSelectLayer::scrollViewScrollEnd( cocos2d::CCNode \*pPage, int nPage )
3. {
4. CCLog("Current Page=%d", nPage);
5. }