概述

2014-2-14

要定义开关对象，首先调用create函数，参数为图片路径和上面的文字标签。图片路径分别是背景图片路径、开状态背景图片路径、关状态背景图片路径和开关背景图片路径，文字标签是开文字标签、关文字标签。设置位置加入布景层后定义回调函数。

开关按钮类CCControlSwitch的定义和初始化如代码清单3-27所示。代码在tests项目中的ControlExtensionTest\ CCControlSwitchTest目录下的CCControlSwitchTest.cpp中。

bool CCControlSwitchTest::init()

{

if (CCControlScene::init())

{

CCSize screenSize = CCDirector::sharedDirector()->getWinSize();

CCNode \*layer = CCNode::create();

layer->setPosition(ccp (screenSize.width / 2, screenSize.height / 2));

addChild(layer, 1);

double layer\_width = 0;

// Add the black background for the text

CCScale9Sprite \*background = CCScale9Sprite::create("extensions/buttonBackground.png");

background->setContentSize(CCSizeMake(80, 50));

background->setPosition(ccp(layer\_width + background->getContentSize().width / 2.0f, 0));

layer->addChild(background);

layer\_width += background->getContentSize().width;

m\_pDisplayValueLabel = CCLabelTTF::create("#color" ,"Marker Felt" ,30);

m\_pDisplayValueLabel->retain();

m\_pDisplayValueLabel->setPosition(background->getPosition());

layer->addChild(m\_pDisplayValueLabel);

// Create the switch

CCControlSwitch \*switchControl = CCControlSwitch::create

(

CCSprite::create("extensions/switch-mask.png"),

CCSprite::create("extensions/switch-on.png"),

CCSprite::create("extensions/switch-off.png"),

CCSprite::create("extensions/switch-thumb.png"),

CCLabelTTF::create("On", "Arial-BoldMT", 16),

CCLabelTTF::create("Off", "Arial-BoldMT", 16)

);

switchControl->setPosition(ccp (layer\_width + 10 + switchControl->getContentSize().width / 2, 0));

layer->addChild(switchControl);

switchControl->addTargetWithActionForControlEvents(this, cccontrol\_selector(CCControlSwitchTest::valueChanged), CCControlEventValueChanged);

// Set the layer size

layer->setContentSize(CCSizeMake(layer\_width, 0));

layer->setAnchorPoint(ccp (0.5f, 0.5f));

// Update the value label

valueChanged(switchControl, CCControlEventValueChanged);

return true;

}

return false;

}

void CCControlSwitchTest::valueChanged(CCObject\* sender, CCControlEvent controlEvent)

{

CCControlSwitch\* pSwitch = (CCControlSwitch\*)sender;

if (pSwitch->isOn())

{

m\_pDisplayValueLabel->setString("On");

}

else

{

m\_pDisplayValueLabel->setString("Off");

}

}