Create a layer

2014-2-14

布景层先必须被创建，在添加到场景类中；

在HelloWorld \*layer = HelloWorld::create();会调用init() 函数；

CCScene\* HelloWorld::scene()

{

// 'scene' is an autorelease object

CCScene \*scene = CCScene::create();

// 'layer' is an autorelease object

HelloWorld \*layer = HelloWorld::create(); ///< 这a里¤?的Ì?create和¨ªScene的Ì?create其?实º¦Ì一°?样¨´

// add layer as a child to scene

scene->addChild(layer);

// return the scene

return scene;

}

// on "init" you need to initialize your instance

bool HelloWorld::init()

{

//////////////////////////////

// 1. super init first

if ( !CCLayer::init() )

{

return false;

}

/// 在¨²cocos2d-x 中D的Ì?坐Á?标À¨º系¦Ì，ê?0,0点Ì?在¨²左Á¨®下?角?；ê?

/// 获?得Ì?视º¨®口¨²可¨¦视º¨®范¤?围¡ì；ê?

CCSize visibleSize = CCDirector::sharedDirector()->getVisibleSize();

/// 获?得Ì?视º¨®口¨²的Ì?起e始º?点Ì?位?置?

CCPoint origin = CCDirector::sharedDirector()->getVisibleOrigin();

/////////////////////////////

// 2. add a menu item with "X" image, which is clicked to quit the program

// you may modify it.

// add a "close" icon to exit the progress. it's an autorelease object

/// 设¦¨¨置?关?闭À?按ã¡ä钮£¤基¨´本À?信?息¡é

CCMenuItemImage \*pCloseItem = CCMenuItemImage::create(

"CloseNormal.png", ///< 平?时º¡À的Ì?图ª?片?

"CloseSelected.png",///< 选?中D后¨®的Ì?图ª?片?

this,

menu\_selector(HelloWorld::menuCloseCallback)); ///< menuCloseCallback 调Ì¡Â用®?的Ì?函¡¥数ºy

/// 设¦¨¨置?关?闭À?按ã¡ä钮£¤位?置?；ê?

pCloseItem->setPosition(ccp(origin.x + visibleSize.width - pCloseItem->getContentSize().width/2 ,

origin.y + pCloseItem->getContentSize().height/2));

// create menu, it's an autorelease object

CCMenu\* pMenu = CCMenu::create(pCloseItem, NULL);

pMenu->setPosition(CCPointZero);

this->addChild(pMenu, 1);

/////////////////////////////

// 3. add your codes below...

// add a label shows "Hello World"

// create and initialize a label

CCLabelTTF\* pLabel = CCLabelTTF::create("I know you", "Arial", TITLE\_FONT\_SIZE);

// position the label on the center of the screen

pLabel->setPosition(ccp(origin.x + visibleSize.width/2,

origin.y + visibleSize.height - pLabel->getContentSize().height));

// add the label as a child to this layer

this->addChild(pLabel, 1);

// add "HelloWorld" splash screen"--启?动¡¥画-面?

CCSprite\* pSprite = CCSprite::create("HelloWorld.png");

// position the sprite on the center of the screen

/// 这a里¤?设¦¨¨置?的Ì?好?像?是º?为a图ª?片?中D心?的Ì?点Ì?

pSprite->setPosition(ccp(visibleSize.width/2 + origin.x, visibleSize.height/2 + origin.y));

/\* pSprite->setPosition(ccp(origin.x, origin.y));\*/

// add the sprite as a child to this layer

this->addChild(pSprite, 0); ///< 这a里¤?的Ì?0和¨ª上¦?面?的Ì?1表À¨ª示º?贴¬¨´图ª?顺3序¨°，ê?0先¨¨贴¬¨´图ª?

return true;

}