开发文档记录:

①欢迎页面:按钮和按钮框位置差为:5

②没有了ccMenuItem,直接用ccbutton

③这个是气泡的移动,没见过的方法,值得研究下

id move\_bubble = [CCActionMoveTo actionWithDuration:(self.boundingBox.size.height-bubble.position.y)/25 position:ccp(bubble.position.x, self.boundingBox.size.height)];

id finish = [CCActionCallFunc actionWithTarget:self selector:@selector(clean)];

[bubble runAction:[CCActionSequence actions:move\_bubble,finish, nil]];

④

ipadRetina:分辨率:1024X768 背景图 :480X320

iPhone 7 :667X375

iphone7plus:分辨率:736X414

iphone5 ,5s, SE:分辨率:568X320

iphone6 6s:分辨率:667X375

6 plus 6splus:736X414

⑤遇到shell Script invocation error问题,在bulder phases 中的compiles metal shaders 中都勾上.

⑥启动页和场景的横屏方向不同.