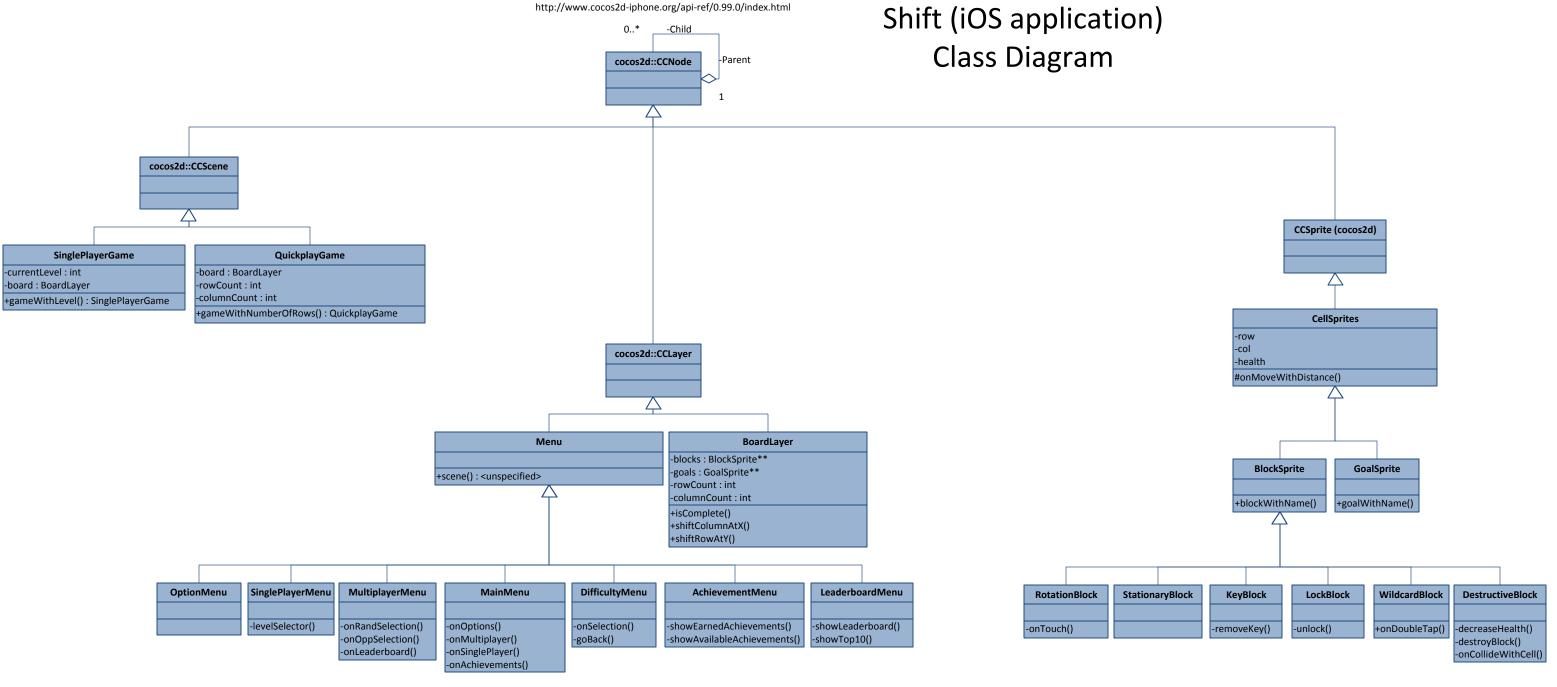
For cocos2d documentation:



«delegate» Game Center Hub

-rootViewController : RootViewController

-achievements

-gameCenterAvailable : bool -userAuthenticated : bool

+sharedInstance(): GameCenterHub

-authenticateLocalPlayer() -authenticationChanged()

-isGameCenterAvailable(): bool

-showMatchmaking()

-showLeaderboard()

For UIKit documentation see:

https://developer.apple.com/library/ios/#documentation/uikit/reference/ UIKit_Framework/_index.html#//apple_ref/doc/uid/TP40006955

