coocs2dx 版本 3.1.1

registerScriptTouchHandler 注册触屏事件

registerScriptTapHandler 注册点击事件

registerScriptHandler 注册基本事件 包括 触屏 层的进入 退出 事件

registerScriptKeypadHandler 注册键盘事件

registerScriptAccelerateHandler 注册加速事件

registerScriptTouchHandler 详解（可以设置单点或多点）

[?](http://www.2cto.com/kf/201409/338235.html)

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| --- | --- |
| 1  2  3  4  5  6  7  8  9  10  11  12  13  14  15 | function gameWindow:addLayerTouchEventMethod1()      local function onTouchEvent(eventType, x, y)          --log("eventType = "..tostring(eventType))          if eventType == "began" then              --需要返回true              return onTouchBegan(touch, event)          elseif eventType == "moved" then              onTouchMoved(touch, event)          elseif eventType == "ended" then              onTouchEnded(touch, event)          end      end      config.bottomLayer:setTouchEnabled(true)      config.bottomLayer:registerScriptTouchHandler(onTouchEvent)  end |

registerScriptTapHandler 注册点击事件

[?](http://www.2cto.com/kf/201409/338235.html)

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| --- | --- |
| 1  2  3  4  5  6  7  8  9  10  11  12  13  14 | function gameWindow:addBtn()      local btn = cc.MenuItemImage:create("white.png", "black.png", "black.png")      btn:setPosition(320, 160)      local function btnClick()          log("btnClick")      end      btn:registerScriptTapHandler(btnClick)        local menu = cc.Menu:create()      config.bottomLayer:addChild(menu)      menu:setPosition(cc.p(0,0))        menu:addChild(btn)  end |

registerScriptHandler 注册基本事件

注册触屏事件用法

[?](http://www.2cto.com/kf/201409/338235.html)

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| --- | --- |
| 1  2  3  4  5  6  7  8  9  10  11  12  13  14 | function gameWindow:addLayerTouchEventMethod2()      --创建一个单点触屏事件      local listener = cc.EventListenerTouchOneByOne:create()      --注册触屏开始事件      listener:registerScriptHandler(onTouchBegan, cc.Handler.EVENT\_TOUCH\_BEGAN)      --注册触屏移动事件      listener:registerScriptHandler(onTouchMoved, cc.Handler.EVENT\_TOUCH\_MOVED)      --注册触屏结束事件      listener:registerScriptHandler(onTouchEnded, cc.Handler.EVENT\_TOUCH\_ENDED)      --获取层的事件派发器      local eventDispatcher = config.bottomLayer:getEventDispatcher()      --事件派发器 注册一个node事件      eventDispatcher:addEventListenerWithSceneGraphPriority(listener, config.bottomLayer)  end |

注册layer的 进入 退出事件用法

[?](http://www.2cto.com/kf/201409/338235.html)

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| --- | --- |
| 1  2  3  4  5  6  7  8  9  10 | function gameWindow:addLayerEnterAndExitEvent()      local function onNodeEvent(eventType)          if eventType == "enter" then              log("enter")          elseif eventType == "exit" then              log("exit")          end      end      config.bottomLayer:registerScriptHandler(onNodeEvent)  end |

registerScriptHandler 注册键盘事件

[?](http://www.2cto.com/kf/201409/338235.html)

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| --- | --- |
| 1  2  3  4  5  6  7  8  9  10  11  12  13  14  15  16  17  18  19  20  21  22  23  24  25 | function cocoEvent.addKeyboardEvent()      local function keyboardPressed(keyCode, event)          if keyCode == 23 then              log("left")          elseif keyCode == 24 then              log("right")          elseif keyCode == 25 then              log("up")          elseif keyCode == 26 then              log("down")          end          --log("keyCode = "..tostring(keyCode))          --log("event = "..tostring(event))      end        local function keyboardReleased(keyCode, event)          --log("keyCode = "..tostring(keyCode))          --log("event = "..tostring(event))      end      local listener = cc.EventListenerKeyboard:create()      listener:registerScriptHandler(keyboardPressed, cc.Handler.EVENT\_KEYBOARD\_PRESSED)      listener:registerScriptHandler(keyboardReleased, cc.Handler.EVENT\_KEYBOARD\_RELEASED)      local eventDispatcher = config.bottomLayer:getEventDispatcher()      eventDispatcher:addEventListenerWithSceneGraphPriority(listener, config.bottomLayer)  end |