1.cocos2d::String 和 c，c++字符串类型的转换

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使用实例：

1.普通创建

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| //HelloWorldScene.cpp  String\* pStr = String::create("Cocos2d String");  auto label = Label::createWithTTF(pStr->getCString(), "fonts/Marker Felt.ttf", 24); |

2.使用占位符实现格式化创建

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| String\* pStr = String::createWithFormat("https://www.%s.com", "kenny");  auto label = Label::createWithTTF(pStr->getCString(), "fonts/Marker Felt.ttf", 24); |

3.追加方法append和可以使用占位符的appenWithFormat方法

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| //占位符创建方法  String\* pStr = String::createWithFormat("https://www.%s.com", "kenny");  //字符串追加  pStr->append("/software/");  pStr->appendWithFormat("%s/%s/%lf ","MySoft","version",1.0);  auto label = Label::createWithTTF(pStr->getCString(), "fonts/Marker Felt.ttf", 24); |

4.获取String的长度，使用length()方法

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| CCLOG("the length is %d",pStr->length()); |

CCLOG宏可以往控制台输出消息，支持格式化输出

5.String复制，使用String的clone方法，注意不是copy方法，这个过时了！！！

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| String\* pStr = String::createWithFormat("https://www.%s.com", "kenny");  //字符串追加  pStr->append("/software/");  pStr->appendWithFormat("%s/%s/%lf ","MySoft","version",1.0);  CCLOG("the length is %d",pStr->length());  String\* pStrcln = pStr->clone();  CCLOG("the copy is :%s", pStrcln->getCString()); |

注意：在cocos2d-x 3.11以上的版本已经不推荐使用String类了，更加推荐使用StringUtils

StringUtils有一个format方法相当于String 类的createWithFormat方法，只不过它返回的是c++的std::string

因此需要包含<string>头文件和std 命名空间

.创建

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| //使用StringUtils  string content = StringUtils::format("https://www.%s.com", "kenny");  auto label = Label::createWithTTF(content, "fonts/Marker Felt.ttf", 24); |

其实也是需要掌握String类的使用的，因为有时候需要用一下老版本cocos项目的时候可以使用到，老版本是没有StringUtils的。

实例：实现图像和文本的翻转

这里只贴出HelloWorldScene.cpp

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| #include "HelloWorldScene.h"  #include "SimpleAudioEngine.h"  #include<string>  using namespace std;  USING\_NS\_CC;  Scene\* HelloWorld::createScene()  {  return HelloWorld::create();  }  // Print useful error message instead of segfaulting when files are not there.  static void problemLoading(const char\* filename)  {  printf("Error while loading: %s\n", filename);  printf("Depending on how you compiled you might have to add 'Resources/' in front of filenames in HelloWorldScene.cpp\n");  }  // on "init" you need to initialize your instance  bool HelloWorld::init()  {  //////////////////////////////  // 1. super init first  if ( !Scene::init() )  {  return false;  }  auto visibleSize = Director::getInstance()->getVisibleSize();  Vec2 origin = Director::getInstance()->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  auto closeItem = MenuItemImage::create(  "CloseNormal.png",  "CloseSelected.png",  CC\_CALLBACK\_1(HelloWorld::menuCloseCallback, this));  if (closeItem == nullptr ||  closeItem->getContentSize().width <= 0 ||  closeItem->getContentSize().height <= 0)  {  problemLoading("'CloseNormal.png' and 'CloseSelected.png'");  }  else  {  float x = origin.x + visibleSize.width - closeItem->getContentSize().width/2;  float y = origin.y + closeItem->getContentSize().height/2;  closeItem->setPosition(Vec2(x,y));  }  // create menu, it's an autorelease object  auto menu = Menu::create(closeItem, NULL);  menu->setPosition(Vec2::ZERO);  this->addChild(menu, 1);  /////////////////////////////  // 3. add your codes below...  // add a label shows "Hello World"  // create and initialize a label  //cocos2d::String类的使用：  //普通创建方法  //String\* pStr = String::create("Cocos2d String");  //占位符创建方法  //String\* pStr = String::createWithFormat("https://www.%s.com", "kenny");  ////字符串追加  //pStr->append("/software/");  //pStr->appendWithFormat("%s/%s/%lf ","MySoft","version",1.0);  //CCLOG("the length is %d",pStr->length());  //String\* pStrcln = pStr->clone();  //CCLOG("the copy is :%s", pStrcln->getCString());    //使用StringUtils  //string content = StringUtils::format("https://www.%s.com", "kenny");  String\* title = String::create("Study good Everyday ");    //auto label = Label::createWithTTF("Hello World", "fonts/Marker Felt.ttf", 24);  auto label = Label::createWithTTF(title->getCString(), "fonts/Marker Felt.ttf", 24);  if (label == nullptr)  {  problemLoading("'fonts/Marker Felt.ttf'");  }  else  {  // position the label on the center of the screen  label->setPosition(Vec2(origin.x + visibleSize.width/2,  origin.y + visibleSize.height - label->getContentSize().height));  /\*label->setPosition(Vec2(origin.x + visibleSize.width\*5 / 12,  origin.y + visibleSize.height - label->getContentSize().height));\*/  // add the label as a child to this layer  this->addChild(label, 1);  }  // add "HelloWorld" splash screen"  auto sprite = Sprite::create("HelloWorld.png");  if (sprite == nullptr)  {  problemLoading("'HelloWorld.png'");  }  else  {  // position the sprite on the center of the screen  sprite->setPosition(Vec2(visibleSize.width/2 + origin.x, visibleSize.height/2 + origin.y));  // add the sprite as a child to this layer  this->addChild(sprite, 0);  }    float speed = 1.f;  auto action = RepeatForever::create(Sequence::create(  ScaleTo::create(speed,-1.0f,1.0f), //水平翻转，其实就镜像  ScaleTo::create(speed, 1.0f, 1.0f),//还原回来  nullptr  ));  label->runAction(action);  //注意：同一个action只能执行一次，如果在两个地方执行同一个action，只有最后一处的action会被执行  sprite->runAction(action->clone());  return true;  }  void HelloWorld::menuCloseCallback(Ref\* pSender)  {  //Close the cocos2d-x game scene and quit the application  Director::getInstance()->end();  #if (CC\_TARGET\_PLATFORM == CC\_PLATFORM\_IOS)  exit(0);  #endif  /\*To navigate back to native iOS screen(if present) without quitting the application ,do not use Director::getInstance()->end() and exit(0) as given above,instead trigger a custom event created in RootViewController.mm as below\*/  //EventCustom customEndEvent("game\_scene\_close\_event");  //\_eventDispatcher->dispatchEvent(&customEndEvent);  } | //HelloWorldScene.h  #ifndef \_\_HELLOWORLD\_SCENE\_H\_\_  #define \_\_HELLOWORLD\_SCENE\_H\_\_  #include "cocos2d.h"  class HelloWorld : public cocos2d::Scene  {  public:  static cocos2d::Scene\* createScene();  virtual bool init();    // a selector callback  void menuCloseCallback(cocos2d::Ref\* pSender);    // implement the "static create()" method manually  CREATE\_FUNC(HelloWorld);  };  #endif // \_\_HELLOWORLD\_SCENE\_H\_\_ |