hello

//场?景¡ã为a1时º¡À显?示º?新?手º?帮ã?助¨²

if (changjing==1)

{

CCMenuItemImage \*pNewhandItem = CCMenuItemImage::create(

"newhand.png",

"newhand.png",

this,

menu\_selector(HelloWorld::menuNewhandCallback));

pNewhandItem->setAnchorPoint(ccp(0,1));

pNewhandItem->setPosition(ccp(pCloseItem->getContentSize().width,visibleSize.height));

pMenu->addChild(pNewhandItem);

}

void HelloWorld::menuNewhandCallback(CCObject\* pSender)

{

NewhandtishiLayer \*tishinewhand=NewhandtishiLayer::create();

if (tishinewhand)

{

tishinewhand->setPosition(CCPointZero);

back->getParent()->addChild(tishinewhand,4);

}

}

void menuNewhandCallback(CCObject\* pSender);//新?手º?

shezhi。h

class NewhandtishiLayer: public BaseLayer

{

public:

NewhandtishiLayer();

//NewhandtishiLayer(const char \*);

~NewhandtishiLayer();

virtual bool init();

// 初?始º?化¡¥对?话¡ã框¨°内¨²容¨Y

bool setUpdateView();

CREATE\_FUNC(NewhandtishiLayer);

void onEnter();

void onExit();

virtual bool ccTouchBegan(cocos2d::CCTouch \*pTouch, cocos2d::CCEvent \*pEvent);

virtual void ccTouchMoved(cocos2d::CCTouch \*pTouch, cocos2d::CCEvent \*pEvent);

virtual void ccTouchEnded(cocos2d::CCTouch \*pTouch, cocos2d::CCEvent \*pEvent);

virtual void ccTouchCancelled(cocos2d::CCTouch \*pTouch, cocos2d::CCEvent \*pEvent);

void menuCloseCallback(cocos2d::CCObject\* pSender);

void menuGoCallback(cocos2d::CCObject \*pSender);

cocos2d::CCMenu \*m\_pMenu; // 模¡ê态¬?对?话¡ã框¨°菜?单Ì£¤

bool m\_bTouchedMenu;// 记?录?菜?单Ì£¤点Ì?击¡Â

cocos2d::CCLabelTTF\* pLabeNewhand;

int MaxNewhandNum;

int NowNewhandNum;

cocos2d::CCSprite \*NowItem;

};

shezhi。cpp

monster

changjing==4

resouce.h

#define menu\_pstart\_tag 3011

#define menu\_psub\_tag 3012

#define menu\_padd\_tag 3013

#define menu\_pguess\_tag 3014

#define menu\_pjiansu\_tag 3015

#define menu\_ptable\_tag 3016

//newhand 新?手º?

NewhandtishiLayer::NewhandtishiLayer(void)

{

}

NewhandtishiLayer::~NewhandtishiLayer(void)

{

}

bool NewhandtishiLayer::init()

{

bool bRet = false;

do {

CC\_BREAK\_IF(!BaseLayer::init());

CCTextureCache::sharedTextureCache()->addImage("zhegaibj.png");

CCTextureCache::sharedTextureCache()->addImage("gmme/shezhibj.png");

CC\_BREAK\_IF(!this->setUpdateView());

bRet = true;

} while (0);

return bRet;

}

bool NewhandtishiLayer::setUpdateView()

{

bool isRet=false;

do

{

MaxNewhandNum=5;

NowNewhandNum=1;

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

CCSprite\* pbg= CCSprite::createWithTexture(CCTextureCache::sharedTextureCache()->textureForKey("zhegaibj.png"));

float shanglashen=(float)(bjwidth\*pingmubili)/bjheght;

pbg->setScaleY(shanglashen);//背À3景¡ã图ª?拉¤-伸¦¨¬

CC\_BREAK\_IF(!pbg);

pbg->setAnchorPoint(ccp(0.5,0.5));

pbg->setPosition(getWinCenter());

this->addChild(pbg);

layer = CCNode::create();

layer->setPosition(CCPointZero);

this->addChild(layer);

double layer\_width = 0;

CCSprite\* shezhipic= CCSprite::createWithTexture(CCTextureCache::sharedTextureCache()->textureForKey("gmme/shezhibj.png"));

shezhipic->setAnchorPoint(ccp(0.5,0.5));

shezhipic->setPosition(getWinCenter());

layer->addChild(shezhipic);

layer\_width+=shezhipic->getContentSize().width;

layer->setContentSize(CCSizeMake(layer\_width, 0));

CCMenuItemImage \*pCloseItem = CCMenuItemImage::create(

"gmme/chuangkou\_guanbi.png",

"gmme/chuangkou\_guanbi.png",

this,

menu\_selector(NewhandtishiLayer::menuCloseCallback));

CC\_BREAK\_IF(! pCloseItem);

pCloseItem->setAnchorPoint(ccp(0.85,0.85));

pCloseItem->setPosition(ccp(shezhipic->getPositionX()+shezhipic->getTextureRect().getMaxX()/2,shezhipic->getPositionY()+shezhipic->getTextureRect().getMaxY()/2));

//开a关?按ã¡ä钮£¤

CCMenuItemImage \*pGoItem = CCMenuItemImage::create(

"kongbai.png",

"kongbai.png",

this,

menu\_selector(NewhandtishiLayer::menuGoCallback));

//CC\_BREAK\_IF(! pGoItem);

// pGoItem->setPosition(ccp(shezhipic->getTextureRect().getMidX(),shezhipic->getTextureRect().getMidY()/10));

//pGoItem->setAnchorPoint(ccp(0.5,-0.3));

pGoItem->setScaleY(shanglashen);//背À3景¡ã图ª?拉¤-伸¦¨¬

CC\_BREAK\_IF(!pGoItem);

pGoItem->setAnchorPoint(ccp(0.5,0.5));

pGoItem->setPosition(getWinCenter());

//this->addChild(pGoItem);

m\_pMenu = CCMenu::create(pCloseItem,pGoItem ,NULL);

CC\_BREAK\_IF(!m\_pMenu);

m\_pMenu->setPosition(CCPointZero);

layer->addChild(m\_pMenu);

const char \*pLabelStrtishi = ((CCString\*)(loacalstrings->objectForKey("newhand")))->m\_sString.c\_str();

CCLabelTTF \* pLabeNewhandtou = CCLabelTTF::create(pLabelStrtishi, "Arial", 35/factor);

pLabeNewhandtou->setAnchorPoint(ccp(0.5,1.5));

pLabeNewhandtou->setPosition(ccp(shezhipic->getTextureRect().getMaxX()/2, shezhipic->getTextureRect().getMaxY()));

shezhipic->addChild(pLabeNewhandtou, 1);

// const char \*pLabelStrnewhand = ((CCString\*)(loacalstrings->objectForKey("newhand")))->m\_sString.c\_str();

const char \*pLabelStrnewhand = ((CCString\*)(loacalstrings->objectForKey(CCString::createWithFormat("newhand\_%d", NowNewhandNum)->getCString())))->m\_sString.c\_str();

pLabeNewhand = CCLabelTTF::create(pLabelStrnewhand, "Arial", 30/factor);

//pLabeMusic->setColor(ccc3(0,0,0))

CC\_BREAK\_IF(! pLabeNewhand);

pLabeNewhand->setPosition(ccp(shezhipic->getTextureRect().getMaxX()/2, shezhipic->getTextureRect().getMaxY()\*3/5));

shezhipic->addChild(pLabeNewhand, 1);

setNowItem();

const char \*pLabelStrtouch = ((CCString\*)(loacalstrings->objectForKey("touchthescreen")))->m\_sString.c\_str();

CCLabelTTF \* pLabeNewhandtouch= CCLabelTTF::create(pLabelStrtouch, "Arial", 20/factor);

pLabeNewhandtouch->setAnchorPoint(ccp(0.5,-1.5));

pLabeNewhandtouch->setPosition(ccp(shezhipic->getTextureRect().getMaxX()\*3/4, shezhipic->getTextureRect().getMinY()));

shezhipic->addChild(pLabeNewhandtouch, 1);

//((HelloWorld\*)nowobject)->pMenu->setEnabled(false);

if (userDefault->getBoolForKey("firstopen"))

{

userDefault->setBoolForKey("firstopen",false);

userDefault->flush();

}

isRet=true;

} while (0);

return isRet;

}

void NewhandtishiLayer::setNowItem()

{

if (layer->getChildByTag(888))

{

do

{

((CCSprite \*)layer->getChildByTag(888))->removeFromParentAndCleanup(true);

} while (layer->getChildByTag(888));

}

if (NowNewhandNum==1)

{

CCSprite \*button\_start=CCSprite::createWithSpriteFrameName("button\_start\_normal.png");

// button\_start->setAnchorPoint(ccp(0.5,start\_maodianY));

// button\_start->setPosition(ccp(visibleSize.width/2, 0));

// CCLOG("x=%f,y=%f",((CCMenuItemSprite \*)(((HelloWorld\*)nowobject)->pStartItem))->getAnchorPoint().x,((CCMenuItemSprite \*)(((HelloWorld\*)nowobject)->pStartItem))->getAnchorPoint().y);

//button\_start->setAnchorPoint(((HelloWorld\*)nowobject)->pStartItem->getAnchorPoint());

//button\_start->setPosition(((HelloWorld\*)nowobject)->pStartItem->getPosition());

button\_start->setAnchorPoint(((HelloWorld\*)nowobject)->pMenu->getChildByTag(menu\_pstart\_tag)->getAnchorPoint());

button\_start->setPosition(((HelloWorld\*)nowobject)->pMenu->getChildByTag(menu\_pstart\_tag)->getPosition());

button\_start->setTag(888);

layer->addChild(button\_start);

}

else if(NowNewhandNum==2)

{

CCSprite \*button\_sub\_normal=CCSprite::createWithSpriteFrameName("button\_sub\_normal.png");

// button\_sub\_normal->setAnchorPoint(ccp(0,0.5));

// button\_sub\_normal->setPosition(ccp(0,(visibleSize.height-shangheight-jingyanheight-kuanghoudu\*2-kuangheight)/4));

// button\_sub\_normal->setAnchorPoint(((HelloWorld\*)nowobject)->pSUBItem->getAnchorPoint());

// button\_sub\_normal->setPosition(((HelloWorld\*)nowobject)->pSUBItem->getPosition());

button\_sub\_normal->setAnchorPoint(((HelloWorld\*)nowobject)->pMenu->getChildByTag(menu\_psub\_tag)->getAnchorPoint());

button\_sub\_normal->setPosition(((HelloWorld\*)nowobject)->pMenu->getChildByTag(menu\_psub\_tag)->getPosition());

button\_sub\_normal->setTag(888);

layer->addChild(button\_sub\_normal);

CCSprite \*button\_add\_normal=CCSprite::createWithSpriteFrameName("button\_add\_normal.png");

// button\_add\_normal->setAnchorPoint(ccp(Add\_maodianX,0.5));

// button\_add\_normal->setPosition(ccp(backyajin->getPositionX()+backyajin->getContentSize().width,backyajin->getPositionY()));

// button\_add\_normal->setAnchorPoint(((HelloWorld\*)nowobject)->pADDItem->getAnchorPoint());

// button\_add\_normal->setPosition(((HelloWorld\*)nowobject)->pADDItem->getPosition());

button\_add\_normal->setAnchorPoint(((HelloWorld\*)nowobject)->pMenu->getChildByTag(menu\_padd\_tag)->getAnchorPoint());

button\_add\_normal->setPosition(((HelloWorld\*)nowobject)->pMenu->getChildByTag(menu\_padd\_tag)->getPosition());

button\_add\_normal->setTag(888);

layer->addChild(button\_add\_normal);

}

else if(NowNewhandNum==3)

{

CCSprite \*button\_Guess\_normal=CCSprite::createWithSpriteFrameName("button\_Guess\_normal.png");

// button\_Guess\_normal->setAnchorPoint(((HelloWorld\*)nowobject)->pGuessItem->getAnchorPoint());

// button\_Guess\_normal->setPosition(((HelloWorld\*)nowobject)->pGuessItem->getPosition());

button\_Guess\_normal->setAnchorPoint(((HelloWorld\*)nowobject)->pMenu->getChildByTag(menu\_pguess\_tag)->getAnchorPoint());

button\_Guess\_normal->setPosition(((HelloWorld\*)nowobject)->pMenu->getChildByTag(menu\_pguess\_tag)->getPosition());

button\_Guess\_normal->setTag(888);

layer->addChild(button\_Guess\_normal);

}

else if(NowNewhandNum==4)

{

CCSprite \*jiansu\_anniu=CCSprite::createWithSpriteFrameName("jiansu\_anniu.png");

// jiansu\_anniu->setAnchorPoint(pJiansuItem->getAnchorPoint());

// jiansu\_anniu->setPosition(pJiansuItem->getPosition());

jiansu\_anniu->setAnchorPoint(((HelloWorld\*)nowobject)->pMenu->getChildByTag(menu\_pjiansu\_tag)->getAnchorPoint());

jiansu\_anniu->setPosition(((HelloWorld\*)nowobject)->pMenu->getChildByTag(menu\_pjiansu\_tag)->getPosition());

CCSprite\* daojusprite=CCSprite::createWithSpriteFrameName("daoju\_num.png");

daojusprite->setAnchorPoint(ccp(1.2,1));

daojusprite->setPosition(ccp(jiansu\_anniu->getContentSize().width,jiansu\_anniu->getContentSize().height));

jiansu\_anniu->addChild(daojusprite);

char daojunumstring[5]={0};

int daojunum=userDefault->getIntegerForKey("usrDaojuNum");

sprintf(daojunumstring, "%d",daojunum);

lableDaojuNum=CCLabelTTF::create(daojunumstring,"Arial",35/factor);

lableDaojuNum->setAnchorPoint(ccp(0.5,0.5));

lableDaojuNum->setPosition(ccp(daojusprite->getContentSize().width/2,daojusprite->getContentSize().height/2));

daojusprite->addChild(lableDaojuNum);

jiansu\_anniu->setTag(888);

layer->addChild(jiansu\_anniu);

}

else if(NowNewhandNum==5)

{

CCSprite \*TableNormal=CCSprite::createWithSpriteFrameName("table.png");

// TableNormal->setAnchorPoint(((HelloWorld\*)nowobject)->pTableItem->getAnchorPoint());

// TableNormal->setPosition(((HelloWorld\*)nowobject)->pTableItem->getPosition());

TableNormal->setAnchorPoint(((HelloWorld\*)nowobject)->pMenu->getChildByTag(menu\_ptable\_tag)->getAnchorPoint());

TableNormal->setPosition(((HelloWorld\*)nowobject)->pMenu->getChildByTag(menu\_ptable\_tag)->getPosition());

TableNormal->setTag(888);

layer->addChild(TableNormal);

}

}

void NewhandtishiLayer::onEnter()

{

BaseLayer::onEnter();

CCDirector::sharedDirector()->getTouchDispatcher()->addTargetedDelegate(

this,//在¨²那?个?类¤¨¤中D实º¦Ì现?触ä£¤屏¨¢回?调Ì¡Â函¡¥数ºy

-128, //优®?先¨¨级?

true);//触ä£¤摸t时º¡À间?是º?否¤?被À?该?目?标À¨º截?获?

}

void NewhandtishiLayer::onExit()

{

BaseLayer::onExit();

CCDirector::sharedDirector()->getTouchDispatcher()->removeDelegate(this);

}

bool NewhandtishiLayer::ccTouchBegan(cocos2d::CCTouch \*pTouch, cocos2d::CCEvent \*pEvent)

{

m\_bTouchedMenu = m\_pMenu->ccTouchBegan(pTouch, pEvent);

return true;

}

void NewhandtishiLayer::ccTouchMoved(cocos2d::CCTouch \*pTouch, cocos2d::CCEvent \*pEvent)

{

if (m\_bTouchedMenu) {

m\_pMenu->ccTouchMoved(pTouch, pEvent);

}

}

void NewhandtishiLayer::ccTouchEnded(cocos2d::CCTouch \*pTouch, cocos2d::CCEvent \*pEvent)

{

if (m\_bTouchedMenu) {

m\_pMenu->ccTouchEnded(pTouch, pEvent);

m\_bTouchedMenu = false;

}

}

void NewhandtishiLayer::ccTouchCancelled(cocos2d::CCTouch \*pTouch, cocos2d::CCEvent \*pEvent)

{

if (m\_bTouchedMenu) {

m\_pMenu->ccTouchEnded(pTouch, pEvent);

m\_bTouchedMenu = false;

}

}

void NewhandtishiLayer::menuGoCallback(cocos2d::CCObject \*pSender)

{

NowNewhandNum++;

if (NowNewhandNum==(MaxNewhandNum+1))

{

this->removeFromParentAndCleanup(true);

}

else

{

setNowItem();

const char \*pLabelStrnewhand = ((CCString\*)(loacalstrings->objectForKey(CCString::createWithFormat("newhand\_%d", NowNewhandNum)->getCString())))->m\_sString.c\_str();

pLabeNewhand->setString(pLabelStrnewhand);

}

}

void NewhandtishiLayer::menuCloseCallback(cocos2d::CCObject \*pSender){

//CCDirector::sharedDirector()->resume();

//CCDelayTime \*freexuanzhuandelay=CCDelayTime::create(2.0f);

this->removeFromParentAndCleanup(true);

}

class NewhandtishiLayer: public BaseLayer

{

public:

NewhandtishiLayer();

//NewhandtishiLayer(const char \*);

~NewhandtishiLayer();

virtual bool init();

// 初?始º?化¡¥对?话¡ã框¨°内¨²容¨Y

bool setUpdateView();

CREATE\_FUNC(NewhandtishiLayer);

void onEnter();

void onExit();

virtual bool ccTouchBegan(cocos2d::CCTouch \*pTouch, cocos2d::CCEvent \*pEvent);

virtual void ccTouchMoved(cocos2d::CCTouch \*pTouch, cocos2d::CCEvent \*pEvent);

virtual void ccTouchEnded(cocos2d::CCTouch \*pTouch, cocos2d::CCEvent \*pEvent);

virtual void ccTouchCancelled(cocos2d::CCTouch \*pTouch, cocos2d::CCEvent \*pEvent);

void menuCloseCallback(cocos2d::CCObject\* pSender);

void menuGoCallback(cocos2d::CCObject \*pSender);

void setNowItem();

cocos2d::CCMenu \*m\_pMenu; // 模¡ê态¬?对?话¡ã框¨°菜?单Ì£¤

bool m\_bTouchedMenu;// 记?录?菜?单Ì£¤点Ì?击¡Â

cocos2d::CCLabelTTF\* pLabeNewhand;

int MaxNewhandNum;

int NowNewhandNum;

cocos2d::CCSprite \*NowItem;

cocos2d::CCNode \*layer;//底Ì¡Á层?

cocos2d::CCSize visibleSize;

};

if (userDefault->getBoolForKey("firstopen"))

{

menuNewhandCallback(this);

}

增加对繁体字的判断

NSString \* scriptCode = [temp objectForKey:NSLocaleScriptCode];

ccLanguageType ret = kLanguageEnglish;

if ([languageCode isEqualToString:@"zh"])

{

if([scriptCode isEqualToString:@"Hans"])

{

ret = kLanguageChinese;

}

else

//else if ([scriptCode isEqualToString:@"Hant"])

{

ret = kLanguageChinese2;

}

}

cocos2dx2.2.6版本

0208

大奖提示图标增加散发特效 未移植到ios 已移植20150226

// HelloWorld::callbackslidingend中

//大ä¨®奖¡À提¬¨¢示º?图ª?标À¨º粒¢¡ê子Á¨®效¡ì果?start

CCParticleSystem \*particlesystem=CCParticleSystemQuad::create("Particles/ExplodingRing.plist");

particlesystem->setPosition(ccp(dejiangtubiao->getContentSize().width/2,dejiangtubiao->getContentSize().height/2));

dejiangtubiao->addChild(particlesystem);

//end