Menus

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Menu
CCMenu

- Cocos2D provides a very basic menu system...
- ...which means: a button!
- Can arrange items horizontally, vertically or in a table

What if I need more controls?
WRITE YOUR OWN!

...or check this library called "Control Extension"...

Menu item
CCMenuItem

- Different type of buttons
  - ▸ Label (CCMenuItemLabel)
  - ▸ Image (CCMenuItemImage)
  - ▸ Sprite (CCMenuItemSprite)
- Supports three states
  - ▸ Normal
  - ▸ Selected
  - ▸ Disabled
- Supports selectors and blocks
- CCMenuItemToggle to create groups