

场景跳转

头文件:

```
public:
    CREATE_FUNC(LoadLayer);
    virtual bool init();

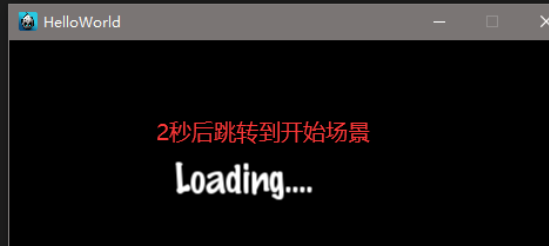
    //方便管理
    SceneManager* tsm;

    //调度器 过2秒跳转到开始场景
    void onScheduleOnce(float dt);
```

LoadLayer.cpp

```
bool LoadLayer::init()
{
    //使用个标签美化下
    Label *label = Label::createWithTTF("Loading....", "fonts/Marker Felt.ttf", 32);
    label->setPosition(Vec2(200, 200));
    this->addChild(label);
    scheduleOnce(CC_SCHEDULE_SELECTOR(LoadLayer::onScheduleOnce, this), 2.0f);
    return true;
}

void LoadLayer::onScheduleOnce(float dt)
{
    //跳转场景
    tsm->goOpenScene();
}
```



OpenLayer实现

头文件:

```

1  #pragma once
2  #include "cocos2d.h"
3  #include "SceneManager.h"
4  USING_NS_CC;
5  class OpenLayer :public Layer
6  {
7  public:
8      CREATE_FUNC(OpenLayer);
9      virtual bool init();
10
11      SceneManager* tsm;
12
13      //按钮回调
14      void menuCallBack(Ref* pSender);
15
16  };

```

cpp文件:

```

1  #include "OpenLayer.h"
2
3  bool OpenLayer::init()
4  {
5      //获取窗口大小
6      Size winSize = Director::getInstance()->getWinSize();
7      //创建标签
8      Label* label = Label::createWithSystemFont("Clock Programmer", "", 48);
9      label->setPosition(Vec2(winSize.width / 2, winSize.height * 3 / 4));
10     label->setColor(Color3B(255, 100, 0));
11     this->addChild(label);
12
13     //创建两个按钮 开始和退出
14     MenuItemLabel* menuItem = MenuItemLabel::create(Label::createWithSystemFont("Start", "", 30), CC_CALLBACK_1(OpenLayer::menuCallBack, this));
15     menuItem->setTag(101);
16     menuItem->setColor(Color3B(0, 255, 100));
17     menuItem->setPosition(Vec2(winSize.width / 2, winSize.height*0.4));
18     //退出按钮
19     MenuItemLabel* menuItemExit = MenuItemLabel::create(Label::createWithSystemFont("Exit", "", 30), CC_CALLBACK_1(OpenLayer::menuCallBack, this));
20     menuItemExit->setTag(102);
21     menuItemExit->setColor(Color3B(100, 0, 255));
22     menuItemExit->setPosition(Vec2(winSize.width / 2, winSize.height*0.2));
23
24     auto menu = Menu::create(menuItem, menuItemExit, nullptr);
25     this->addChild(menu);
26     menu->setPosition(Vec2::ZERO);
27     return true;
28 }
29
30 void OpenLayer::menuCallBack(Ref * pSender)
31 {
32     Node* menu = (Node*)pSender;
33     switch (menu->getTag())
34     {
35     case 101:
36         tsm->goClockScene();
37         break;
38     case 102:
39         Director::getInstance()->end();
40         exit(0);
41     default:
42         break;
43     }
44 }

```