



# PROGRAMAÇÃO PARA IPHONE COM COCOS2D

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NEY ESTRABELLI



# QUEM SOMOS

- Instant Games
  - [www.instantgames.com.br](http://www.instantgames.com.br)
  - [contato \[at\] instantgames \[dot\] com \[dot\] br](mailto:contato@instantgames.com.br)
- Leonardo Kasperavicius
  - [leonardo \[at\] instantgames \[dot\] com \[dot\] br](mailto:leonardo@instantgames.com.br)
- Ney Estrabelli
  - [ney \[at\] instantgames \[dot\] com \[dot\] br](mailto:ney@instantgames.com.br)



# TÓPICOS

- Como Desenvolver e Publicar para iPhone
- A Linguagem Objective-C
- O Framework Cocos2d-iPhone



# PARTE 1

## COMO DESENVOLVER E PUBLICAR

PROGRAMAÇÃO PARA IPHONE COM COCOS2D - WICA 2009  
LEONARDO KASPERAVICIUS - NEY ESTRABELLI  
[WWW.INSTANTGAMES.COM.BR](http://WWW.INSTANTGAMES.COM.BR)



# COMO COMEÇAR

- Se cadastrar no site da Apple
  - <http://developer.apple.com/iphone>
- Fazer o download do SDK
  - Gratuito
  - Vem com o XCode e o iPhone Simulator
- Documentação, Templates e Exemplos no site



# COMO PUBLICAR NA APPSTORE

- Se inscrever no iPhone Developer Program
  - Permite acesso ao iPhone Dev Center, Fóruns, Suporte
  - Também permite testar o aplicativo no próprio dispositivo
- Duas modalidades de Licença
  - Pessoal
  - Empresarial



# COMO PUBLICAR NA APPSTORE

- Submeter o aplicativo no iTunes Connect
  - Tempo estimado para aprovação: 1 a 2 semanas
  - Ótimo feedback da equipe Apple
- Recomendável
  - Teste exaustivamente seu aplicativo antes
    - Perde-se muito tempo para submeter novamente o aplicativo
  - Forneça um meio de contato para os usuários (site, email, etc.)



# DIFICULDADES

- No Brasil, ainda não existe a Apple Store Online
  - Demora para conseguir a liberação da licença
  - Parece que isto está mudando...
- No Brasil, não existe a categoria “Games”
  - O governo exige que qualquer jogo seja categorizado por ele
  - Alguns desenvolvedores utilizam a categoria “Entretenimento”



# PARTE 2

## A LINGUAGEM OBJECTIVE-C



# CARACTERÍSTICAS

- Orientada a Objetos
- Sintaxe bem diferente dos padrões gerais
- Permite utilizar bibliotecas em C e C++



# DEFINIÇÃO DE UMA CLASSE

- Exemplo em Java

**Card.java**



```
public class Card extends CocosNode {  
  
    int value;  
  
    public Card(int value){  
        // ...  
    }  
  
    public int getValue(){  
        return value;  
    }  
    public void setValue(int value){  
        this.value = value;  
    }  
}
```



# DEFINIÇÃO DE UMA CLASSE

- Exemplo em Obj-C

```
@interface Card : CocosNode {
    int value;
}

-(id) initWithValue: (int) value;
-(void) dealloc;

@property (readwrite) int value;

@end
```

Card.h

```
#import "Card.h"

@implementation Card

-(id) initWithValue: (int) value{
    // .....
}

-(void) dealloc{
    // .....
}

@synthesize value;

@end
```

Card.m



# DEFINIÇÃO DE MÉTODOS

```
/** Adds a child to the container with z-order as 0.  
    It returns self, so you can chain several addChilds.  
    @since v0.7.1  
    */  
-(id) addChild: (CocosNode*)node;  
  
/** Adds a child to the container with a z-order  
    It returns self, so you can chain several addChilds.  
    @since v0.7.1  
    */  
-(id) addChild: (CocosNode*)node z:(int)z;  
  
/** Adds a child to the container with z order and tag  
    It returns self, so you can chain several addChilds.  
    @since v0.7.1  
    */  
-(id) addChild: (CocosNode*)node z:(int)z tag:(int)tag;
```



# CHAMADA DE MÉTODOS

```
Director d = Director.getInstance();
d.setAnimationInterval(1.0f/60);
d.setDisplayFPS(false);

Director.getInstance().setAnimationInterval(1.0f/60);

window = new UIWindow( UIScreen mainScreen().getBounds() );
```

Java

```
Director *d = [Director sharedInstance];
[d setAnimationInterval:1.0f/60];
[d setDisplayFPS:NO];

[[Director sharedInstance] setAnimationInterval:1.0/60];
[[Director sharedInstance] setDisplayFPS:NO];

window = [[UIWindow alloc] initWithFrame:[[UIScreen mainScreen] bounds]];
```

Obj-C



# GERENCIAMENTO DE MEMÓRIA

```
Camera *camera = [[Camera alloc] init];
```

```
[camera release];
```



# PARTE 3

## O FRAMEWORK COCOS2D-IPHONE



# COCOS2D-IPHONE

- [www.cocos2d-iphone.org](http://www.cocos2d-iphone.org)

The screenshot shows the website's header with the cocos2d logo and tagline "Everything related to cocos2d for iPhone". A navigation menu includes links for Blog, Store, Forum, Games, Download, Documentation, Archives, About, and Register. The main content area features a blog post titled "cocos2d for iPhone v0.8.2-rc1 available for download" published on October 14, 2009. The post text states that the new version is available for download and lists the download link: [cocos2d-iphone-0.8.2-rc1.tar.gz](#). It also includes a "v0.8.2-rc1 highlights" section with two bullet points: "TMX maps: HUGE performance boost when loading big maps" and "Several improvements regarding actions: *Jump*, *Bezier*, *Rotate*, and compound actions". On the right side, there is a search bar, a "Recent Comments" section with several entries, and a "Forum Last 10 Discussions" section with one entry: "New developer contract October 15" by user "eshirt".

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## cocos2d for iPhone v0.8.2-rc1 available for download

Published on October 14, 2009 in cocos2d. 2 Comments

cocos2d for iPhone v0.8.2-rc1 is available for download:

- [cocos2d-iphone-0.8.2-rc1.tar.gz](#)

**v0.8.2-rc1 highlights:**

- TMX maps: HUGE performance boost when loading big maps
- Several improvements regarding actions: *Jump*, *Bezier*, *Rotate*, and compound actions

Type and Wait to Search

### Recent Comments

riq on cocos2d for iPhone v0.8.2-rc1 available for download  
Karl on cocos2d for iPhone v0.8.2-rc1 available for download  
jiGAR on Integrating cocos2d API reference into XCode  
iCGdev on Download  
mgaldieri on Integrating cocos2d API reference into XCode

### Forum Last 10 Discussions

New developer contract October 15  
Last Post By: eshirt



# COCOS2D-IPHONE

- Construído sobre OpenGL
- Comunidade Ativa (Fóruns)
- Muitos jogos publicados!





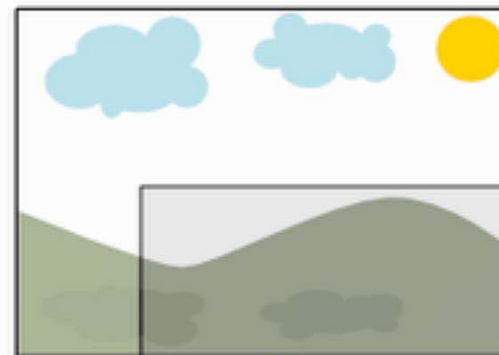
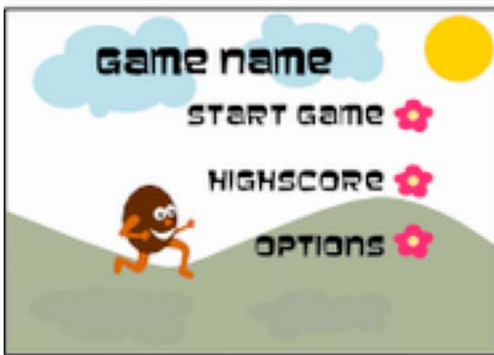
# FEATURES

- Scenes, Layers e Transitions
- Sprites, Atlas, Parallax, etc.
- Actions e Animations
- Touches e Accelerometer
- Sistema de Partículas
- Integração com Chipmunk e Box2D
- CocosLive, CocosDenshion e ShinyCocos



# SCENES, LAYERS E TRANSITIONS

A regular menu scene



Background layer



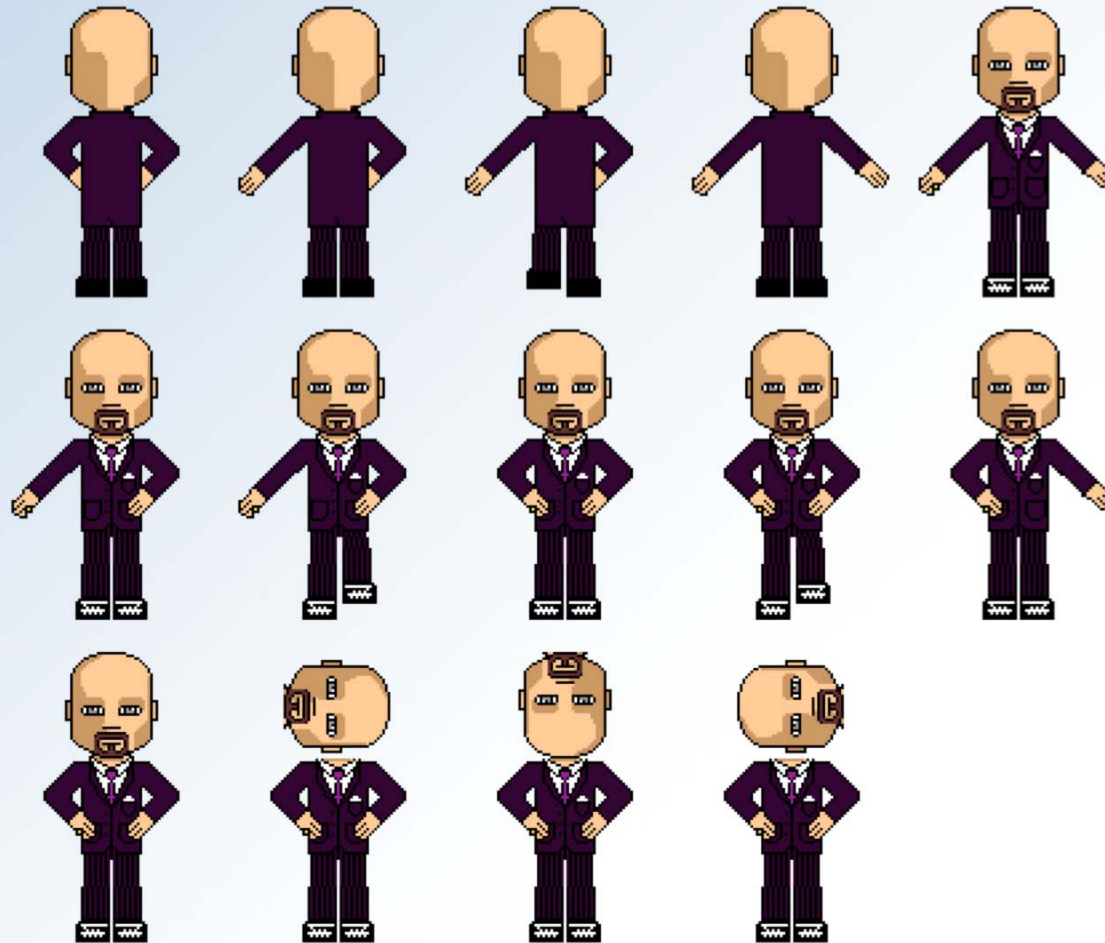
Animation layer



Menu layer



# SPRITES



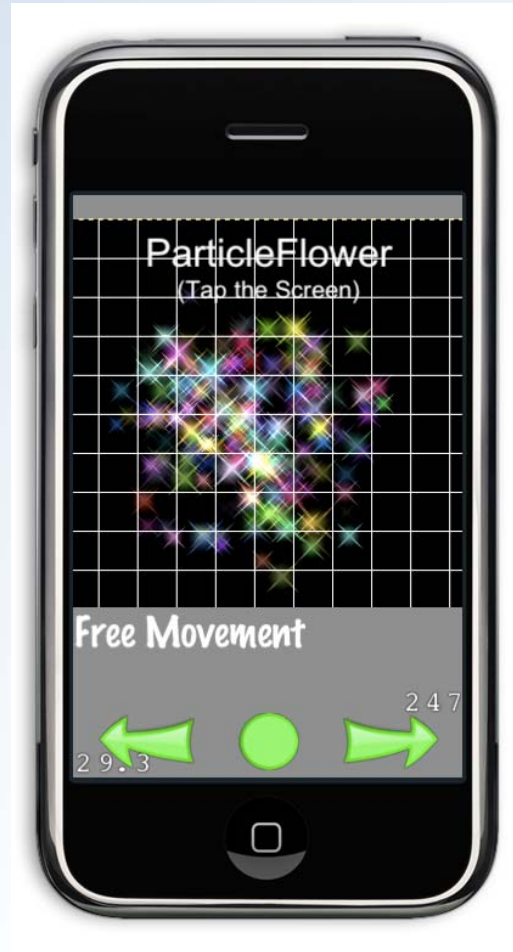


# ACTIONS



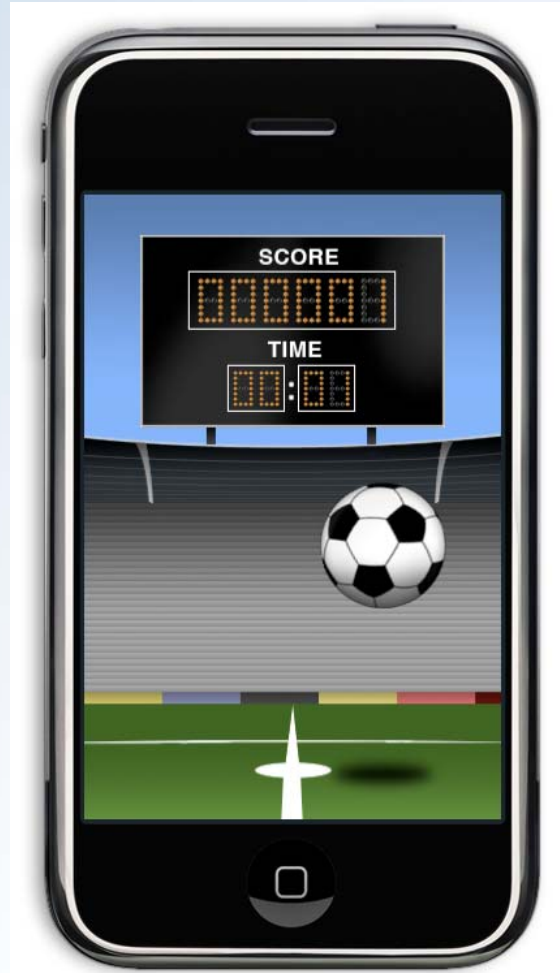


# PARTÍCULAS





# CHIPMUNK



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### Game Scores: Bubble Pang (125914)



### Filter Scores

Select Country

There are no score categories.



< Prev | 1-20 | Next >

Pos	country	playname	score	when
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# PERGUNTAS ?

## OBRIGADO !

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