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Cocos2d-x

DOWNLOAD 3.14.1

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HTML5 LITE VERSION

SOURCE CODE (GITHUB)



Cocos Creator

V1.4.2 MAC

V1.4.2 WIN



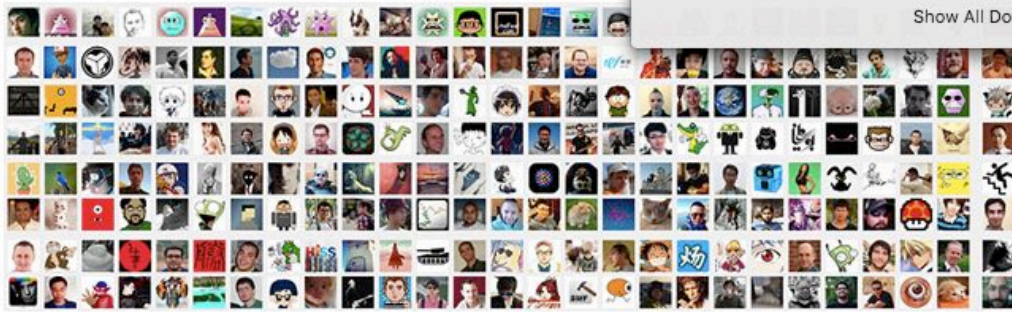
SDKBOX

INTEGRATE SDKS

[Looking for an older version?](#)

Download has been

cocos2d-x-3.14.1.zip
4 minutes remaining — 82.2 of 341 MB
Show All Downloads



Thanks for choosing Cocos2d-x, used by game developers all over the world. Please join our community to get the latest update and the best help for your game:

[Sign up](#)

OR

[visit our forum now](#)



Cocos2d-x

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Cocos Creator

V1.4.2 MAC

V1.4.2 WIN



SDKBOX

INTEGRATE SDKS

Looking for an older version?

- Installation and Start
- Download Cocos Creator
- Run Cocos Creator
- Use Cocos developer account to login

Installation and Start

If you haven't downloaded and started Cocos Creator, you can follow the steps below.

Download Cocos Creator

You can visit the download link on [Cocos Creator products homepage](#) to obtain the zip file of Cocos Creator. Directly decompress it to any location on the HDD after downloading.

Run Cocos Creator

On the Windows operating system, double click the **CocosCreator.exe** document in the decompressed folder to start Cocos Creator.

On the Mac operating system, double click the decompressed **CocosCreator.app** icon to start Cocos Creator.

You can set up quick start, Dock or a shortcut according to your preference for starting up the program, allowing you to run it at any time.

Use Cocos developer account to login

If you don't need to release games on original platforms, the above two simple steps can prepare for you a full developing environment for developing games using Cocos Creator.

After starting Cocos Creator, you will access the login interface for Cocos developer accounts. After logging in

The image shows a MacOS Downloads window. It contains two entries:

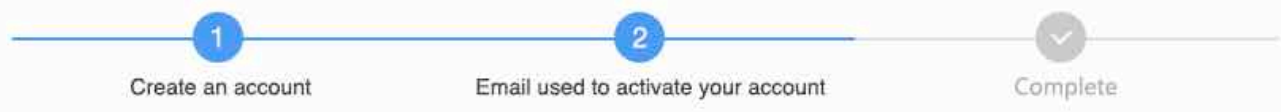
- CocosCreator_v1.4.2_2017032901.dmg**: A disk image file. The progress bar is partially filled. Below it, it says "15 minutes remaining — 57.0 of 411 MB".
- cocos2d-x-3.14.1.zip**: A zip file. Below it, it says "341 MB — cocos2d-x.org — 6:33 pm".

At the bottom of the window, there is a button that says "Show All Downloads".



One account, all of cocos!

Register Cocos in 10 seconds :



An email to activate your account was sent successfully !

Thank you for registering. We have sent an activation email to rmetcalfe@rjprogramming.com.au, and please click on the link in the email to activate your account

[Please check the activation email we sent to you](#)

If you did not receive a password reset confirmation email ?

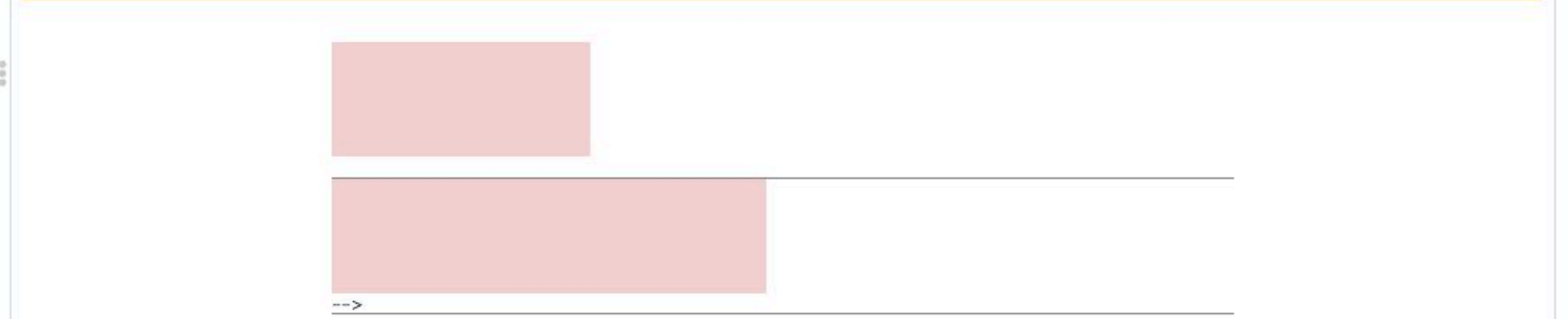
- 1. Please check your email address to make sure you typed it correctly
- 2. Please check your junk spam folders to make sure the email was not blocked from your inbox
- 3. If you still do not see the confirmation email [we can resend the email to you](#)

- Inbox 219
- Drafts
- Sent
- Junk
- Trash

[Cocos Account] Please activate your account in 24 hours Message 1 of 1728

From: Cocos
 To: rmetcalfe
 Reply-To: Cocos
 Date: Today 10:41
 Priority: Normal

To protect your privacy, remote images are blocked in this message. [Display images](#) [Always show images from cocos@anysdk.com](#)



rmetcalfe, Thank you for signing up with cocos
 Please use the link below to activate your account within 24 hours:
https://passport.cocos.com/auth/valid_email/7fba50?time=14919000

Downloads

Name	Date Modified
close_relatives-3.min	2 Apr 2017, 8:34 am
close_relatives.htm	2 Apr 2017, 8:17 am
close_up.jpg	7 Aug 2016, 5:11 pm
cocos2d-x-3.14.1	Today, 6:35 pm
cocos2d-x-3.14.1.zip	Today, 6:33 pm
CocosCreator...7032901.dmg	Today, 6:51 pm
CodeIgniter_2.2.0	6 Jun 2014, 7:58 am
CodeIgniter_2.2.0.zip	5 Oct 2014, 4:32 pm
ColourRevers...ibreOffice.doc	31 May 2016, 12:29 pm
COMM.CCR~CH.24.xml	25 Nov 2014, 7:54 am

Cocos2D

Search

Name Date Modified Size Kind

Favorites

Shared

- u0035178-t...

Tags

Context Menu:

- New Folder
- Get Info
- Paste Item
- View
- Arrange By
- Show View Options

- Inbox 219
- Drafts
- Sent
- Junk
- Trash

[Cocos Account] Please activate your account in 24 hours Message 1 of 1728

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--->

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Please use the link below to activate your account within 24 hours:

<https://passport.cocos.com/auth/valid> [i0ba50?time=14919000](#)

Name	Date Modified
close_relatives-3.htm	2 Apr 2017, 8:34 am
close_relatives.htm	2 Apr 2017, 8:17 am
close_up.jpg	7 Aug 2016, 5:11 pm
cocos2d-x-3.14.1	Today, 6:35 pm
cocos2d-x-3.14.1.zip	Today, 6:33 pm
CocosCreator...7032901.dmg	Today, 6:51 pm
CodeIgniter_2.2.0	6 Jun 2014, 7:58 am
CodeIgniter_2.2.0.zip	5 Oct 2014, 4:32 pm
ColourRevers...ibreOffice.doc	31 May 2016, 12:29 pm
COMM.CCR-CH.24.xml	25 Nov 2014, 7:54 am
CodeIgniter_2.2.0.zip	5 Oct 2014, 4:32 pm
ColourRevers...ibreOffice.doc	31 May 2016, 12:29 pm
COMM.CCR-CH.24.xml	25 Nov 2014, 7:54 am

Cocos2D

Search

Name	Date Modified	Size	Kind
Favorites			
Shared			
u0035178-t...			
Tags			

- New Folder
- Get Info
- Paste Item
- View
- Arrange By
- Show View Options

```
Users-MacBook-Pro-2:onedir User$ sudo mkdir /Library/Cocos2D
Users-MacBook-Pro-2:onedir User$
```

Back Compose Reply Reply all Forward Delete

- Inbox 219
- Drafts
- Sent
- Junk
- Trash

[Cocos Account] Please activate your account in 24 hours Message 1 of 1728

From: Cocos
 To: rmetcalfe
 Reply-To: Cocos
 Date: Today 10:41
 Priority: Normal

To protect your privacy, remote images are blocked in this message. [Display images](#) [Always show images from cocos@anySDK.com](#)

rmetcalfe, Thank you for singing up with cocos



Home » Documentation

Documentation

There is a lot of online documentation available, so the biggest problem is probably finding it, if you are new to Cocos2D. Here are some starters.

V3.4 API Documentation

Wenderlich's Tutorial Heaven

Makeschool Starters

SpriteBuilder Demos



Downloads

Name	Date
CocosCreator_v1.4.2_2017032901.dmg	To
cocos2d-x-3.14.1	To
cocos2d-x-3.14.1.zip	To
report.txt	4
close_relatives-3.htm	2
close_relatives-2.htm	2
close_relatives-1.htm	2
close_relatives.htm	2
IMG_0007.JPG	28
IMG_0008.JPG	28
IMG_0010.JPG	28
IMG_0009-1.JPG	28
IMG_0009.JPG	28
IMG_1002.m4v	28
mylist.htm	27
dams00x020_nt00010	26
Robert_James_Metcalfe.odt	26 Mar 2017, 1:43 pm 44 KB OpenD...nt Text
rjmprogramming-event-84.ics	25 Mar 2017, 10:48 am 455 bytes ICS file

Cocos Creator

CocosCreator Applications LicenseAgreement.txt

Terminal Shell Edit View Window Help Tue 8:04 pm

Finder File Edit View Go Window Help Tue 8:01 pm

Chrome File Edit View History Bookmarks People Window Help Sun 12:44 pm

Secure https://www.crazydomains.com.au/ssl-certificates/#G36IEcKK6TbF8yOP.97

```

Users-MacBook-Pro-2:onedir User$ sudo mkdir /Library/Cocos2D
Users-MacBook-Pro-2:onedir User$ cd /Library/Cocos2D
Users-MacBook-Pro-2:Cocos2D User$ ls
cocos2d-x-3.14.1
Users-MacBook-Pro-2:Cocos2D User$ cd cocos*
Users-MacBook-Pro-2:cocos2d-x-3.14.1 User$ ls setup.py
setup.py
Users-MacBook-Pro-2:cocos2d-x-3.14.1 User$ ./setup.py

```

Downloads

Name	Date
CocosCreator_v1.4.2_2017032901.dmg	Tue 28 Feb 2017 12:44 pm
cocos2d-x-3.14.1	Tue 28 Feb 2017 12:44 pm
cocos2d-x-3.14.1.zip	Tue 28 Feb 2017 12:44 pm
report.txt	Thu 26 Feb 2017 12:44 pm
close_relatives-3.htm	Tue 28 Feb 2017 12:44 pm
close_relatives-2.htm	Tue 28 Feb 2017 12:44 pm
close_relatives-1.htm	Tue 28 Feb 2017 12:44 pm
close_relatives.htm	Tue 28 Feb 2017 12:44 pm
IMG_0007.JPG	Tue 28 Feb 2017 12:44 pm
IMG_0008.JPG	Tue 28 Feb 2017 12:44 pm
IMG_0010.JPG	Tue 28 Feb 2017 12:44 pm
IMG_0009-1.JPG	Tue 28 Feb 2017 12:44 pm
IMG_0009.JPG	Tue 28 Feb 2017 12:44 pm
IMG_1002.m4v	Tue 28 Feb 2017 12:44 pm
mylist.htm	Tue 27 Feb 2017 12:44 pm
dams00x020_nt00010	Tue 26 Feb 2017 12:44 pm

Cocos Creator

```

Users-MacBook-Pro-2:onedir User$ sudo mkdir /Library/Cocos2D
Users-MacBook-Pro-2:onedir User$

```




```

->Check environment variable COCOS_X_ROOT
->Search for environment variable COCOS_X_ROOT...
->COCOS_X_ROOT not found

-> Add COCOS_X_ROOT environment variable...
->Added COCOS_X_ROOT=/Library/Cocos2D

->Check environment variable COCOS_TEMPLATES_ROOT
->Search for environment variable COCOS_TEMPLATES_ROOT...
->COCOS_TEMPLATES_ROOT not found

-> Add COCOS_TEMPLATES_ROOT environment variable...
->Added COCOS_TEMPLATES_ROOT=/Library/Cocos2D/cocos2d-x-3.14.1/templates

->Configuration for Android platform only, you can also skip and manually edit "/Library/pgAgent/.profile"

->Check environment variable NDK_ROOT
->Search for environment variable NDK_ROOT...
->NDK_ROOT not found

->Search for command ndk-build in system...
->Command ndk-build not found

->Please enter the path of NDK_ROOT (or press Enter to skip):/Applications/Android Studio.app/Contents/plugins/android-ndk
->Error: "/Applications/Android Studio.app/Contents/plugins/android-ndk" is not a valid path of NDK_ROOT. Ignoring it.
->Check environment variable ANDROID_SDK_ROOT
->Search for environment variable ANDROID_SDK_ROOT...
->ANDROID_SDK_ROOT not found

->Search for command android in system...
->Command android not found

->Please enter the path of ANDROID_SDK_ROOT (or press Enter to skip):

```

```


pgAgent — find / -name android-sdk* — 80x24
Last login: Wed Apr 5 06:43:26 on ttys000
You have mail.
Users-MacBook-Pro-2:~ User$ find / -name 'android-ndk*' 2> /dev/null
/Applications/Android Studio.app/Contents/plugins/android-ndk
/Applications/Android Studio.app/Contents/plugins/android-ndk/lib/android-ndk.jar
/opt/local/var/macports/sources/rsync.macports.org/release/tarballs/ports/cross/android-ndk
/usr/local/Library/Formula/android-ndk.rb
Users-MacBook-Pro-2:~ User$ find / -name 'android-sdk*' 2> /dev/null

```



Dashboard

Recent Projects **New Project** Open Other... Help


Search (Todo)



Hello World



Empty Project



Example Collection

This example shows the most basic of the three elements of a Cocos Creator project: A scene, a texture asset and a script.


Browse... **Create**

```
->Command android not found  
->Please enter the path of ANDROID_SDK_ROOT (or press Enter to skip):
```


Dashboard

Recent Projects | **New Project** | Open Other... | Help


Search (Todo)



Hello World



Empty Project



Example Collection

This example shows the most basic of the three elements of a Cocos Creator project: A scene, a texture asset and a script.

Browse... /Library/pgAgent/NewProject **Create**

Browser [play] [refresh] [undo] [redo] [undo] [redo] 192.168.0.21:7456 [Open Project] [Open App]


Node Tree

Search...

Canvas

Scene

Drag with right mouse button to pan viewport, scroll to zoom.



500

0 0 500 1,000

Node Library

Builtin Nodes Custom Nodes

Renderer



Splash Sprite



Sprite

Properties

Assets

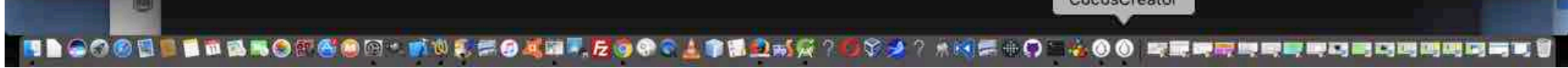
Search...

- assets
 - Scene
 - Script
 - Texture

Console

Regex All Collapse

```
1.4.2
preview server running at http://localhost:7456
Compiling scripts...
Compiled project javascript file successfully
1.4.2
```



The screenshot displays the Cocos Creator v1.4.2 interface. The main scene area shows a 2D grid with a white square and a blue square. A purple bounding box is visible around the white square. The console window at the bottom shows the following output:

```
1.4.2
preview server running at http://localhost:7456
Compiling scripts...
Compiled project javascript file successfully
1.4.2
```

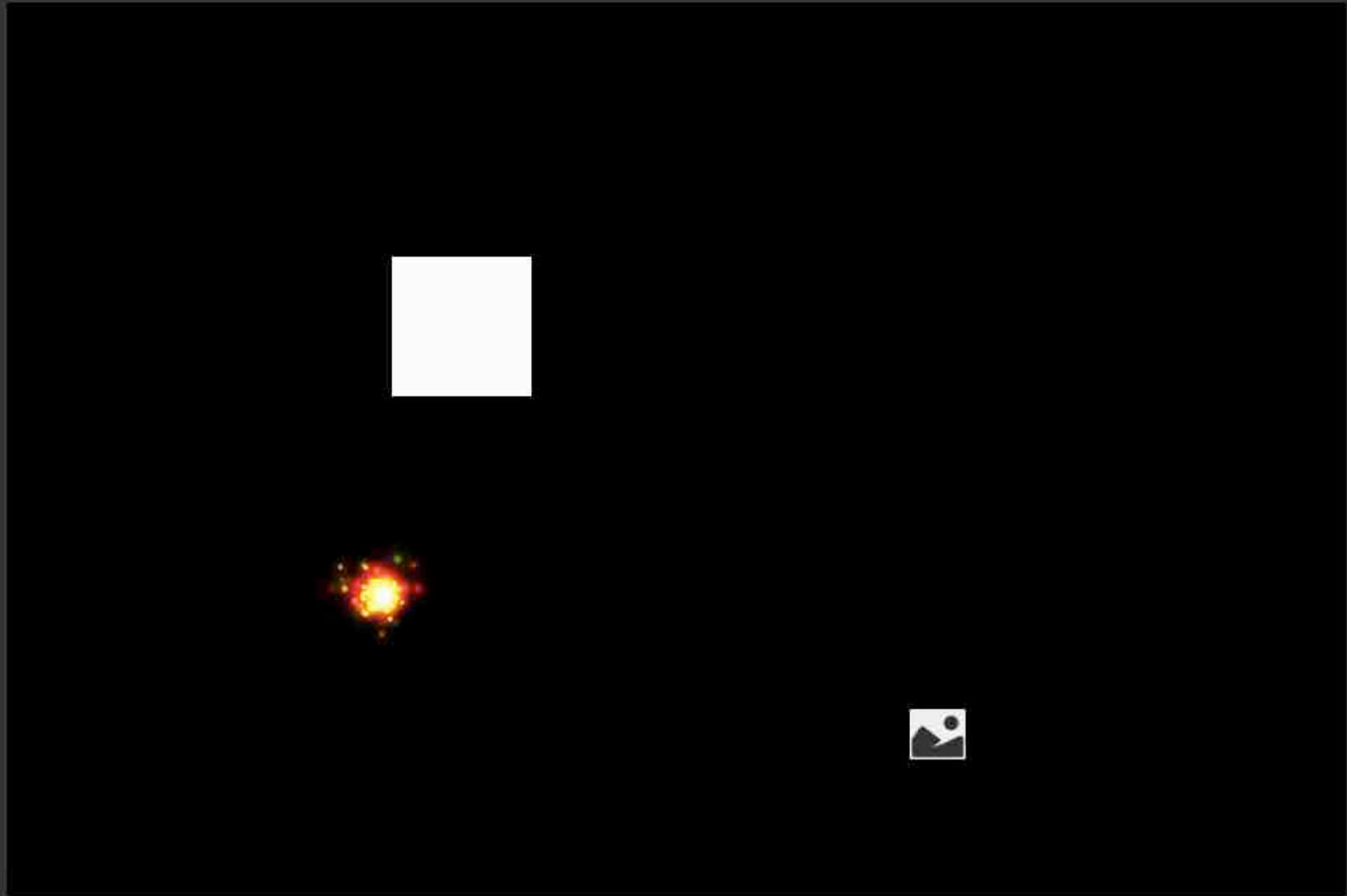
The right-hand side of the interface features the Properties panel for the selected 'particlesystem' component. The properties are as follows:

Property	X	Y
Position	268	216
Rotation	0	
Scale	X: 1	Y: 1
Anchor	X: 0.5	Y: 0.5
Size	W: 0	H: 0
Color	[Color Picker]	
Opacity	255	
Skew	X: 0	Y: 0
Group	default [Edit]	

Below the main properties, the 'ParticleSystem' section is expanded, showing:

- Preview:
- Play On Load:
- Auto Remov...:
- File: particle - atom
- Custom:

An 'Add Component' button is located at the bottom of the Properties panel.



The screenshot displays the Cocos Creator v1.4.2 interface. The main scene view shows a grid with a white square and a webview component. The webview component is a rectangular area containing a blog post titled "Robert James Metcalfe Blog" with a landscape image. The scene view includes a toolbar with icons for pan, zoom, and other actions, and a text instruction: "Drag with right mouse button to pan viewport, scroll to zoom." The Node Tree on the left lists "Canvas", "sprite_splash", "sprite", "particlesystem", and "webview". The Assets panel shows a project structure with "assets", "Scene", "helloworld", "Script", and "Texture" folders. The Console panel displays the following log messages:

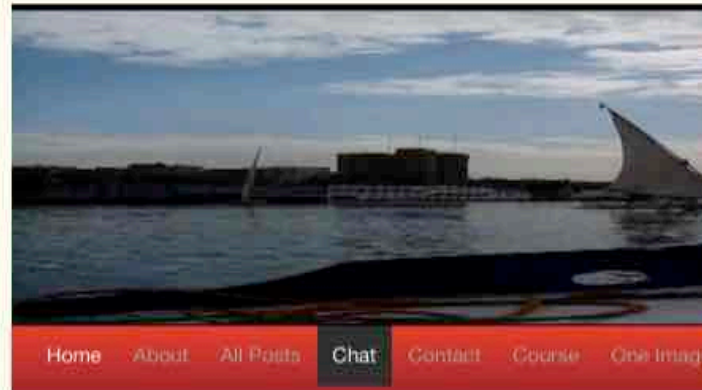
```
1.4.2
preview server running at http://localhost:7456
Compiling scripts...
Compiled project javascript file successfully
1.4.2
```

The Properties panel on the right shows the configuration for the selected "webview" component:

- Node**
 - Position: X 621.1, Y 415.5
 - Rotation: 0
 - Scale: X 1, Y 1
 - Anchor: X 0.5, Y 0.5
 - Size: W 472.2, H 450
 - Color: [Color Picker]
 - Opacity: 255
 - Skew: X 0, Y 0
 - Group: default [Edit]
- WebView**
 - Url: programming.com.au/ITblog
 - WebView Ev...: 0

The Node Library on the right shows "Builtin Nodes" and "Custom Nodes" tabs, with "Video Player" and "WebView" components visible. The bottom status bar indicates "Cocos Creator v1.4.2".

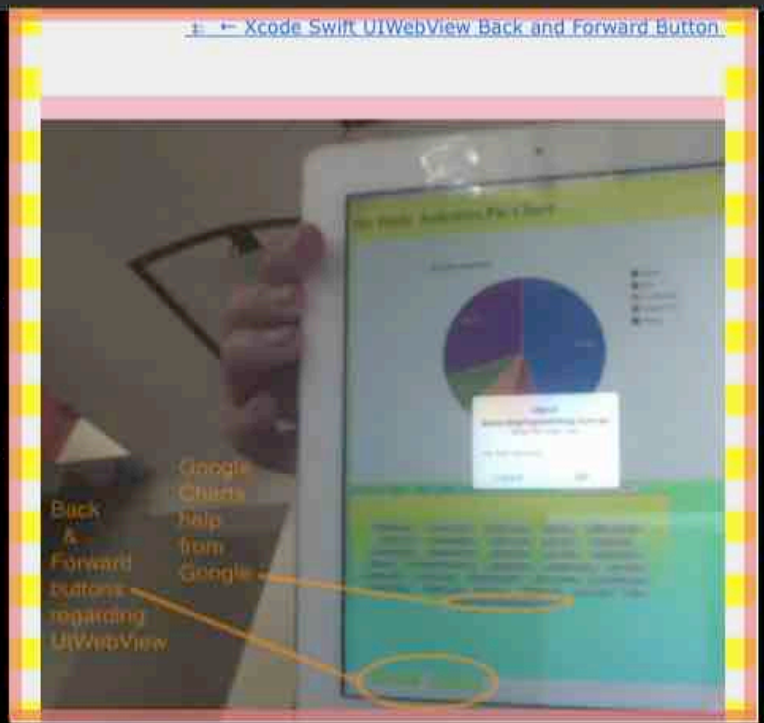
Robert James Metcalfe Blog



Home About All Posts Chat Contact Course One Image

... welcome to the long hover functionality that shows Blog Post regarding CSS3 Gradient





Browser [Play] [Refresh] 192.168.0.21:7456 [Open Project] [Open App]

Node Tree: Canvas, sprite_splash, sprite, particlesystem, webview

Scene: Drag with right mouse button to pan viewport, scroll to zoom. 500

Node Library: Builtin Nodes, Custom Nodes, Video Player

Properties: webview, Node, Position (X: 621.1, Y: 415.5), Rotation (0), Scale (X: 1, Y: 1), Anchor (X: 0.5, Y: 0.5), Size (W: 472.2, H: 450)

localhost [Refresh] [Default] [Rotate] [WebGL] [Debug Mode] [Info] [Show FPS] [FPS: 50] [Pause]

Assets: Search, assets, FirstScene, Scene, helloworld, Script, Texture, HelloWorld, singleColor

Console: 1.4.2, preview server running at http://, Compiling scripts..., Compiled project javascript file, 1.4.2, Task [save-editor-mode]:scene!, ipc timeout: message: scene:

Screenshot of a Mac OS keyboard shortcuts menu with red arrows pointing to specific shortcuts: Command+Z (Undo), Command+Y (Redo), Command+V (Paste), Command+C (Copy), Command+X (Cut), Command+W (Close), Command+Q (Quit), Command+H (Hide), Command+Shift+H (Hide All), Command+Option+Esc (Force Quit), Command+Option+Command+Esc (Restart), Command+Option+Command+Shift+Esc (Shut Down), Command+Option+Command+Shift+Esc (Power Off).

Node Tree

- Canvas
- sprite_splash
- sprite
- particlesystem
- webview

Assets

- assets
 - FirstScene
 - Scene
 - helloworld
 - Script
 - Texture
 - HelloWorld
 - singleColor

Console

```
Start building asset
1.4.2
Finish building asset
Start building raw a
Finish building raw a
Generating main.js f
Generating html from
Built to "/Library/p
```

Build...

sleep

Title:

Platform:

Build Path:

Start Scene:

Included Scenes

- db://assets/FirstScene.fire
- db://assets/Scene/helloworld.fire

Select All

Inline all Sprite...

Merge all JSON...

Render Mode:

Orientation:

Preview URL:

AnySDK

Debug

Source Maps

6.0.21:7456

Properties

webview

Node

Position: X Y

Rotation:

Scale: X Y

Anchor: X Y

Size: W H

Color:

Opacity:

Skew: X Y

Group:

WebView

Url:

Webview Ev...:

.../bui...
...uild=...

...-scene, session: 2@renderer:10488

Cocos Creator v1.4.2

The screenshot displays the CocosCreator v1.4.2 interface with the 'Build...' dialog box open in the center. The dialog box has a progress bar at the top labeled 'sleep' and the following configuration options:

- Title: `hello_world`
- Platform: Web Mobile
- Build Path: `./build` (with an 'Open' button)
- Start Scene: `db://assets/FirstScene.fire`
- Included Scenes:
 - `db://assets/FirstScene.fire` (with a star icon)
 - `db://assets/Scene/helloworld.fire` (checked)
 - Select All (checked)
- Inline all Sprite... (checked)
- Merge all JSON... (unchecked)
- Render Mode: Auto (WebGL First)
- Orientation: Auto
- Preview URL: `http://192.168.0.21:7456/build`
- AnySDK (unchecked)
- Debug (unchecked)
- Source Maps (unchecked)

At the bottom of the dialog box are 'Build' and 'Play' buttons. The background interface includes:

- Node Tree:** Lists `Canvas`, `sprite_splash`, `sprite`, `particlesystem`, and `webview`.
- Scene:** Shows a 2D grid with a purple rectangle and the value `500`.
- Assets:** A tree view showing `assets` containing `FirstScene`, `Scene` (with `helloworld`), `Script`, and `Texture` (with `HelloWorld` and `singleColor`).
- Console:** Displays log messages such as 'Start building asset', 'Finish building asset', 'Start building raw a', 'Finish building raw a', 'Generating main.js f', 'Generating html from', and 'Built to "/Library/p'.
- Properties:** Shows settings for a `webview` node, including Position (X: `621.1`, Y: `415.5`), Rotation (`0`), Scale (X: `1`, Y: `1`), Anchor (X: `0.5`, Y: `0.5`), Size (W: `472.2`, H: `450`), Color, Opacity (`255`), Skew (X: `0`, Y: `0`), and Group (`Loading... default` with an 'Edit' button). Below this is a `WebView` section with a `Url` field containing `http://www.rjprogramming` and a `Webview Ev...` field with `0`. An 'Add Component' button is at the bottom.

The bottom status bar shows 'Cocos Creator v1.4.2' and 'live-scene, session: 2@renderer:10488'.

Browser [Play] [Refresh] [Back] [Forward] [Home] [Search] 192.168.0.21:7456 [Open Project] [Open App]

Node Tree

- Canvas
- sprite_splash
- sprite
- particlesystem
- webview

Scene

Drag with right mouse button to pan viewport, scroll to zoom.

Node Library

Builtin Nodes Custom Nodes

- Video Player
- WebView

Properties

webview

Node

Position: X 621.1 Y 415.5

Rotation: 0

Scale: X 1 Y 1

Anchor: X 0.5 Y 0.5

Size: W 472.2 H 450

Color: [Color Picker]

Opacity: 255

Skew: X 0 Y 0

Group: Loading... default [Edit]

Assets

- assets
- FirstScene
 - Scene
 - helloworld
 - Script
 - Texture
 - HelloWorld
 - singleColor

Console

```
Start building assets
1.4.2
Finish building assets
Start building raw assets
Finish building raw assets
Generating main.js from /Applications/CocosCreator.app/Contents/Resources/static/bui...
Generating html from /Applications/CocosCreator.app/Contents/Resources/static/build-...
Built to "/Library/pgAgent/Cocos2DHelloWorld/build/web-mobile" successfully
```

WebView

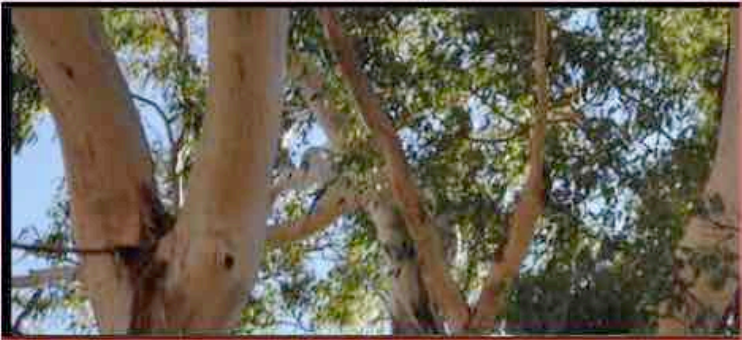
Url: <http://www.rjprogramming>

Webview Ev...: 0

[Add Component]

[Build] [Play]

Robert James Metcalfe Blog



[Home](#) [About](#) [All Posts](#) [Chat](#) [Contact](#) [Course](#) [One Image](#)

2
0.001
55.9
WebGL



Robert James Metcalfe Blog



Home About All Posts Chat Contact Course One Image

2
0.000
9.6
WebGL