

Installing Updates...

UPDATE ALL

 **Software Update**  
Restart Required

Updates are available for your computer  
Command Line Tools (macOS Sierra version 10.12) for Xcode 8.3; macOS Sierra Update 10.12.4

More **UPDATE**

Use of this software is subject to the original [Software License Agreement\(s\)](#) that accompanied the software being updated.

 **Xcode**  
Apple  
Version 8.3.1  
Released Apr 7, 2017

Xcode 8.3.1 includes Swift 3.1 and SDKs for iOS 10.3, watchOS 3.2, tvOS 10.2, and macOS Sierra 10.12

Xcode 8.3.1 fixes an issue that could produce app archives that were larger than necessary.

123 MB of 2.14 GB — 36 mins **PAUSE**

... More


Updates Installed in the Last 30 Days

 **iTunes**  
Version 12.6  
Installed Mar 24, 2017

Rent once, watch anywhere. Now you can enjoy your iTunes movie rentals across your devices with iOS 10.3 or tvOS 10.2. This update also includes minor app and performance improvements.

 **iTunes**  
Version 12.6  
Installed Mar 23, 2017

Rent once, watch anywhere. Now you can enjoy your iTunes movie rentals across your devices with iOS 10.3 or tvOS 10.2. This update also includes minor app and performance improvements.

 **Remote Desktop Client Update**  
Version 3.9.2  
Installed Mar 16, 2017

The 3.9 update is recommended for all Apple Remote Desktop clients and addresses several issues related to overall reliability, usability and compatibility.

For detailed information on this update, please visit this website: <http://support.apple.com/kb/HT201068>.

**New**

- Add Files... ⌘⇧A
- Open... ⌘O
- Open Recent
- Open Quickly... ⌘⇧O
- Close Window ⌘W
- Close Tab
- Close Document ⌘⇧W
- Close Workspace ⌘⇧⌘W
- Save ⌘S
- Duplicate... ⌘⇧S
- Revert to Saved...
- Unlock...
- Export...
- Show in Finder
- Open with External Editor
- Save As Workspace...
- Workspace Settings...
- Page Setup... ⌘⇧P
- Print... ⌘P

**File...** ⌘N

**Playground...** ⌘⇧N

**Target...**

**Project...** ⌘⇧N

**Workspace...** ⌘⇧⌘N

**Group** ⌘⇧N

**Group from Selection**

# Welcome to Xcode

Version 8.3.1 (8E1000a)

- Get started with a playground**  
Explore new Ideas quickly and easily.
- Create a new Xcode project**  
Create an app for iPhone, iPad, Mac, Apple Watch or Apple TV.
- Check out an existing project**  
Start working on something from an SCM repository.

**Cross Two**  
~/Desktop/CrossTwo

**Cross Sprite**  
~/Desktop/SVA/CrossSprite

**SVA**  
~/Desktop/SVA

**MarkitUp\_iPad\_Teacher**  
~/Desktop

**DrawPoker**  
...src/tk8.5.6/macosx/cpptk-1.0.2/cpptk-1.0.2

**Google Chart Bar Chart**  
~/Desktop

**BatsAndBall**  
...src/tk8.5.6/macosx/cpptk-1.0.2/cpptk-1.0.2


**cocos2d-tests copy**  
/Applications/MAMP/htdocs/cocos2d-objc

Open another project...

## Items

[Back to Apple Developer](#)

We will email you when your products are activated.


	<b>Apple Developer Program – Membership for one year</b> Membership Product	<b>A\$149.00</b>
--	--	------------------

## Payment




Choose a template for your new project:

iOS watchOS tvOS macOS **Cross-platform** Filter

**Application**

-   
**Cross-platform SpriteKit Game**

**Other**

-   
Empty
-   
External Build System
-   
In-App Purchase Content

Cancel Previous Next

No Selection

( )

No Matches

Filter

Cross Sprite

- Shared
  - Actions.sks
  - GameScene.sks
  - GameScene.h
  - GameScene.m
  - Assets.xcassets
- iOS
- watchOS App
- watchOS Extension
- tvOS
- macOS
- Products

Filter

General Capabilities Resource Tags Info Build Settings Build Phases Build Rules

**Identity**

Display Name: Cross Sprite

Bundle Identifier: rjmprogramming.com.au.Cross-Sprite

Version: 1.0

Build: 1

---

**Signing**

Automatically manage signing  
Xcode will create and update profiles, app IDs, and certificates.

Team: Maree Kuulma

Provisioning Profile: Xcode Managed Profile

Signing Certificate: iPhone Developer: Robert Metcalfe (TA4V74445G)

---

**Deployment Info**

Deployment Target: 10.3

Devices: Universal

Main Interface: Main

Device Orientation:
 

- Portrait
- Upside Down
- Landscape Left
- Landscape Right

Status Bar Style: Default

Hide status bar

Requires full screen

**Identity and Type**

Name: Cross Sprite

Location: Absolute  
Cross Sprite.xcodeproj

Full Path: /Library/pgAgent/Desktop/SVA/CrossSprite/Cross Sprite/Cross Sprite.xcodeproj

---

**Project Document**

Project Format: Xcode 3.2-compatible

Organization: RJM Programming

Class Prefix:

---

**Text Settings**

Indent Using: Spaces

Widths: Tab 4, Indent 4

Wrap lines

No Matches

Filter

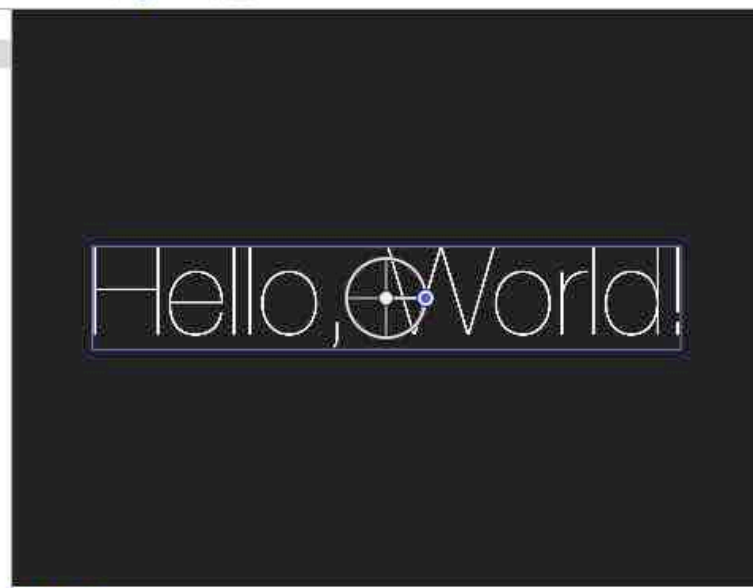


Cross Sprite

- Shared
  - Actions.sks
  - GameScene.sks
  - GameScene.h
  - GameScene.m
  - Assets.xcassets
- iOS
- watchOS App
- watchOS Extension
- tvOS
- macOS
- Products
  - Cross Sprite.app
  - Cross Sprite.app
  - Cross Sprite Extension.appex
  - Cross Sprite.app
  - Cross Sprite.app

Scene

- helloLabel



Label

Name: helloLabel

Parent: SKScene\_0

Position: X: 0, Y: 0

Z: 0

Rotation: 0

Text: Hello, World!

Font: Helvetica Neue UltraLi...

Color: [Color Picker]

Horizontal Align: Center

Vertical Align: Center

Alpha: 1

Hidden:

Filter

Animate Playback Speed 1x

All Nodes 0:00 00:01 00:02

helloLabel

User Data

Name	Type	Value
------	------	-------

Color Sprite - Create a simple sprite with color.

Empty - Create an empty node.

Light - Create a basic light.

- Shared
  - Actions.sks
  - GameScene.sks
  - GameScene.h
  - GameScene.m
- Assets.xcassets
- iOS
- watchOS App
- watchOS Extension
- tvOS
- macOS
- Products
  - Cross Sprite.app
  - Cross Sprite.app
  - Cross Sprite Ext...
  - Cross Sprite.app
  - Cross Sprite.app

- Undo Change Text ⌘Z
- Redo ⌘⇧Z
- Cut ⌘X
- Copy ⌘C
- Paste ⌘V
- Paste Special ⌘⇧V
- Paste and Preserve Formatting ⌘⇧⇧V
- Duplicate ⌘D
- Delete ⌘⌫
- Select All ⌘A
- Filter
- Sort
- Format
- Refactor
- Convert
- Start Dictation fn fn
- Emoji & Symbols ^⌘Space

Running Cross Sprite on Apple Watch Series 2 - 42mm

Shared > GameScene.sks > Scene > helloLabel

Label

Name: helloLabel

Parent: SKScene\_0

Position: X: 0, Y: 0

Z: 0

Rotation: 0

Text: Hello 🚤 World!

Font: Helvetica Neue UltraLi...

Color: [Color Picker]

Horizontal Ali...: Center

Vertical Align...: Center

Alpha: 1

Hidden:  Hidden

User Data

Name	Type	Value

Filter

Animate Playback Speed: 1x

All Nodes

- helloLabel

- Color Sprite** - Create a simple sprite with color.
- Empty** - Create an empty node.
- Light** - Create a basic light.

**Cross Sprite**

- Shared
  - Actions.sks
  - GameScene.sks
  - GameScene.h
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  - Cross Sprite.app
  - Cross Sprite.app

**General** Capabilities Resource Tags Info Build Settings Build Phases Build Rules

**Identity**

Display Name: Cross Sprite

Bundle Identifier: rjmprogramming.com.au.Cross-Sprite

Version: 1.0

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**Signing**

Automatically manage signing  
Xcode will create and update profiles, app IDs, and certificates.

Team: Maree Kuulma

Provisioning Profile: Xcode Managed Profile

Signing Certificate: iPhone Developer: Robert Metcalfe (TA4V74445G)

---

**Deployment Info**

Deployment Target: 10.0

Devices: Universal

Main Interface: Main

Device Orientation:  Portrait

**Quick Help**

No Quick Help

Search Documentation

**Color Sprite** - Create a simple sprite with color.

**Empty** - Create an empty node.

**Light** - Create a basic light.

**Cross Sprite**

```

due to CA restriction
2017-04-12 15:37:06.830613+1000 Cross
Sprite[537:52151] [App] if we're in the real pre-
commit handler we can't actually add any new fences
due to CA restriction
  
```



Cross Sprite

- Shared
  - Actions.sks
  - GameScene.sks
  - GameScene.h
  - GameScene.m
  - Assets.xcassets
- iOS
- watchOS App
- watchOS Extension
- tvOS
- macOS
- Products
  - Cross Sprite.app
  - Cross Sprite.app
  - Cross Sprite Extension.appex
  - Cross Sprite.app
  - Cross Sprite.app

Scene

- helloLabel

Filter

All Nodes

helloLabel

Filter

Auto



Animate Playback Speed 1x

Timeline

0:00 00:01 00:02

helloLabel

Filter

```
due to CA restriction
2017-04-12 15:37:06.830613+1000 Cross
Sprite[537:52151] [App] if we're in the real pre-
commit handler we can't actually add any new fences
due to CA restriction
```

Label

Name: helloLabel

Parent: SKScene\_0

Position: X: 0, Y: 0, Z: 0

Text: Hello 🚀 🚀 🚀 World!

Font: Helvetica Neue UltraLi...

Color: [Color Picker]

Horizontal Align: Center

Vertical Align: Center

Alpha: 1

Hidden:  Hidden

User Data

Name	Type	Value

Color Sprite - Create a simple sprite with color.

Empty - Create an empty node.

Light - Create a basic light.



Cross Sprite

- Shared
  - Actions.sks
  - GameScene.sks
  - GameScene.h
  - GameScene.m
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- macOS
- Products
  - Cross Sprite.app
  - Cross Sprite.app
  - Cross Sprite Extension.appex
  - Cross Sprite.app
  - Cross Sprite.app

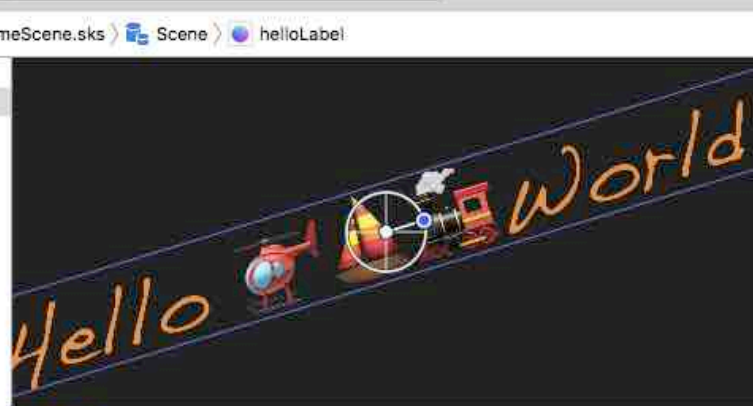
Scene

- helloLabel

Filter

helloLabel

Filter



Animate Playback Speed 1x

All Nodes 0:00 00:01 00:02

helloLabel

Filter

Label

Name: helloLabel

Parent: SKScene\_0

Position: X: 0, Y: 0, Z: 0, Rotation: 17

Text: Hello 🚁 🚗 World!

Font: Handwriting - Dakota...

Color: [Color Picker]

Horizontal Align: Center

Vertical Align: Center

Alpha: 1

Hidden:  Hidden

User Data

Name	Type	Value

Color Sprite - Create a simple sprite with color.

Empty - Create an empty node.

Light - Create a basic light.

```
due to CA restriction
2017-04-12 15:37:06.830613+1000 Cross
Sprite[537:52151] [App] if we're in the real pre-
commit handler we can't actually add any new fences
due to CA restriction
```

- Cross Sprite
  - Shared
    - Actions.sks
    - GameScene.sks
      - GameScene.h
      - GameScene.m
      - Assets.xcassets
    - iOS
    - watchOS App
    - watchOS Extension
    - tvOS
    - macOS
  - Products
    - Cross Sprite.app
    - Cross Sprite.app
    - Cross Sprite Extension.appex
    - Cross Sprite.app
    - Cross Sprite.app

Scene

- helloLabel



Label

Name: helloLabel

Parent: SKScene\_0

Position: X: 0, Y: 0

Z: 0, Rotation: 17

Text: Hello 🚀👾 World!

Font: Verdana 144.0

Color: [Orange]

Horizontal Align: Center

Vertical Align: Center

Alpha: 1

Hidden:  Hidden

Filter

Animate Playback Speed 1x

All Nodes 0:00 00:01 00:02

helloLabel

Filter

Auto

```
due to CA restriction
2017-04-12 15:46:50.350121+1000 Cross
Sprite[546:54141] [App] if we're in the real pre-
commit handler we can't actually add any new fences
due to CA restriction
```

All Output C

User Data

Name	Type	Value
+ -		

Color Sprite - Create a simple sprite with color.

Empty - Create an empty node.

Light - Create a basic light.

Cross Sprite

- Shared
  - Actions.sks
  - GameScene.sks
  - GameScene.h
  - GameScene.m
  - Assets.xcassets
- iOS
- watchOS App
- watchOS Extension
- tvOS
- macOS
- Products
  - Cross Sprite.app
  - Cross Sprite.app
  - Cross Sprite Extension.appex
  - Cross Sprite.app
  - Cross Sprite.app

No Preview Scene Selected

Playback Speed - 1x +

0:00 00:01 00:02

Pulse

Scale: 0.8x	Scale to 1x
Fade out	Fade in

No Selection

**Move Action** - Create an action to move an SKNode by an offset.

**MoveTo Action** - Create an action to move an SKNode to a location.

**Scale Action** - Create an action to scale an SKNode by a factor.

+ Filter

Cross Sprite

```
entitled
2017-04-12 15:50:24.386261+1000 Cross
Sprite[555:55633] libMobileGestalt MobileGestalt.c:
550: no access to InverseDeviceID (see <rdar://
problem/11744455>)
```

Cross Sprite

- Shared
  - Actions.sks
  - GameScene.sks
  - GameScene.h
  - GameScene.m
  - Assets.xcassets
- iOS
- watchOS App
- watchOS Extension
- tvOS
- macOS
- Products
  - Cross Sprite.app
  - Cross Sprite.app
  - Cross Sprite Extension.appex
  - Cross Sprite.app
  - Cross Sprite.app

Shared > Actions.sks > No Selection

No Preview Scene Selected

Playback Speed - 1x +

Select...

Pulse

Filter

Auto

Xcode

Filter

All Output

Filter

```

entitled
2017-04-12 15:50:24.386261+1000 Cross
Sprite[555:55633] libMobileGestalt MobileGestalt.c:
550: no access to InverseDeviceID (see <rdar://
problem/11744455>)
  
```

Identity and Type

Name: Actions.sks

Type: Default - Sprite Kit Docu...

Location: Relative to Group

Actions.sks

Full Path: /Library/pgAgent/Desktop/SVA/CrossSprite/Cross Sprite/Shared/Actions.sks

On Demand Resource Tags

Tags

Localization

Localize...

Target Membership

- iOS
- watchOS App
- watchOS Extension
- tvOS
- macOS

Move Action - Create an action to move an SKNode by an offset.

MoveTo Action - Create an action to move an SKNode to a location.

Scale Action - Create an action to scale an SKNode by a factor.



Cross Sprite

- Shared
  - Actions.sks
  - GameScene.sks
  - GameScene.h
  - GameScene.m
  - Assets.xcassets
- iOS
- watchOS App
- watchOS Extension
- tvOS
- macOS
- Products
  - Cross Sprite.app
  - Cross Sprite.app
  - Cross Sprite Extension.appex
  - Cross Sprite.app
  - Cross Sprite.app

Scene

- helloLabel

helloLabel

0:00 00:01 00:02 00:03 00:04 00:05 00:06 00:07 00:08

helloLabel

Choose stack frame

```

entitled
2017-04-12 15:50:24.386261+1000 Cross
Sprite[555:55633] libMobileGestalt MobileGestalt.c:
550: no access to InverseDeviceID (see <rdar://
problem/11744455>)
  
```

Identity and Type

Name: GameScene.sks

Type: Default - Sprite Kit Docu...

Location: Relative to Group

GameScene.sks

Full Path: /Library/pgAgent/Desktop/SVA/CrossSprite/Cross Sprite/Shared/GameScene.sks

On Demand Resource Tags

Tags

Localization

Localize...

Target Membership

- iOS
- watchOS App
- watchOS Extension
- tvOS
- macOS

Color Sprite - Create a simple sprite with color.

Empty - Create an empty node.

Light - Create a basic light.



Search

Music

Library For You Browse Radio Store

Library

- Recently Added
- Artists
- Albums
- Songs
- Genres
- Devices
  - Robert's iPad
    - Music
    - Films
    - TV Programmes
    - Podcasts
    - Books
    - Audiobooks
    - Tones
- Music Playlists
  - Genius
  - 90's Music
  - Classical Music
  - My Top Rated
  - Recently Added
  - Recently Played
  - Top 25 Most Played
  - Italian

### Last 3 Months



6a



4a

### 2016



myRecording00(1)



myRecording01-1



myRecording01



myRecording00-2



myRecording00-1

Cross Sprite

- Shared
  - Actions.sks
  - GameScene.sks
  - GameScene.h**
  - GameScene.m
  - Assets.xcassets
- iOS
- watchOS App
- watchOS Extension
- tvOS
- macOS
- Products
  - Cross Sprite.app
  - Cross Sprite.app
  - Cross Sprite Extension.appex
  - Cross Sprite.app
  - Cross Sprite.app

```
//
//  GameScene.h
//  Cross Sprite
//
//  Created by pgAgent on 12/4/17.
//  Copyright © 2017 RJM Programming. All rights reserved.
//

#import <SpriteKit/SpriteKit.h>

@interface GameScene : SKScene

+ (GameScene *)newGameScene;

@end
```

**Identity and Type**

Name: GameScene.h  
 Type: Default - C Header  
 Location: Relative to Group  
 GameScene.h  
 Full Path: /Library/pgAgent/Desktop/SVA/CrossSprite/Cross Sprite/Shared/GameScene.h

**On Demand Resource Tags**

Add to a target to enable tagging

**Target Membership**

- iOS
- watchOS App
- watchOS Extension
- tvOS
- macOS

**Text Settings**

Text Encoding: Default - Unicode (UTF-8)  
 Line Endings: Default - macOS / Unix (LF)

View toolbar: [Icons for zoom, pan, lasso, etc.] Cross Sprite

```
[App] if we're in the real pre-commit handler we can't actually add any new fences due to CA restriction
2017-04-12 15:58:40.623130 Cross Sprite[876:190751]
[App] if we're in the real pre-commit handler we can't actually add any new fences due to CA restriction
```

**Color Sprite** - Create a simple sprite with color.

**Empty** - Create an empty node.

**Light** - Create a basic light.



Project Navigator

- Cross Sprite
  - Shared
    - Actions.sks
    - GameScene.sks
    - GameScene.h
    - GameScene.m
  - Assets.xcassets
  - iOS
  - watchOS App
  - watchOS Extension
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  - macOS
  - Products
    - Cross Sprite.app
    - Cross Sprite.app
    - Cross Sprite Extension.appex
    - Cross Sprite.app
    - Cross Sprite.app

```

//
//  GameScene.m
//  Cross Sprite
//
//  Created by pgAgent on 12/4/17.
//  Copyright © 2017 RJM Programming. All rights reserved.
//

#import "GameScene.h"

@implementation GameScene {
    SKShapeNode *_spinnynode;
    SKLabelNode *_label;
}

+ (GameScene *)newGameScene {
    // Load 'GameScene.sks' as an SKScene.
    GameScene *scene = (GameScene *)[SKScene nodeWithFileName:@"GameScene"];
    if (!scene) {
        NSLog(@"Failed to load GameScene.sks");
        abort();
    }

    // Set the scale mode to scale to fit the window
    scene.scaleMode = SKSceneScaleModeAspectFill;

    return scene;
}

- (void)setUpScene {
    // Get label node from scene and store it for use later
    _label = (SKLabelNode *)[self childNodeWithName:@"//helloLabel"];
    _label.alpha = 0.0;
    [_label runAction:[SKAction fadeInWithDuration:2.0]];

    // Create shape node to use during mouse interaction
    CGFloat w = (self.size.width + self.size.height) * 0.05;
    _spinnynode = [SKShapeNode shapeNodeWithRectOfSize:CGSizeMake(w, w) cornerRadius:w * 0.3];
    _spinnynode.lineWidth = 4.0;
    [_spinnynode runAction:[SKAction repeatActionForever:[SKAction rotateByAngle:M_PI duration:1]]];
}

```

Identity and Type

Name: GameScene.m

Type: Default - Objective-C Sou...

Location: Relative to Group

GameScene.m

Full Path: /Library/pgAgent/Desktop/SVA/CrossSprite/Cross Sprite/Shared/GameScene.m

---

On Demand Resource Tags

Only resources are taggable

---

Target Membership

- iOS
- watchOS App
- watchOS Extension
- tvOS
- macOS

---

Text Settings

Text Encoding: Default - Unicode (UTF-8)

Line Endings: Default - macOS / Unix (LF)

---

Color Sprite - Create a simple sprite with color.

---

Empty - Create an empty node.

---

Light - Create a basic light.

---

All Output C

Inspector

Cross Sprite

```

[App] if we're in the real pre-commit handler we can't actually add any new fences due to CA restriction
2017-04-12 15:58:40.623130 Cross Sprite[876:190751]
[App] if we're in the real pre-commit handler we can't actually add any new fences due to CA restriction

```



Cross Sprite

- Shared
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- Products
  - Cross Sprite.app
  - Cross Sprite.app
  - Cross Sprite Extension.appex
  - Cross Sprite.app
  - Cross Sprite.app

```

return scene;
}

- (void)setUpScene {
    // Get label node from scene and store it for use later
    _label = (SKLabelNode *)[self childNodeWithName:@"//helloLabel"];
    _label.alpha = 0.0;
    [_label runAction:[SKAction fadeInWithDuration:2.0]];

    // Create shape node to use during mouse interaction
    CGFloat w = (self.size.width + self.size.height) * 0.05;
    _spinnynode = [SKShapeNode shapeNodeWithRectOfSize:CGSizeMake(w, w) cornerRadius:w * 0.3];

    _spinnynode.lineWidth = 4.0;
    [_spinnynode runAction:[SKAction repeatActionForever:[SKAction rotateByAngle:M_PI duration:1]]];
    [_spinnynode runAction:[SKAction sequence:@[
        [SKAction waitForDuration:0.5],
        [SKAction fadeOutWithDuration:0.5],
        [SKAction removeFromParent],
    ]]];

    #if TARGET_OS_WATCH
    // For watch we just periodically create one of these and let it spin
    // For other platforms we let user touch/mouse events create these
    _spinnynode.position = CGPointMake(0.0, 0.0);
    _spinnynode.strokeColor = [SKColor redColor];
    [self runAction:[SKAction repeatActionForever:[SKAction sequence:@[
        [SKAction waitForDuration:2.0],
        [SKAction runBlock:^(
            [self addChild:[_spinnynode copy]];
        )]
    ]]];
    #endif
}

#if TARGET_OS_WATCH
- (void)sceneDidLoad {
    [self setUpScene];
}
#else

```

Identity and Type

Name: GameScene.m

Type: Default - Objective-C Sou...

Location: Relative to Group

GameScene.m

Full Path: /Library/pgAgent/Desktop/SVA/CrossSprite/Cross Sprite/Shared/GameScene.m

On Demand Resource Tags

Only resources are taggable

Target Membership

- iOS
- watchOS App
- watchOS Extension
- tvOS
- macOS

Text Settings

Text Encoding: Default - Unicode (UTF-8)

Line Endings: Default - macOS / Unix (LF)

Color Sprite - Create a simple sprite with color.

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Cross Sprite

- Shared
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  - Cross Sprite.app
  - Cross Sprite.app
  - Cross Sprite Extension.appex
  - Cross Sprite.app
  - Cross Sprite.app

```

//
//  GameScene.m
//  Cross Sprite
//
//  Created by pgAgent on 12/4/17.
//  Copyright © 2017 RJM Programming. All rights reserved.
//

#import "GameScene.h"

@implementation GameScene {
    SKShapeNode *_spinnynode;
    SKLabelNode *_label;
}

+ (GameScene *)newGameScene {
    // Load 'GameScene.sks' as an SKScene.
    GameScene *scene = [GameScene *][SKScene nodeWithFileName:@"GameScene"];
    if (!scene) {
        NSLog(@"Failed to load GameScene.sks");
        abort();
    }

    // Set the scale mode to scale to fit the window
    scene.scaleMode = SKSceneScaleModeAspectFill;

    return scene;
}

- (void)setUpScene {
    // Get label node from scene and store it for use later
    _label = [SKLabelNode *][self childNodeWithName:@"//helloLabel"];
    _label.alpha = 0.0;
    [_label runAction:[SKAction fadeInWithDuration:2.0]];

    // Create shape node to use during mouse interaction
    CGFloat w = (self.size.width + self.size.height) * 0.05;
    _spinnynode = [SKShapeNode shapeNodeWithRectOfSize:CGSizeMake(w, w) cornerRadius:w * 0.3];
    _spinnynode.lineWidth = 4.0;
    [_spinnynode runAction:[SKAction repeatActionForever:[SKAction rotateByAngle:M_PI duration:1]]];
}

```

Identity and Type

Name: GameScene.m

Type: Default - Objective-C Sou...

Location: Relative to Group

GameScene.m

Full Path: /Library/pgAgent/Desktop/SVA/CrossSprite/Cross Sprite/Shared/GameScene.m

---

On Demand Resource Tags

Only resources are taggable

---

Target Membership

- iOS
- watchOS App
- watchOS Extension
- tvOS
- macOS

---

Text Settings

Text Encoding: Default - Unicode (UTF-8)

Line Endings: Default - macOS / Unix (LF)

---

Shape Node (Square) - Create a square shape node.

Tile Map Node - Create a tile map node.

Camera - Create a camera.

---

All Output

```

[App] if we're in the real pre-commit handler we can't actually add any new fences due to CA restriction
2017-04-12 15:58:40.623130 Cross Sprite[876:190751]
[App] if we're in the real pre-commit handler we can't actually add any new fences due to CA restriction

```