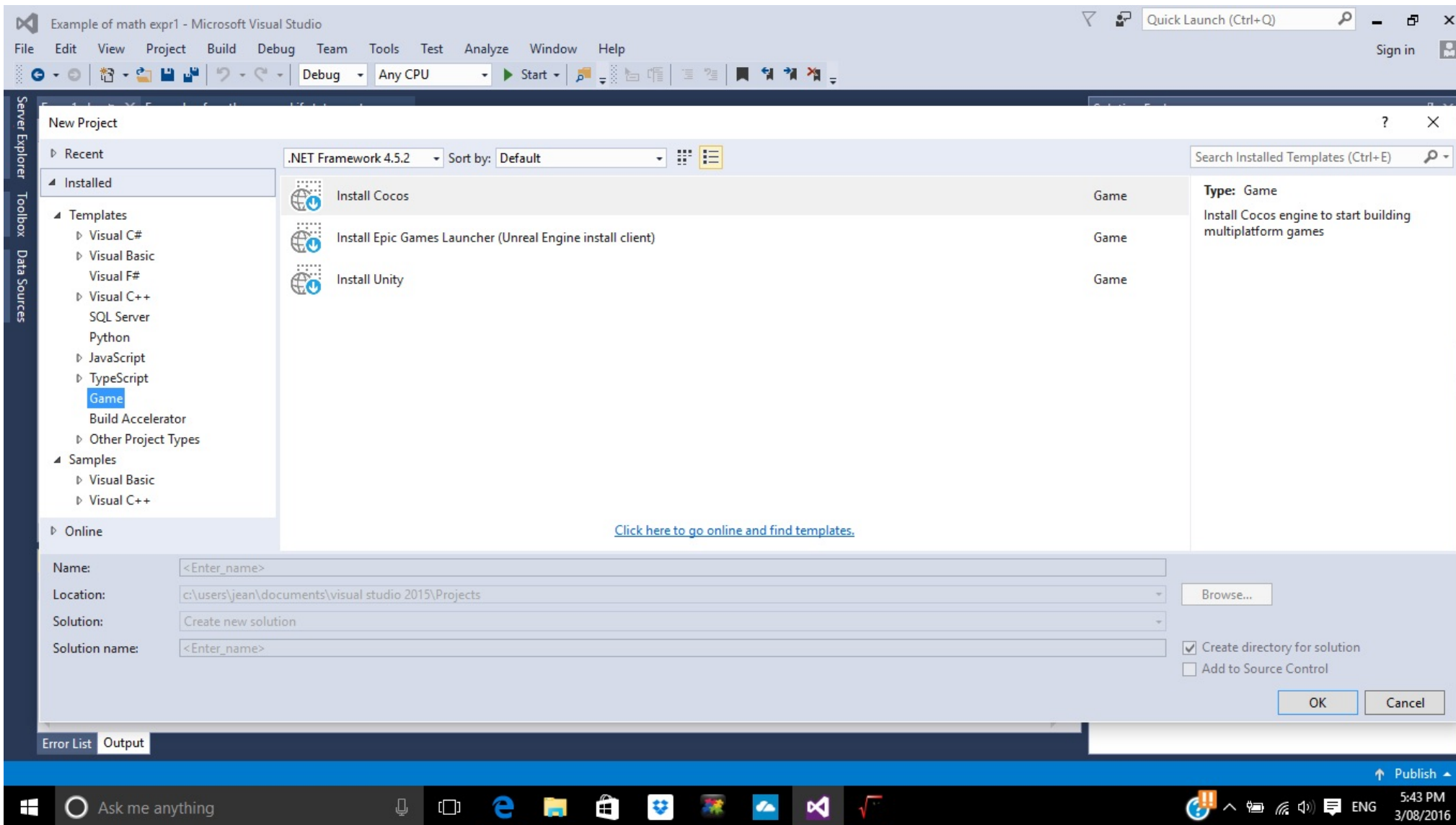
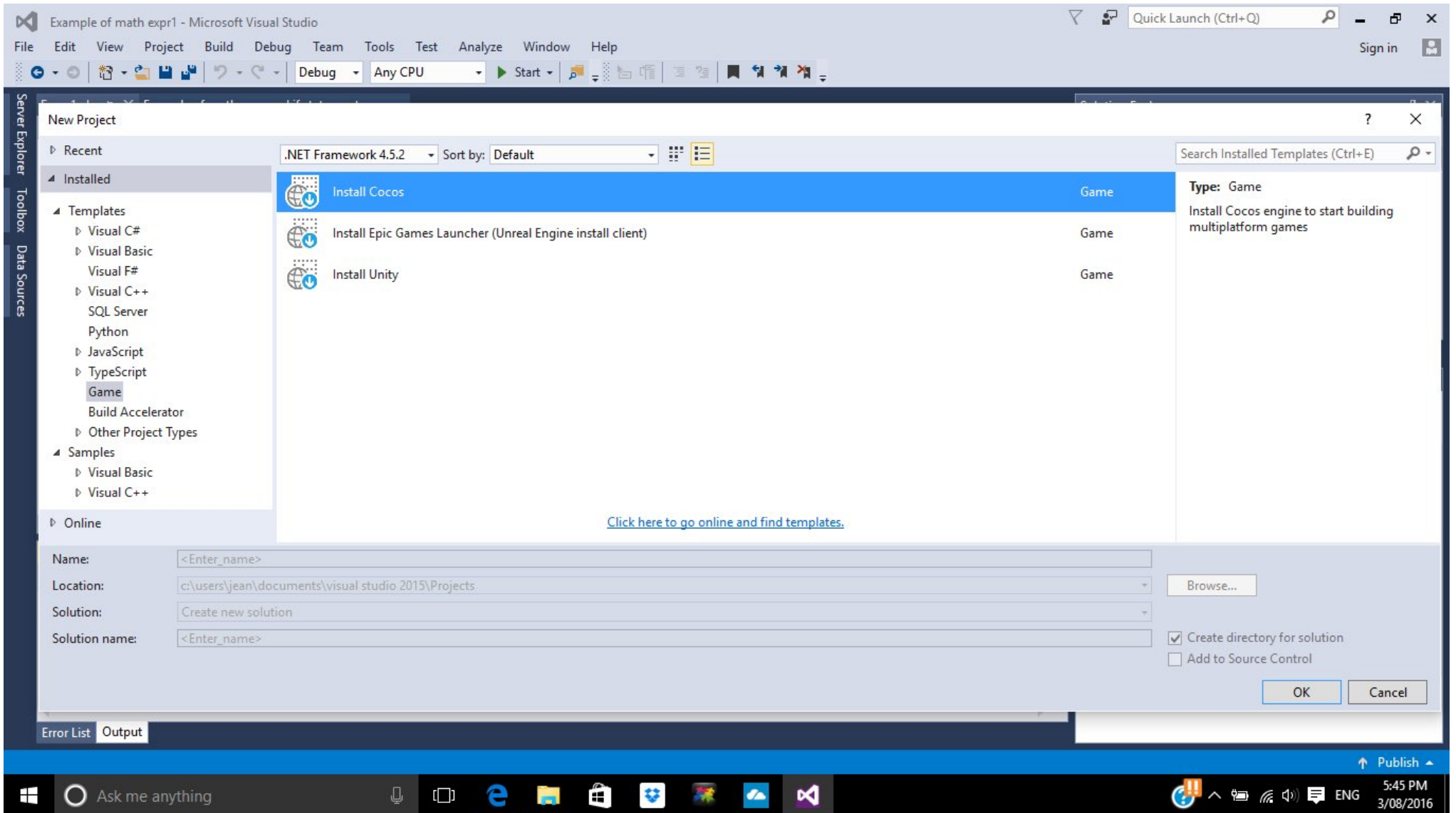
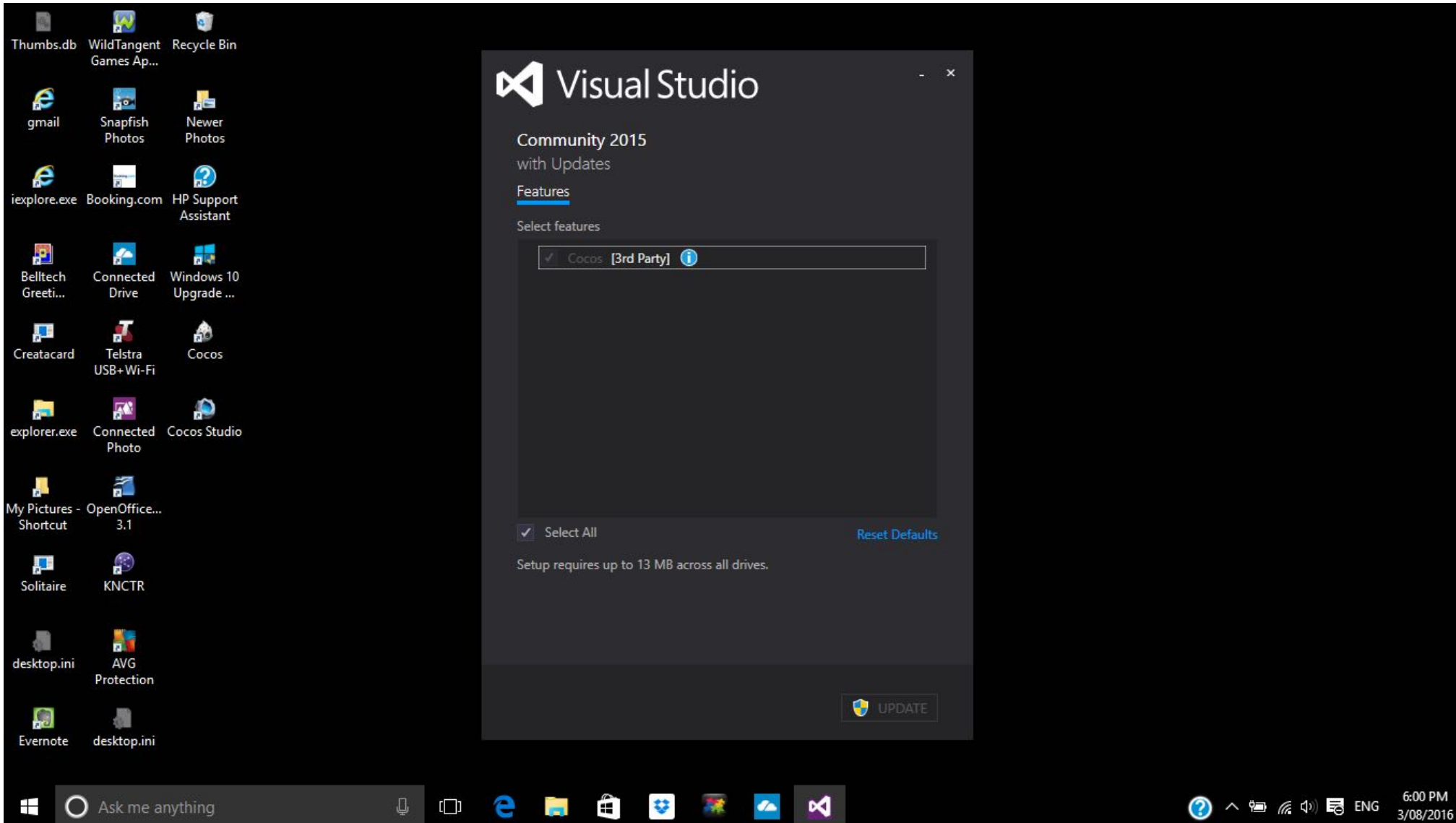
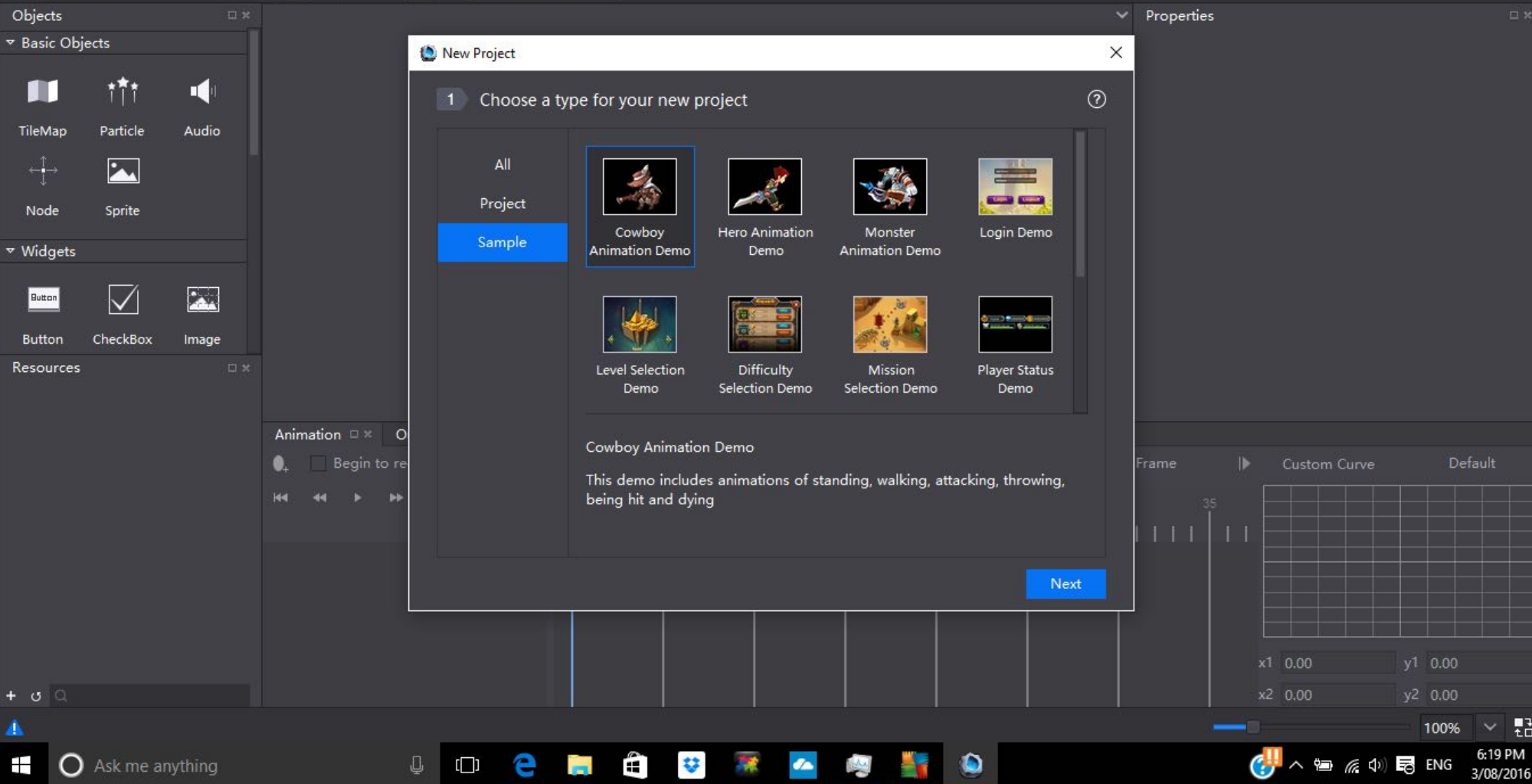
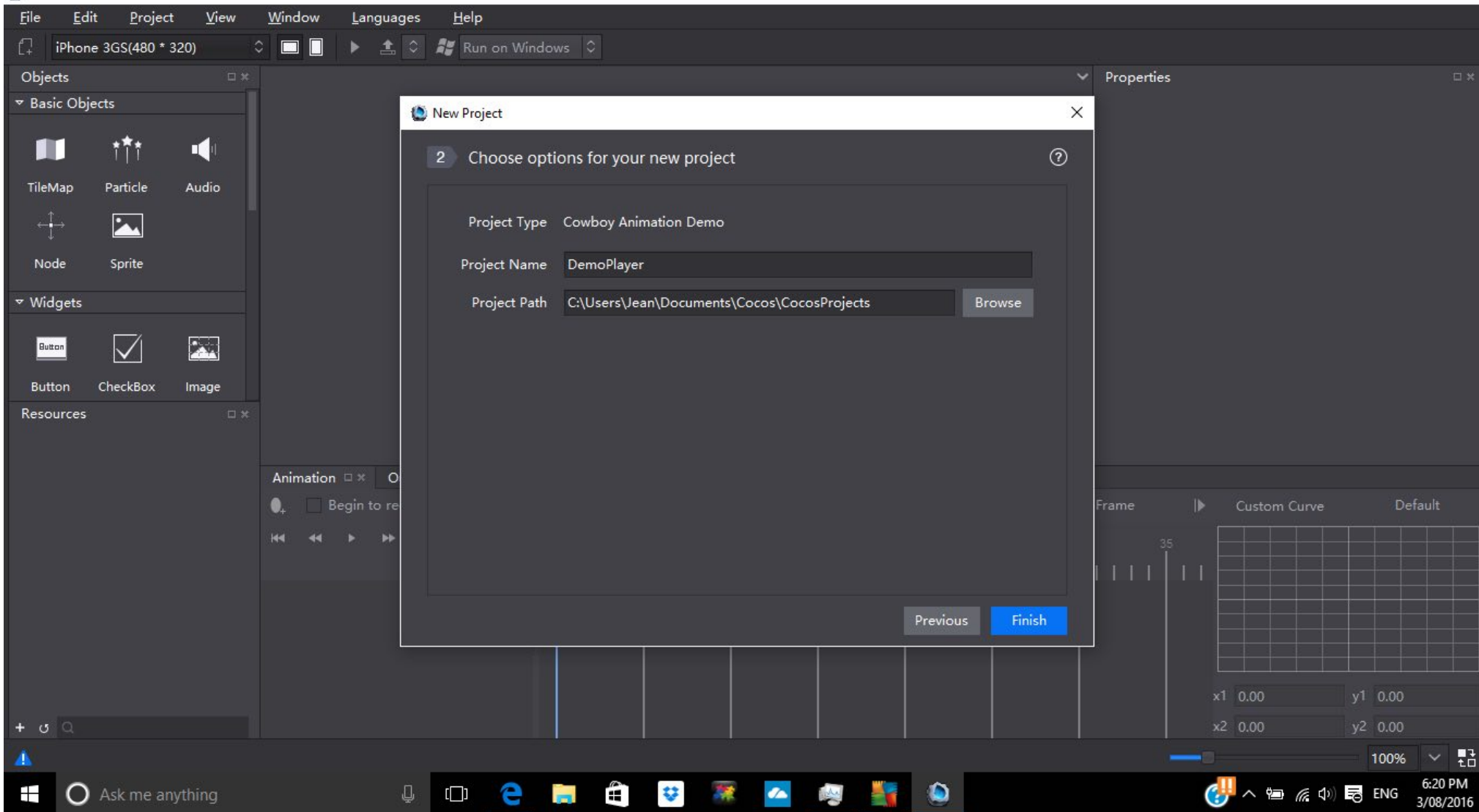












File Edit Project View Window Languages Help

iPhone 4/4S(960 * 640) Run on Windows

Objects DemoPlayer.x

Basic Objects

- TileMap
- Particle
- Audio
- Node
- Sprite

Widgets

- Button
- CheckBox
- Image

Resources

- DemoPlayer2
 - testAnimationResource
 - 01.png
 - 25.png
 - BoilingFoam.plist
 - Comet.plist
 - DemoPlayer.csd
 - fire.plist
 - MainScene.csd
 - Stock_Draw_Circle.png

Properties

One-Key Configure

Download Cocos Framework v3.8.1 1 / 1

42.9 MB / 217.1 MB 2.50 MB/s 00:01:09

Pause

Animation Output

Begin to record frame Onion Skin Front 0 Frame Back 0 Frame Always Show this Frame

60 fps

-- ALL --

DemoPlayer

- Layer3
 - 01
 - Layer1
 - Comet.plist
 - Layer15

testAnimationResource/6

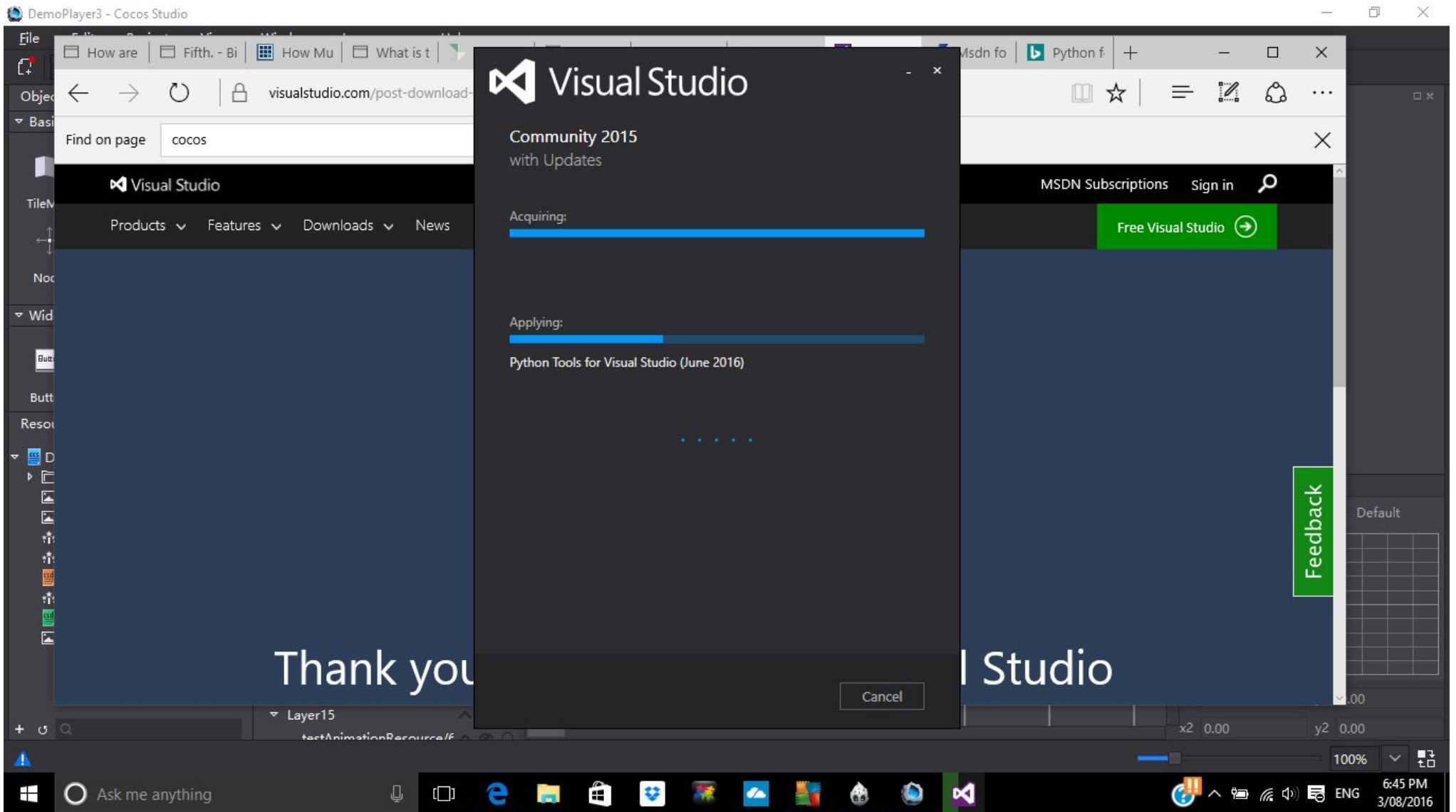
Custom Curve Default

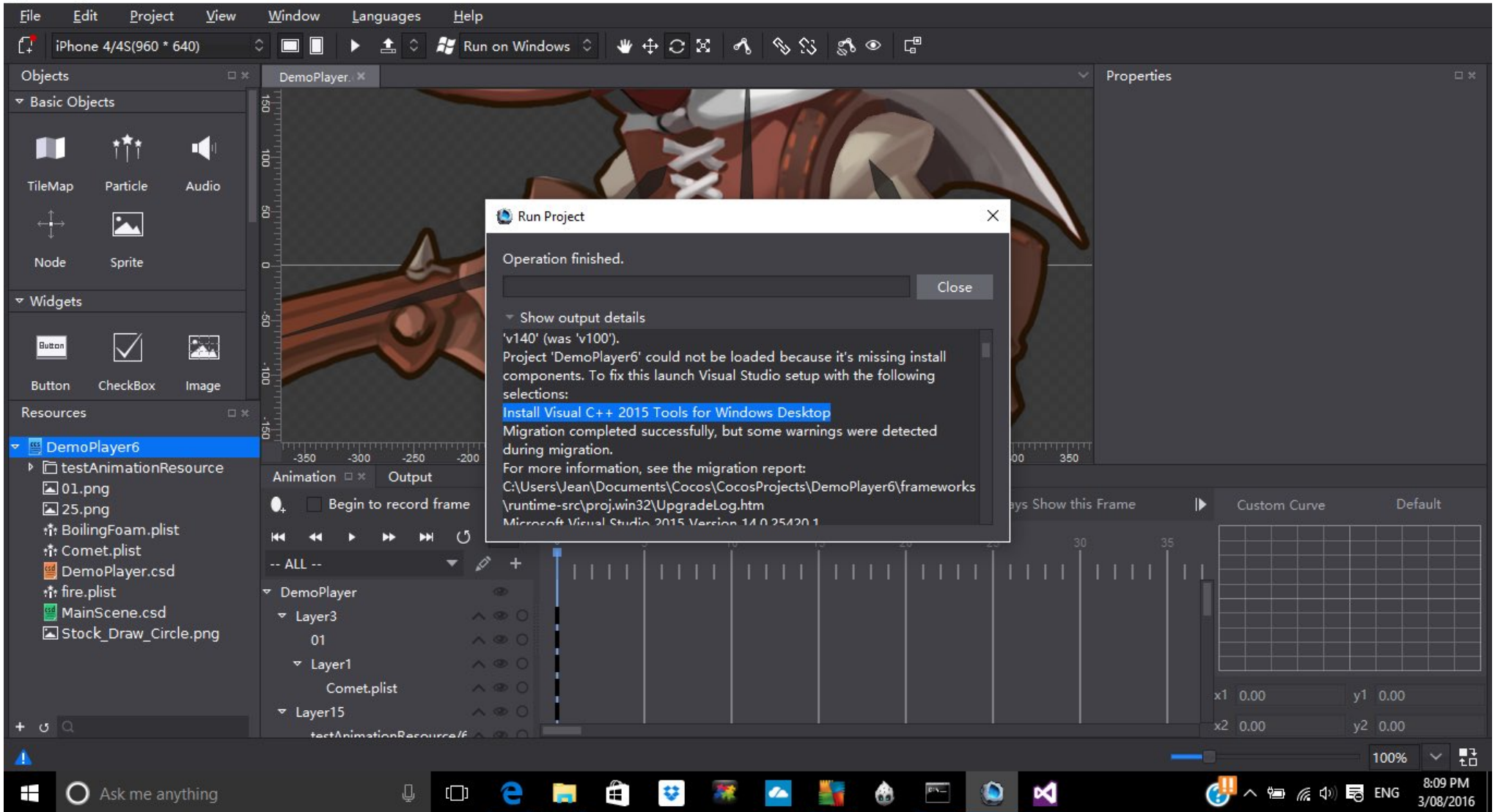
x1 0.00 y1 0.00

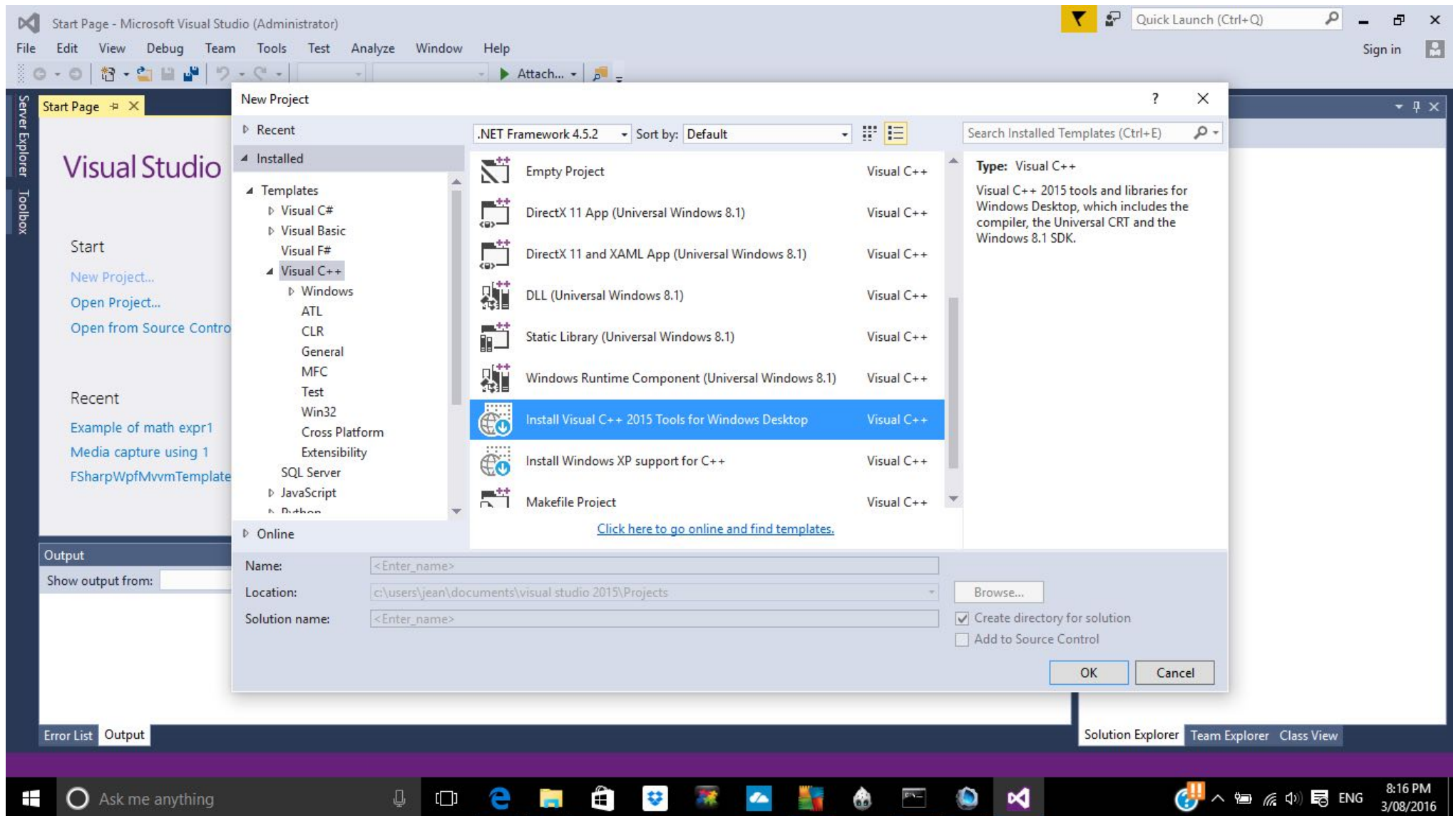
x2 0.00 y2 0.00

100%

6:31 PM 3/08/2016







Cocos Simulator (100%)

Objects

Basic

TileMa

Node

Widget

Button

Button

Resource

De

t

2

3

4

5

6

7

8

9

0

1

2

3

4

5

6

7

8

9

GL verts: 54
GL calls: 9
60.5 / 0.002



Properties

