

cocos2d / cocos2d-objc Watch 321 Star 4,030 Fork 1,297

Code Issues 176 Pull requests 22 Projects 0 Wiki Pulse Graphs

Cocos2d for iOS and OS X, built using Objective-C <http://www.cocos2d-objc.org>

8,329 commits 12 branches 32 releases 143 contributors MIT

Branch: v3.5.0 New pull request Find file Clone or download

s1ddok Merge pull request #1381 from danielgronlund/atlas-assets-fix Latest commit 623a76c on 22 May

| | | |
|--------------------------|--|---------------|
| Resources-Mac | Removing Kazmath | 3 years ago |
| Resources | Template changes | a year ago |
| UnitTests | Merged CCDirector headers | 7 months ago |
| cocos2d-ext | Strings.ccbLang files renamed to Strings.ccbLang | 6 months ago |
| cocos2d-tests.xcodeproj | Mac fixes | 7 months ago |
| cocos2d-ui-tests | SpriteBuilderTranslations renamed to CocosBuidlerTranslations | 6 months ago |
| cocos2d-ui | Merge pull request #1372 from oxeron/develop-v3.5-ext | 6 months ago |
| cocos2d.xcodeproj | Merged CCDirector headers | 7 months ago |
| cocos2d | Fixes issue that caused graphics loading to fail when only using @1x ... | 4 months ago |
| cocos2dMacFramework | Updates for Xcode 7.1 | 10 months ago |
| cocos2dMacFrameworkTests | Fixes for AppStore | 2 years ago |
| external | - updated chipmunk submodule | 11 months ago |
| tests | Removing Kazmath | 3 years ago |
| tools | Update project name in docs | 2 years ago |
| .gitattributes | Added .gitattributes | a year ago |
| .gitignore | no message | a year ago |
| .gitmodules | SSZipArchive pointing to SB repo fork again. | 2 years ago |

https://github.com/cocos2d/cocos2d-objc

Personal Open source Business Explore Pricing Blog Support This repository Search Sign in Sign up

cocos2d / cocos2d-objc Watch 321 Star 4,030 Fork 1,237

Code Issues 178 Pull requests 22 Projects 0 Wiki Pulse Graphs

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8,329 commits 12 branches 32 releases 143 contributors MIT

Branch: v3.5.0 New pull request Find file Clone or download

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| AUTHORS | remove dummy files | 7 months ago |

```

.tiff signature.jpg
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.tiff simple_supervisor.jpg
Untitled 119.tiff Untitled 259
.tiff slide.jpg
Untitled 12.tiff Untitled 26.
tiff spec.txt
Untitled 120.tiff Untitled 260
.tiff todays_list.ksh
Untitled 121.tiff Untitled 261
.tiff todays_list.ksh_GETME
Untitled 122.tiff Untitled 262
.tiff transparent.xcf
Untitled 123.tiff Untitled 263
.tiff wc_index.html
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.tiff word_jumble-39of.jpg
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.tiff word_jumble-41of.jpg
Untitled 127.tiff Untitled 267
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.tiff word_jumble-43of.jpg
Untitled 129.tiff Untitled 269
.tiff word_jumble-44of.jpg
.tiff Untitled 27.
tiff y.gif
Untitled 130.tiff Untitled 270
.tiff y.xcf
Untitled 131.tiff Untitled 271
.tiff Untitled 272
.tiff
Users-MacBook-Pro-2:htdocs User Fri Sep 23 [19:15:35]$ ls ~/Document
s/c*
/Library/pgAgent/Documents/connection-min.js /Lib
rary/pgAgent/Documents/country_state.pdf
/Library/pgAgent/Documents/consultation-form-validation.php
Users-MacBook-Pro-2:htdocs User Fri Sep 23 [19:15:42]$ https://itune
s.apple.com/us/app/spritebuilder/id784912885?mt=12
-bash: https://itunes.apple.com/us/app/spritebuilder/id784912885?mt=
12: No such file or directory
Users-MacBook-Pro-2:htdocs User Fri Sep 23 [19:26:29]$ https://githu
b.com/cocos2d/cocos2d-objc/blob/v3.4/install.sh
-bash: https://github.com/cocos2d/cocos2d-objc/blob/v3.4/install.sh:
No such file or directory
Users-MacBook-Pro-2:htdocs User Fri Sep 23 [19:28:32]$

```

- Motion Streak
- Render To Texture
- Touch/Accelerometer on iOS
- Touch/Mouse/Keyboard on Mac
- Sound Engine support (CocosDenshion library) based on OpenAL
- Integrated Slow motion/Fast forward
- Fast textures: PVR compressed and uncompressed textures
- Point based: RetinaDisplay mode compatible
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- OpenGL ES 2.0 (iOS) / OpenGL 2.1 (Mac) based

Build Requirements

Mac OS X 10.6 (or newer), Xcode 4.2 (or newer)

Runtime Requirements

- iOS 6.0 or newer for iOS games
- Snow Leopard (v10.6) or newer for Mac games

Running Tests

1. Select the test you want from Xcode Scheme chooser
2. Then click on Xcode → Product → Run

Forum

- [Cocos2D-ObjC Forum](#)

Download from Github

```
s git clone --recursive https://github.com/cocos2d/cocos2d-objc.git
s cd cocos2d-objc
```



```

Untitled 101.tiff
Untitled 102.tiff
Untitled 103.tiff
Untitled 104.tiff
Untitled 105.tiff
Untitled 106.tiff
Untitled 107.tiff
Untitled 108.tiff
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Untitled 271.tiff
Untitled 272.tiff
index.html
index.php
index2.html
index3.html
index_oldway.html
indexaaa.html
indexnew.html
macbetha1s1.mp4
map_onclick.jpg
mysql-connector-java-5.1.25
nlg.jpg
pie_chart.php---GETME
signature.jpg
simple_supervisor.jpg
slide.jpg
spec.txt
todays_list.ksh
todays_list.ksh_GETME
transparent.xcf
wc_index.html
word_jumble-39of.jpg
word_jumble-40of.jpg
word_jumble-41of.jpg
word_jumble-42of.jpg
word_jumble-43of.jpg
word_jumble-44of.jpg
y.gif
y.xcf

```

```

Users-MacBook-Pro-2:htdocs User Fri Sep 23 [19:15:35]$ ls ~/Documents/c*
/Library/pgAgent/Documents/connection-min.js /Library/pgAgent/Documents/country_state.pdf
/Library/pgAgent/Documents/consultation-form-validation.php
Users-MacBook-Pro-2:htdocs User Fri Sep 23 [19:15:42]$ https://itunes.apple.com/us/app/spritebuilder/id784912885?mt=12
-bash: https://itunes.apple.com/us/app/spritebuilder/id784912885?mt=12: No such file or directory
Users-MacBook-Pro-2:htdocs User Fri Sep 23 [19:26:29]$ https://github.com/cocos2d/cocos2d-objc/blob/v3.4/install.sh
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Users-MacBook-Pro-2:htdocs User Fri Sep 23 [19:28:32]$ git clone --recursive https://github.com/cocos2d/cocos2d-objc.git
Cloning into 'cocos2d-objc'...
remote: Counting objects: 77832, done.
remote: Total 77832 (delta 0), reused 0 (delta 0), pack-reused 77832
Receiving objects: 100% (77832/77832), 47.48 MiB | 3.91 MiB/s, done.
Resolving deltas: 100% (56446/56446), done.
Checking connectivity... done.
Submodule 'external/Chipmunk' (https://github.com/slembcke/Chipmunk2D.git) registered for path 'external/Chipmunk'
Submodule 'external/ObjectAL' (https://github.com/spritebuilder/ObjectAL-for-Cocos2D.git) registered for path 'external/ObjectAL'
Submodule 'external/SSZipArchive' (https://github.com/spritebuilder/ssziparchive.git) registered for path 'external/SSZipArchive'
Cloning into 'external/Chipmunk'...

```

https://github.com/cocos2c

- Motion Sreak
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- Sound Engine support (CocosDenshion library) based on OpenAL
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Forum

- Cocos2D-ObjC Forum

Download from Github

```
$ git clone --recursive https://github.com/cocos2d/cocos2d-objc.git  
$ cd cocos2d-objc
```

```
registered for path 'external/SSZipArchive'  
Cloning into 'external/Chipmunk'...  
remote: Counting objects: 10756, done.  
remote: Total 10756 (delta 0), reused 0 (delta 0), pack-reused 10756  
Receiving objects: 100% (10756/10756), 5.54 MiB | 1.80 MiB/s, done.  
Resolving deltas: 100% (6438/6438), done.  
Checking connectivity... done.  
Submodule path 'external/Chipmunk': checked out '1db9dfce4040df0b5e0050863d7b5879f1e98ff3'  
Cloning into 'external/ObjectAL'...  
remote: Counting objects: 5526, done.  
remote: Total 5526 (delta 0), reused 0 (delta 0), pack-reused 5526  
Receiving objects: 100% (5526/5526), 12.62 MiB | 2.80 MiB/s, done.  
Resolving deltas: 100% (3903/3903), done.  
Checking connectivity... done.  
Submodule path 'external/ObjectAL': checked out '9cc7bdce6f303c1e6a595b25a2ebc8c814e597ec'  
Submodule 'external/ogg' (https://github.com/spritebuilder/ogg.git) registered for path 'external/ogg'  
Submodule 'external/tremor' (https://github.com/spritebuilder/tremor.git) registered for path 'external/tremor'  
Cloning into 'external/ogg'...  
remote: Counting objects: 2708, done.  
remote: Compressing objects: 100% (716/716), done.  
remote: Total 2708 (delta 1948), reused 2708 (delta 1948), pack-reused 0  
Receiving objects: 100% (2708/2708), 715.38 KiB | 289.00 KiB/s, done.  
Resolving deltas: 100% (1948/1948), done.  
Checking connectivity... done.  
Submodule path 'external/ObjectAL/external/ogg': checked out '617fc9558e2929ce3664c5873bfcc9909ec0c4b9'  
Cloning into 'external/tremor'...  
remote: Counting objects: 1146, done.  
remote: Compressing objects: 100% (355/355), done.  
remote: Total 1146 (delta 746), reused 1146 (delta 746), pack-reused 0  
Receiving objects: 100% (1146/1146), 652.17 KiB | 286.00 KiB/s, done.  
Resolving deltas: 100% (746/746), done.  
Checking connectivity... done.  
Submodule path 'external/ObjectAL/external/tremor': checked out 'b29be765842cc5c535a276fa9a85738385c8b975'  
Cloning into 'external/SSZipArchive'...  
remote: Counting objects: 590, done.  
remote: Total 590 (delta 0), reused 0 (delta 0), pack-reused 590  
Receiving objects: 100% (590/590), 298.60 KiB | 272.00 KiB/s, done.  
Resolving deltas: 100% (280/280), done.  
Checking connectivity... done.  
Submodule path 'external/SSZipArchive': checked out 'd1b5810d2cd1fd249dc1b766f0660ba0d417b413'  
Users-MacBook-Pro-2:htdocs User Fri Sep 26 19:38:03$ cd cocos2d-objc  
Users-MacBook-Pro-2:cocos2d-objc User Fri Sep 26 19:38:03$
```


| Name | Date Modified | Size | Kind |
|-----------------------------------|---------------|-----------|----------------|
| AUTHORS | Today 7:36 pm | 39 KB | TextEd...ument |
| ▶ cocos2d | Today 9:11 pm | -- | Folder |
| ▶ cocos2d_copy.xcodeproj | Today 7:36 pm | 235 KB | Xcode Project |
| ▶ cocos2d-ext | Today 7:36 pm | -- | Folder |
| cocos2d-tests copy.xcodeproj | Today 7:36 pm | 237 KB | Xcode Project |
| cocos2d-tests-ios copy-Info.plist | Today 7:36 pm | 2 KB | property list |
| cocos2d-tests.xcodeproj | Today 7:36 pm | 237 KB | Xcode Project |
| ▶ cocos2d-ui | Today 7:36 pm | -- | Folder |
| ▶ cocos2d-ui-tests | Today 7:53 pm | -- | Folder |
| cocos2d.xcodeproj | Today 7:36 pm | 207 KB | Xcode Project |
| ▶ cocos2dMacFramework | Today 7:36 pm | -- | Folder |
| ▶ cocos2dMacFrameworkTests | Today 7:36 pm | -- | Folder |
| DONORS | Today 7:36 pm | 5 KB | TextEd...ument |
| doxygen.config | Today 7:36 pm | 65 KB | Visual...ument |
| doxygen.footer | Today 7:36 pm | 657 bytes | Document |
| ▶ external | Today 7:36 pm | -- | Folder |
| ▶ icon.png | Today 7:36 pm | 6 KB | PNG image |
| LICENSE_artwork.txt | Today 7:36 pm | 2 KB | text |
| LICENSE_CCBReader.txt | Today 7:36 pm | 1 KB | text |
| LICENSE_Chipmunk.txt | Today 7:36 pm | 1 KB | text |
| LICENSE_cocos2d.txt | Today 7:36 pm | 1 KB | text |
| LICENSE_CocosDenshion.txt | Today 7:36 pm | 1 KB | text |
| README.md | Today 7:36 pm | 3 KB | Markdown |
| ▶ Resources | Today 7:36 pm | -- | Folder |
| ▶ Resources-Mac | Today 7:36 pm | -- | Folder |
| ▶ tests | Today 7:36 pm | -- | Folder |
| ▶ tools | Today 7:36 pm | -- | Folder |
| ▶ UnitTests | Today 7:36 pm | -- | Folder |

- Open
- Open With
- Show Package Contents
- Move to Trash
- Get Info
- Compress "cocos2d_copy.xcodeproj"
- Burn "cocos2d_copy.xcodeproj" to Disc...
- Duplicate
- Make Alias
- Quick Look "cocos2d_copy.xcodeproj"
- Share
- Copied "cocos2d_copy.xcodeproj"
- Show View Options
- Tags...
 - ● ● ● ● ● ●
- Scan with Avast Mac Security
- Open File in TextWrangler
- Reveal in Finder

No Selection

- cocos2d copy
5 targets, multiple platforms
 - LICENSE_cocos2d.txt
 - LICENSE_artwork.txt
 - LICENSE_Chipmunk.txt
 - LICENSE_CocosDenshion.txt
 - LICENSE_CCBReader.txt
 - README.md
 - AUTHORS
 - DONORS
 - cocos2d
 - Base Nodes
 - Layouts
 - Draw Nodes
 - Label Nodes
 - Sprite & Animation Nodes
 - Touch & Mouse Handling
 - Scenes, Transitions Nodes
 - Misc Nodes
 - Actions
 - Textures
 - Support
 - Rendering
 - Platforms
 - iOS
 - Mac
 - CCGL.h
 - CCNS.h
 - cocos2d.h
 - cocos2d.m
 - ccFPSImages.h
 - ccFPSImages.m
 - ccConfig.h
 - CCDirector.h
 - CCDirector.m
 - ccMacros.h
 - ccTypes.h

No Editor

No Selection

Object - Provides an instance of an NSObject subclass that is not available in Interface Builder.

View Controller - A controller that manages a view, typically loaded from a nib file.

Window Controller - A controller that manages a window

- cocos2d-mac
 - 1 issue
 - ZipUtils.m
 - Value Conversion Issue
 - Implicit conversion loses integer precision: 'long' to 'int'
- cocos2d-tests-mac
 - 2 issues
 - CCTextureCacheTest.m
 - Semantic Issue
 - Auto property synthesis will not synthesize property 'texture'; it wil...
 - Apple Mach-O Linker (ld) Warning
 - Directory not found for option '-L/ Applications/MAMP/htdocs/cocos2d...

Identity

Application Category: None

Bundle Identifier: com.yourcompany.cocos2d-tests-mac

Version: 1.0

Build: 1

Signing:

- Mac App Store
- Developer ID
- None

Team: None

Deployment Info

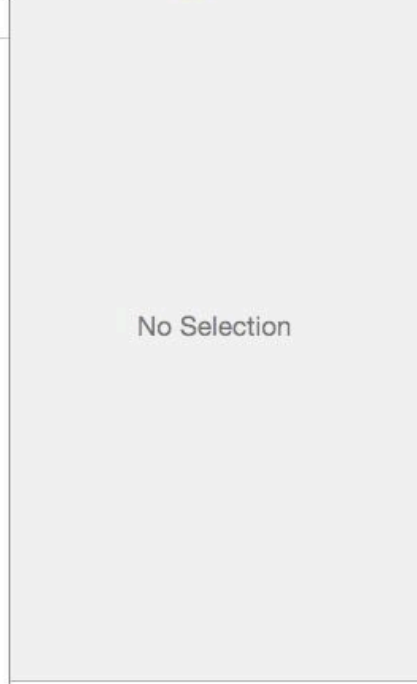
Deployment Target: 10.8

Main Interface: MainMenu

App Icons

Source: Use Asset Catalog

Embedded Binaries



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```

CCGraphicsBufferBindingsGL
cocos2d: CCRenderCommandDrawClass:
CCRenderCommandDrawGL
2016-09-23 21:20:47.277 cocos2d-tests-
mac[40094:369531] cocos2d: startAnimation
  
```


By File By Type

- cocos2d-mac 1 issue
 - ZipUtils.m
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 - Directory not found for option '-L/ Applications/MAMP/htdocs/cocos2d...

cocos2d-tests copy

General Capabilities Info Build Settings Build Phases Build Rules

Identity

Application Category: None

Bundle Identifier: com.yourcompany.cocos2d-tests-mac

Version: 1.0

Build: 1

Signing: Mac App Store

```
cocos2d: Cocos2D-ObjC version 3.5.0
cocos2d: Director's thread: Main thread
cocos2d: compiled with Profiling Support: NO
cocos2d: OS version: Version 10.10.3 (Build 14D136) (0x000a0300)
cocos2d: 64 bit runtime
cocos2d: Multi-threaded rendering: 0
cocos2d: OpenGL Rendering enabled.cocos2d:
GL_VENDOR: Intel Inc.
cocos2d: GL_RENDERER: Intel HD Graphics 3000
OpenGL Engine
cocos2d: GL_VERSION: 2.1 INTEL-10.0.31
cocos2d: GLSL_VERSION: 1.20
cocos2d: GL_MAX_TEXTURE_SIZE: 8192
cocos2d: GL_MAX_TEXTURE_UNITS: 16
cocos2d: GL_MAX_SAMPLES: 4
cocos2d: GL supports PVRTC: NO
cocos2d: GL supports BGRA8888 textures: YES
cocos2d: GL supports NPOT textures: YES
cocos2d: GL supports discard_framebuffer: NO
cocos2d: GL supports shareable VA0: YES
cocos2d: CCGraphicsBufferClass:
CCGraphicsBufferGLBasic
cocos2d: CCGraphicsBufferBindingsClass:
CCGraphicsBufferBindingsGL
cocos2d: CCRenderCommandDrawClass:
CCRenderCommandDrawGL
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cocos2d-tests copy
4 targets, multiple platforms

- cocos2d.xcodeproj
5 targets, multiple platforms
 - LICENSE_cocos2d.txt
 - LICENSE_artwork.txt
 - LICENSE_Chipmunk.txt
 - LICENSE_CocosDenshion.txt
 - LICENSE_CCBReader.txt
 - README.md
 - AUTHORS
 - DONORS
- cocos2d
- cocos2d-external
- cocos2d-support
 - CCBMFontTest
 - CCCacheTest
 - CCLabelTTFTest
 - CCLayoutTest
 - CCRenderertest
 - CCSchedulerTest
 - CCScrollViewTest
 - CCSpriteTest
- UnitTests
- Supporting Files
- Package

Identity

Application Category: None

Bundle Identifier: com.yourcompany.cocos2d-tests-mac

Version: 1.0

Build: 1

Signing: Mac App Store

Cocos2d Tests

- CCBMFontTest
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- CCRenderertest
- CCSchedulerTest
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```
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cocos2d: OpenGL Rendering enabled.cocos2d:
GL_VENDOR: Intel Inc.
cocos2d: GL_RENDERER: Intel HD Graphics 3000
OpenGL Engine
cocos2d: GL_VERSION: 2.1 INTEL-10.0.31
cocos2d: GLSL_VERSION: 1.20
cocos2d: GL_MAX_TEXTURE_SIZE: 8192
cocos2d: GL_MAX_TEXTURE_UNITS: 16
cocos2d: GL_MAX_SAMPLES: 4
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cocos2d: CCGraphicsBufferClass:
CCGraphicsBufferGLBasic
cocos2d: CCGraphicsBufferBindingsClass:
CCGraphicsBufferBindingsGL
cocos2d: CCRenderCommandDrawClass:
CCRenderCommandDrawGL
2016-09-23 21:23:58.652 cocos2d-tests-mac[40226:370876] cocos2d: startAnimation
```

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- cocos2d
- cocos2d-external
- cocos2d-support
- Framework
- Products
- CCRenderers
- UnitTests
 - CCAnimat
 - CCEffect
 - CCFileUt
 - CCNode
 - CCPhysi
 - CCSched
 - CCMemc
 - CCRender
 - CCRead
 - CCTextu
 - Supporti
 - Package

Identity

Application Category: None

Bundle Identifier: com.yourcompany.cocos2d-tests-mac

Version: 1.0

Build: 1

Signing: Mac App Store

cocos2d-ui-tests-osx

CCLabelITFTTest

Test alignment and fonts (click next a bunch of times)

Roboto Slab

alignment left alignment center alignment right

16
0.018
29.5

```
cocos2d: Cocos2D-ObjC version 3.5.0
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cocos2d: 64 bit runtime
cocos2d: Multi-threaded rendering: 0
cocos2d: OpenGL Rendering enabled.cocos2d:
GL_VENDOR: Intel Inc.
cocos2d: GL_RENDERER: Intel HD Graphics 3000
OpenGL Engine
cocos2d: GL_VERSION: 2.1 INTEL-10.0.31
cocos2d: GLSL_VERSION: 1.20
cocos2d: GL_MAX_TEXTURE_SIZE: 8192
cocos2d: GL_MAX_TEXTURE_UNITS: 16
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cocos2d: GL supports PVRTC: NO
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cocos2d: GL supports shareable VAO: YES
cocos2d: CCGraphicsBufferClass:
CCGraphicsBufferGLBasic
cocos2d: CCGraphicsBufferBindingsClass:
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cocos2d: CCRenderCommandDrawClass:
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2016-09-23 21:23:58.652 cocos2d-tests-mac[40226:370876] cocos2d: startAnimation
```

No Selection

Object - Provides an instance of an NSObject subclass that is not available in Interface Builder.

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cocos2d-tests copy
4 targets, multiple platforms

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 - Package

Identity

Application Category: None

Bundle Identifier: com.yourcompany.cocos2d-tests-mac

Version: 1.0

Build: 1

Signing: Mac App Store

cocos2d-ui-tests-osx

CCBMFontTest

Test bitmap fonts. (din.fnt)

0123456789

0 1 2
0 3 0
5 2 . 3

```
cocos2d: Cocos2D-ObjC version 3.5.0
cocos2d: Director's thread: Main thread
cocos2d: compiled with Profiling Support: NO
cocos2d: OS version: Version 10.10.3 (Build 14D136) (0x000a0300)
cocos2d: 64 bit runtime
cocos2d: Multi-threaded rendering: 0
cocos2d: OpenGL Rendering enabled.cocos2d:
GL_VENDOR: Intel Inc.
cocos2d: GL_RENDERER: Intel HD Graphics 3000
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Identity

Application Category: None

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Version: 1.0


Build: 1

Signing: Mac App Store

cocos2d-ui-tests-osx

CCSchedulerTest

All motion should stop when paused (1)



Pause

13
0.036
39.6

```

2016-09-23 21:26:15.429 cocos2d-tests-mac[40226:370876] Before
2016-09-23 21:26:16.437 cocos2d-tests-mac[40226:370876] After
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2016-09-23 21:26:18.636 cocos2d-tests-mac[40226:370876] Before
2016-09-23 21:26:19.795 cocos2d-tests-mac[40226:370876] After
2016-09-23 21:26:21.760 cocos2d-tests-mac[40226:370876] After
2016-09-23 21:26:21.760 cocos2d-tests-mac[40226:370876] Before
2016-09-23 21:26:22.767 cocos2d-tests-mac[40226:370876] After
2016-09-23 21:26:23.758 cocos2d-tests-mac[40226:370876] After
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Identity

Application Category: None

Bundle Identifier: com.yourcompany.cocos2d-tests-mac

Version: 1.0

Build: 1

Signing: Mac App Store

cocos2d-tests-mac

cocos2d-ui-tests-osx

CCScrollViewTest

Basic Scrolling - Pan the content layer by dragging it around.

(0,0)

13
0 0 11
39.6

No Selection

```
2016-09-23 21:26:15.429 cocos2d-tests-mac[40226:370876] Before
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 - CCMemo
 - CCRend
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 - Supporti
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Identity

Application Category: None

Bundle Identifier: com.yourcompany.cocos2d-tests-mac

Version: 1.0

Build: 1

Signing: Mac App Store

cocos2d-ui-tests-osx

CCSliderTest

Tests a slider.

13
0008
59.8

```

2016-09-23 21:26:15.429 cocos2d-tests-mac[40226:370876] Before
2016-09-23 21:26:16.437 cocos2d-tests-mac[40226:370876] After
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```

All Output

No Selection

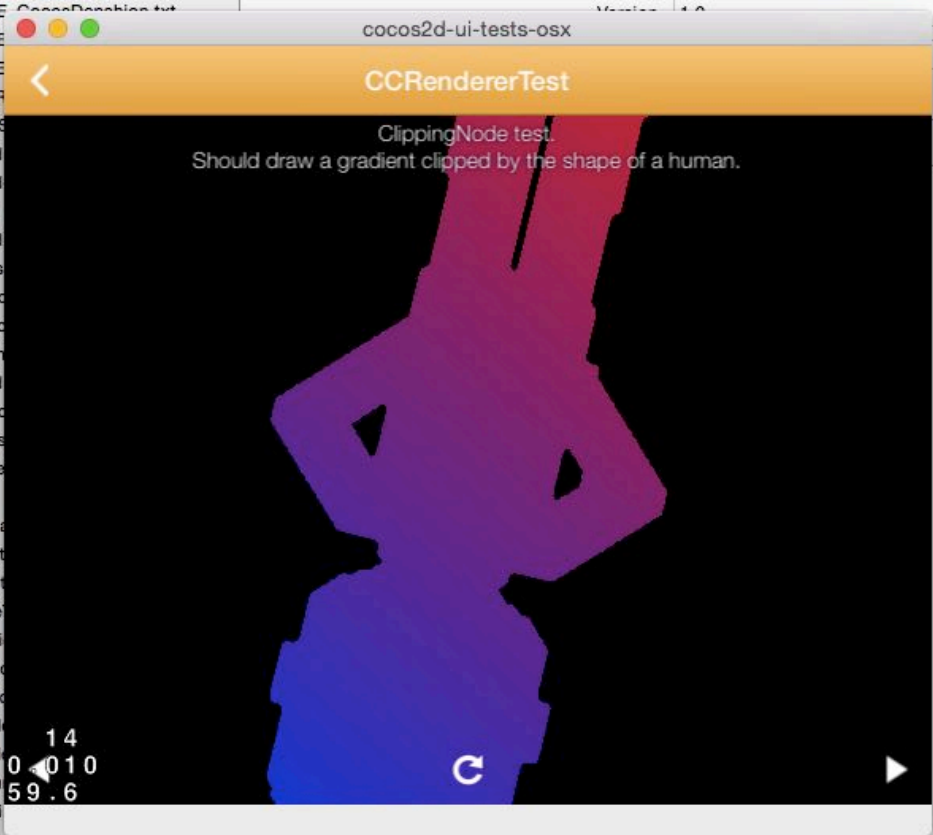
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Identity

Application Category: None

Bundle Identifier: com.yourcompany.cocos2d-tests-mac



```

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2016-09-23 21:26:29.922 cocos2d-tests-mac[40226:370876] After
2016-09-23 21:26:32.173 cocos2d-tests-mac[40226:370876] After
2016-09-23 21:26:32.173 cocos2d-tests-mac[40226:370876] Before
2016-09-23 21:26:33.163 cocos2d-tests-mac[40226:370876] After
2016-09-23 21:26:34.154 cocos2d-tests-mac[40226:370876] After
2016-09-23 21:26:34.154 cocos2d-tests-mac[40226:370876] Before
2016-09-23 21:26:35.162 cocos2d-tests-mac[40226:370876] After
2016-09-23 21:28:01.680 cocos2d-tests-mac[40226:370876] Value changed: 0.241279
2016-09-23 21:28:03.197 cocos2d-tests-mac[40226:370876] Value changed: 0.422756
2016-09-23 21:28:26.287 cocos2d-tests-mac[40226:370876] Value changed: 0.549039
  
```

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 - CCRender
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Identity

Application Category: None

Bundle Identifier: com.yourcompany.cocos2d-tests-mac

CCCacheTest

Cache Test

[Step test]

12
0 0 10
59 . 4

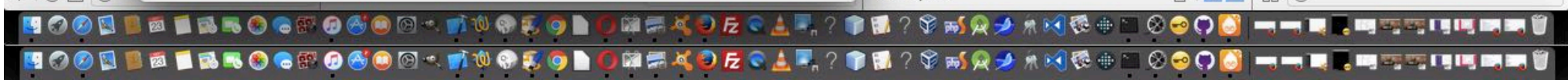
```

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cocos2d-tests copy

cocos2d-tests-mac General Capabilities Info Build Settings Build Phases Build Rules

Identity

Application Category: None

Bundle Identifier: com.yourcompany.cocos2d-tests-mac

Version: 1.0

Build: 1

Signing: Mac App Store

No Selection

```

detected at CCRenderStateGLTransition 300
OpenGL error GL_INVALID_FRAMEBUFFER_OPERATION
detected at CCRenderStateGLTransition 300
OpenGL error GL_INVALID_FRAMEBUFFER_OPERATION
detected at CCRENDERER_DEBUG_CHECK_ERRORS 88
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