

Cocos2d Cheat Sheet by Marin Todorov

Scenes

```
[[CCDirector sharedDirector] replaceScene:  
[NextScene scene]]
```

```
pushScene: popScene:
```

Transitions

```
[CCTransitionCrossFade transitionWithDuration:2.0  
scene:[NextScene scene]]
```

```
CCTransitionFade, CCTransitionFlipX,  
CCTransitionMoveInB, CCTransitionSplitCols ...
```

Layers

```
CCScene *scene = [CCScene node];  
MyLayer *layer = [MyLayer node];  
[scene addChild: layer];
```

Sprites

```
CCSprite *ball = [CCSprite spriteWithFile:@"1.png"];  
ball.position = ccp(100,100);  
[self addChild:ball z:10]; // (self : CCLayer)  
anchorPoint, color, flipX, flipY, opacity, parent,  
rotation, scale, userObject, visible, zOrder
```

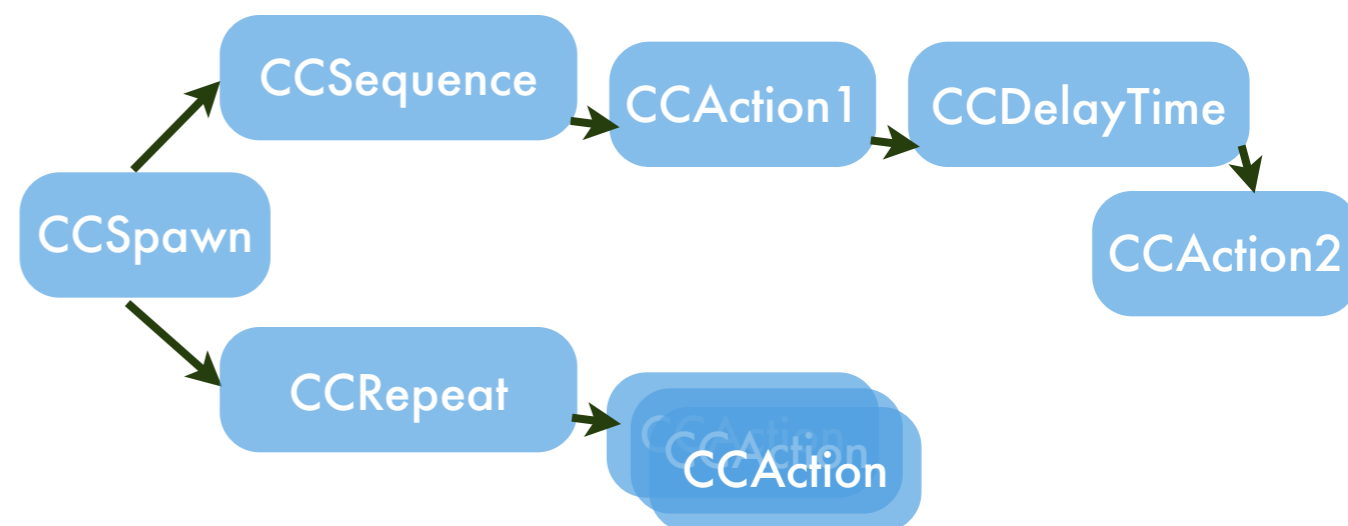
Actions

```
[ball runAction:
```

```
[CCMoveTo actionWithDuration:4.0  
position:ccp(200, 50)]]
```

```
CCMoveBy, CCRotateBy, CCBlink, CCJump,  
CCCallBlock, CCCallFunc, CCFadeIn, CCFadeOut
```

Composite actions



Frame animation

```
id animation = [CCAnimation animationWithSpriteFrames:  
@[[[CCSprite spriteWithFile:@"walk1.png"] displayedFrame],  
[[CCSprite spriteWithFile:@"walk2.png"] displayedFrame]] delay:0.1];
```

```
[sprite runAction: [CCAnimate actionWithAnimation: animation]];
```

www.touch-code-magazine.com/cocos2d101