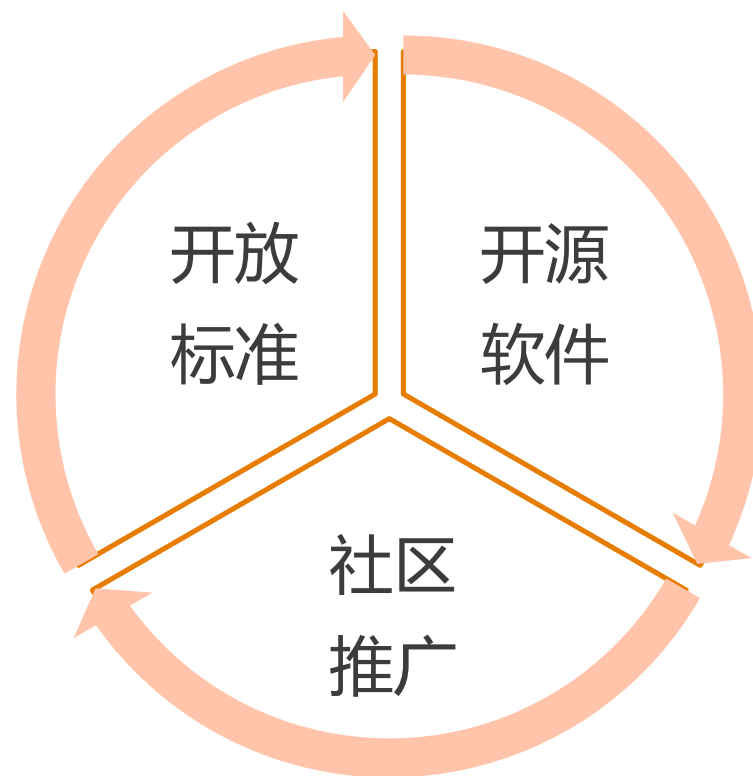


Windows 平台 跨设备开发之新体验

蔡明峰 资深项目经理
微软开放技术（中国）

mcai@microsoft.com

关于微软开放技术



社区贡献与合作

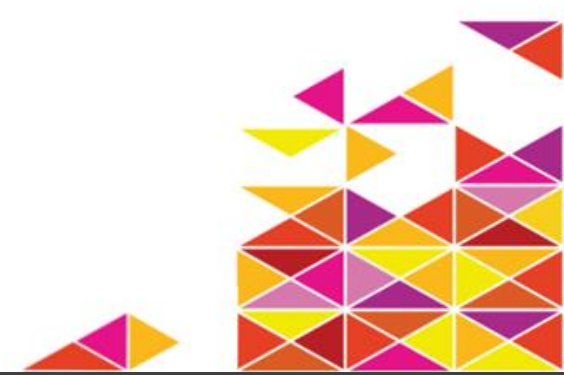
微软开放技术对 Cocos2d-x 游戏引擎的贡献

	2.2.5	3.x
Windows 8.0	😊	🚫
Windows 8.1	😊	😊
Windows Phone 8.0	😊	😊
Windows Phone 8.1	😊	😊

开源项目 (Github)

<https://github.com/cocos2d/cocos2d-x>

<https://github.com/Microsoft/cocos2d-x>



社区贡献与合作

2013
09.05

发布 Cocos2d-x 对 Windows RT 的支持

2013
09.27

实现移植 Cocos2d-x 游戏至 Windows 8 和 Windows Phone 8 的支持

2014
03.12

完成 Cocos2d-x 2.2 主要性能的提升

2014
03.27

发布 Cocos2d-x 3.0 的支持

2014
06.10

添加微软广告平台控件



社区贡献与合作

2014
10.27

发布 Cocos2d-x 3.x 对 Windows Universal App 的支持

2014
11.14

发布 Cocos2d-x 2.2.5 对 Windows Universal App 的支持

2014
12.03

完成 Cocos2d-x 3.3 和 2.2.5 主要性能的提升

2015
02.02

发布 Cocos2d-x 3.4 对 Windows Universal App 的支持

2015
03.30

发布 Cocos2d-JS 对 Windows Universal App 的支持



32小时编程黑客松



战况激烈，斗志高昂



经验交流，热烈讨论



夜正年轻，不眠不休



巴西/智利，竞猜比分



小睡片刻，继续再战



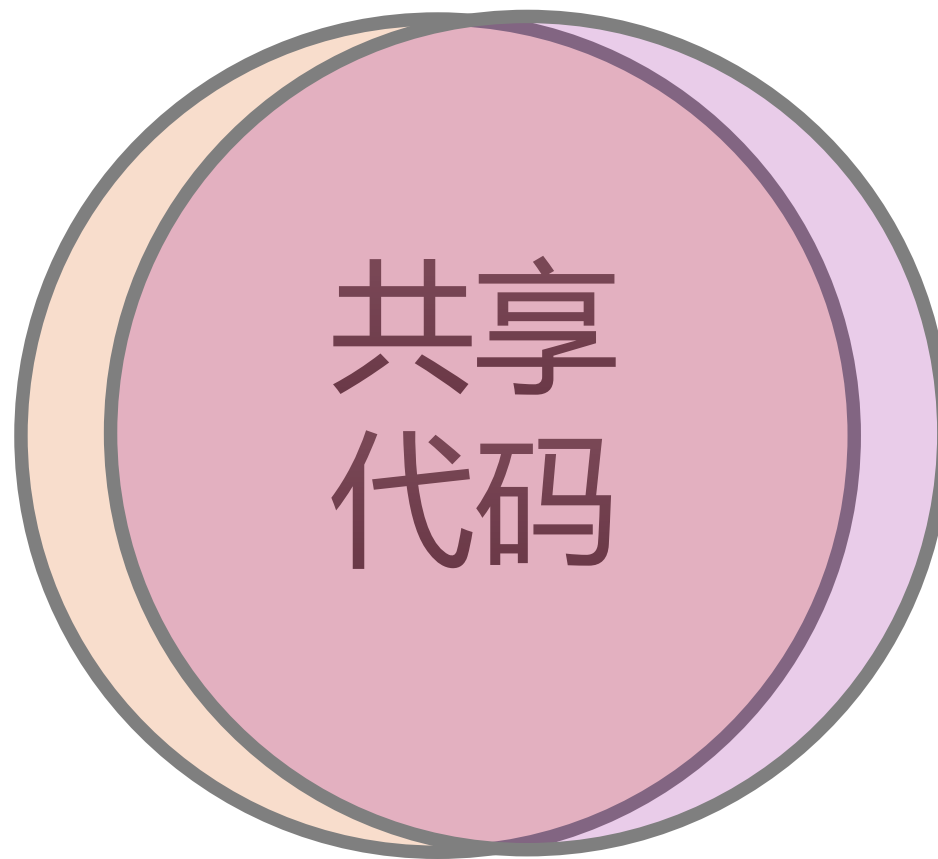
Universal App



Universal App



Windows Phone 8.1
应用



Windows 8.1
应用



Cocos2d-x

使用 Universal App 项目模板来创建 Windows 8.1 和 Windows Phone 8.1 应用的优势

- 用最新的 ANGLE 来完成 OpenGL 到 DirectX 的转换
- 没有 C# 代码了，都是 C++
- 两款应用使用相同的代码
- 两款应用都支持网络功能



Cocos2d-x

获取 Cocos2d-x 2.2.5 版 Universal App 项目

1. `git clone https://github.com/MSOpenTech/cocos2d-x.git`
2. `cd cocos2d-x`
3. `git checkout v2-universal`
4. `git submodule update --init`
5. `download-deps.py`
6. `cd tools\project-creator`
7. `create_project.py -project MyGame -package com.foo.bar -language cpp`
8. `cd projects\MyGame\proj-win8.1-universal` → 打开 MyGame.sln



Cocos2d-x

获取 Cocos2d-x 3.x 版 Universal App 项目

1. `git clone https://github.com/MSOpenTech/cocos2d-x.git`
2. `cd cocos2d-x`
3. `git checkout v3-stable`
4. `git submodule update --init`
5. `download-deps.py`
6. `setup.py` 然后重启命令行窗口
7. `cocos new MyGame -p com.bar.foo -l cpp -d projects`
8. `cd projects\MyGame\proj-win8.1-universal` → 打开 `MyGame.sln`

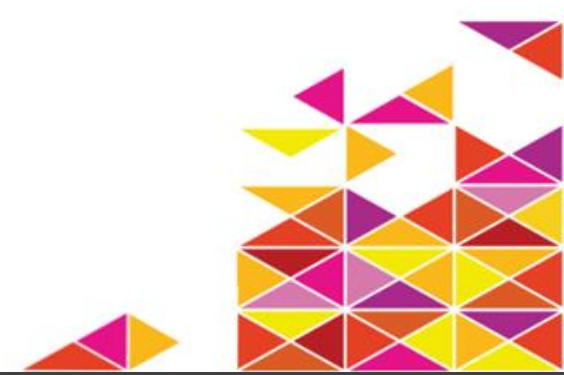
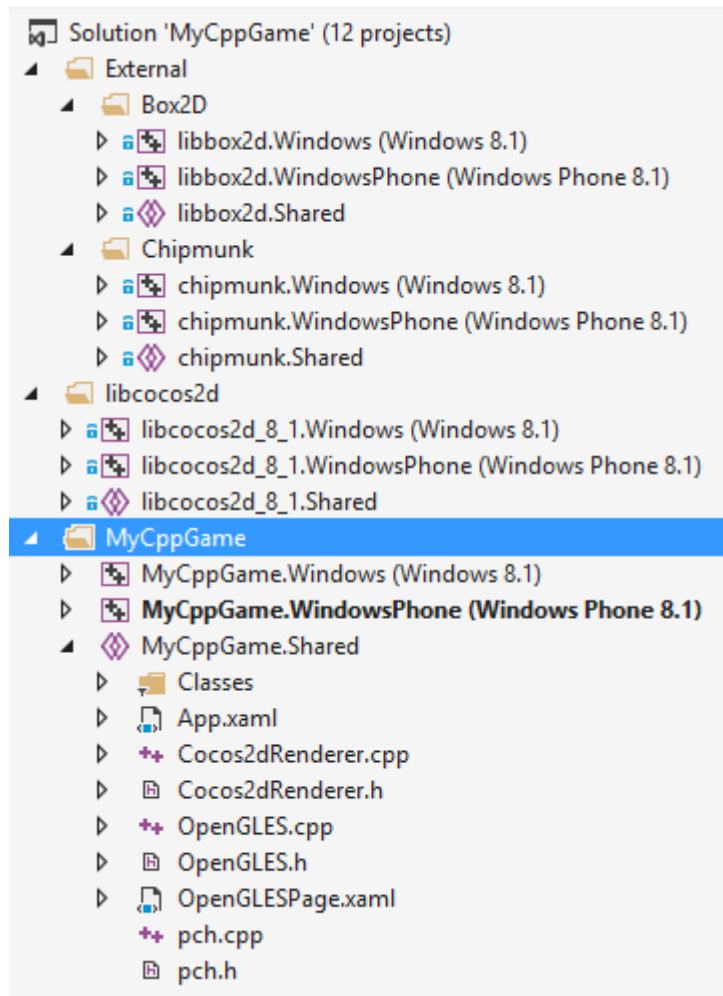


Cocos2d-x

Universal App 项目

- Classes
- proj.android
- proj.blackberry
- proj.ios
- proj.linux
- proj.mac
- proj.marmalade
- proj.tizen
- proj.win8.1-universal**
- proj.win32
- proj.wint
- proj.wp8
- proj.wp8-xaml
- Resources

- MyCppGame.Shared
- MyCppGame.Windows
- MyCppGame.WindowsPhone
- MyCppGame.sln**



Demo

将已有 Cocos2d-x 的
Windows Phone 8 项目
移植到

Universal App 项目

Windows Phone 8.1

Windows 8.1

Cocos2d-x

下一步更多的新功能

- Windows 应用商店 In App Purchase 插件
- Visual Studio 项目创建模板



Cocos2d-JS



开源项目 (Github)

<https://github.com/cocos2d/cocos2d-js>

<https://github.com/Microsoft/OpenTech/cocos2d-js>

Cocos2d-JS

获取 Cocos2d-JS 的 Universal App 项目

1. `git clone https://github.com/MSOpenTech/cocos2d-js.git`
2. `cd cocos2d-js`
3. `git checkout develop`
4. `git submodule update --init --recursive`
5. `cd frameworks\js-bindings\cocos2d-x` → 执行 `download-deps.py`
6. `cd tools\cocos2d-console` → 执行 `download-bin.py`
7. `setup.py` 然后重启命令行窗口
8. `cocos new MyGame -l js -d projects`
9. `cd projects\MyGame\frameworks\runtime-src\proj.win8.1-universal`
→ 打开 `MyGame.sln`



Cocos2d-JS

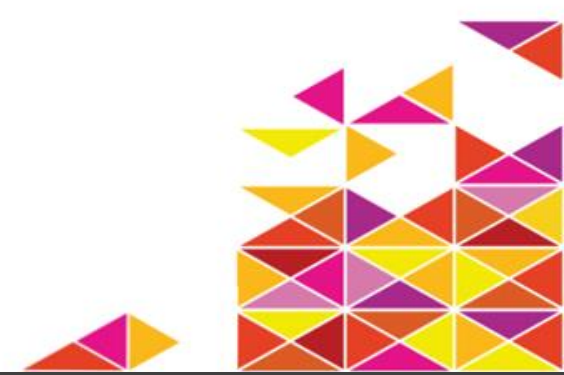
Universal App 项目

- Classes
- proj.android
- proj.ios_mac
- proj.linux
- proj.win8.1-universal
- proj.win32
- proj.wp8-xaml

- App.Shared
- App.Windows
- App.WindowsPhone
- ARM
- Debug
- MyJsGame.sdf
- MyJsGame.sln
- resources.props

- Solution 'MyJsGame' (15 projects)
- External
 - libbox2d
 - libbox2d.Windows (Windows 8.1)
 - libbox2d.WindowsPhone (Windows Phone 8.1)
 - libbox2d.Shared
 - libSpine
 - libSpine.Windows (Windows 8.1)
 - libSpine.WindowsPhone (Windows Phone 8.1)
 - libSpine.Shared
 - libcocos2d
 - libcocos2d_8_1.Windows (Windows 8.1)
 - libcocos2d_8_1.WindowsPhone (Windows Phone 8.1)
 - libcocos2d_8_1.Shared
 - libJSBinding
 - libJSBinding.Windows (Windows 8.1)
 - libJSBinding.WindowsPhone (Windows Phone 8.1)
 - libJSBinding.Shared
 - MyJsGame
 - MyJsGame.Windows (Windows 8.1)
 - MyJsGame.WindowsPhone (Windows Phone 8.1)
 - MyJsGame.Shared

- frameworks
- res
- .src
- tools
- .cocos-project.json
- CMakeLists.txt
- index.html
- main.js
- manifest.webapp
- project.json



Demo

试驾 Cocos2d-JS 的 Universal App 项目

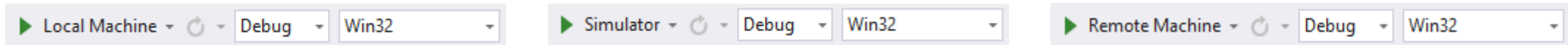
Windows 8.1

Windows Phone 8.1

开发小窍门

Windows 8.1

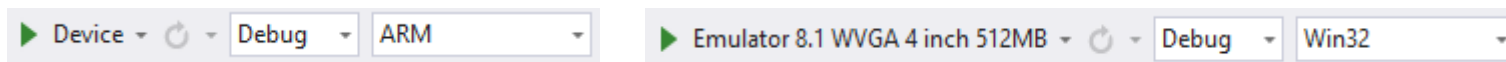
- 通过 Local Machine、 Simulator 或 Remote Machine 进行调试



- 在平板上安装 Visual Studio 2013 Remote Debugger
<http://msdn.microsoft.com/en-us/library/bt727f1t.aspx>

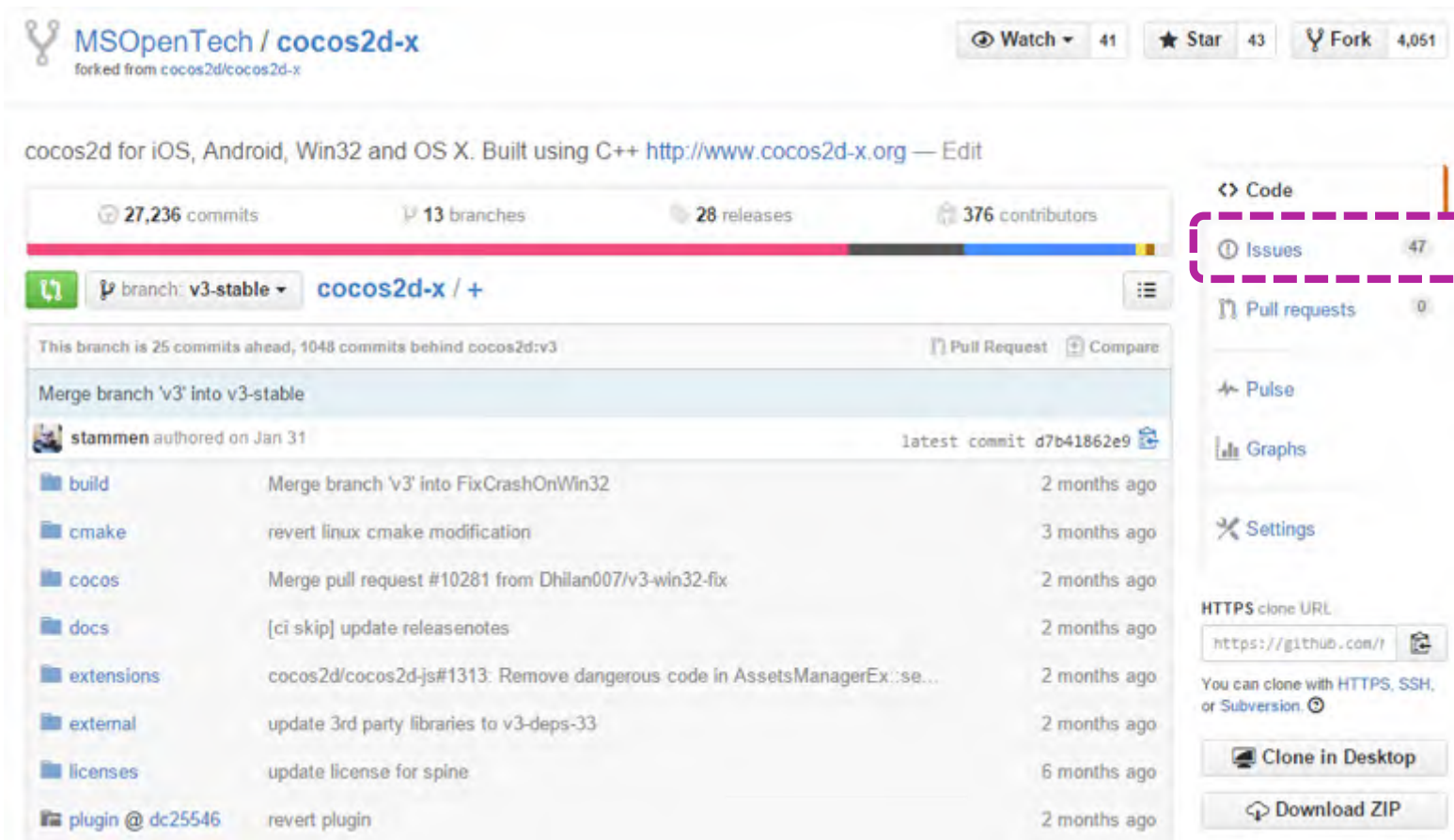
Windows Phone 8.1

- 通过 Device 或 Emulator 进行调试



联系方式

请通过 <https://github.com/msopentech/cocos2d-x> 与我们的工程师团队互动



MSOpenTech / **cocos2d-x**
forked from cocos2d/cocos2d-x

Watch 41 Star 43 Fork 4,051

cocos2d for iOS, Android, Win32 and OS X. Built using C++ <http://www.cocos2d-x.org> — Edit

27,236 commits 13 branches 28 releases 376 contributors

branch: v3-stable cocos2d-x / +

This branch is 25 commits ahead, 1048 commits behind cocos2d:v3

Merge branch 'v3' into v3-stable

stammen authored on Jan 31 latest commit d7b41862e9

File	Commit Message	Time
build	Merge branch 'v3' into FixCrashOnWin32	2 months ago
cmake	revert linux cmake modification	3 months ago
cocos	Merge pull request #10281 from Dhilan007/v3-win32-fix	2 months ago
docs	[ci skip] update releasenotes	2 months ago
extensions	cocos2d/cocos2d-js#1313: Remove dangerous code in AssetsManagerEx::se...	2 months ago
external	update 3rd party libraries to v3-deps-33	2 months ago
licenses	update license for spine	6 months ago
plugin @ dc25546	revert plugin	2 months ago

Code

Issues 47

Pull requests 0

Pulse

Graphs

Settings

HTTPS clone URL

<https://github.com/>

You can clone with HTTPS, SSH, or Subversion.

Clone in Desktop

Download ZIP

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