Mindluster Platform

About the course Cocos2d x UI C

Cocos Engine is an open-source framework for building 2D & 3D real-time rendering and interactive contents, especially video games, which can be deployed to mobile, desktop and web. It is inherited from the legacy Cocos2d-x with a redesigned modern architecture.

Programming Category's Courses

Course Lesson(17)

Lesson 1 : **Cocos2d x UI C Setting Up The Project**

Lesson 2 : **Cocos2d x UI C UIButton**

Lesson 3 : **Cocos2d x UI C UICheckBox**

Lesson 4 : **Cocos2d x UI C UIEditBox**

Lesson 5 : **Cocos2d x UI C UILayout**

Lesson 6 : **Cocos2d x UI C UIListView**

Lesson 7 : **Cocos2d x UI C UILoadingBar**

Lesson 8 : **Cocos2d x UI C UIPageView**

Lesson 9 : **Cocos2d x UI C UIRichText**

Lesson 10 : **Cocos2d x UI C UIScrollView**

Lesson 11 : **Cocos2d x UI C UISlider**

Lesson 12 : **Cocos2d x UI C UIText**

Lesson 13 : **Cocos2d x UI C UITextAtlas**

Lesson 14 : **Cocos2d x UI C UITextBMFont**

Lesson 15 : **Cocos2d x UI C UITextField**

Lesson 16 : **Cocos2d x UI C UIVideoPlayer**

Lesson 17 : **Cocos2d x UI C UIWebView**

Related courses

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