

cocos2d X OpenOffice

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Profile

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Book applications powered by cocos2d



← Seller: BeXide Inc.

↓ Programming services



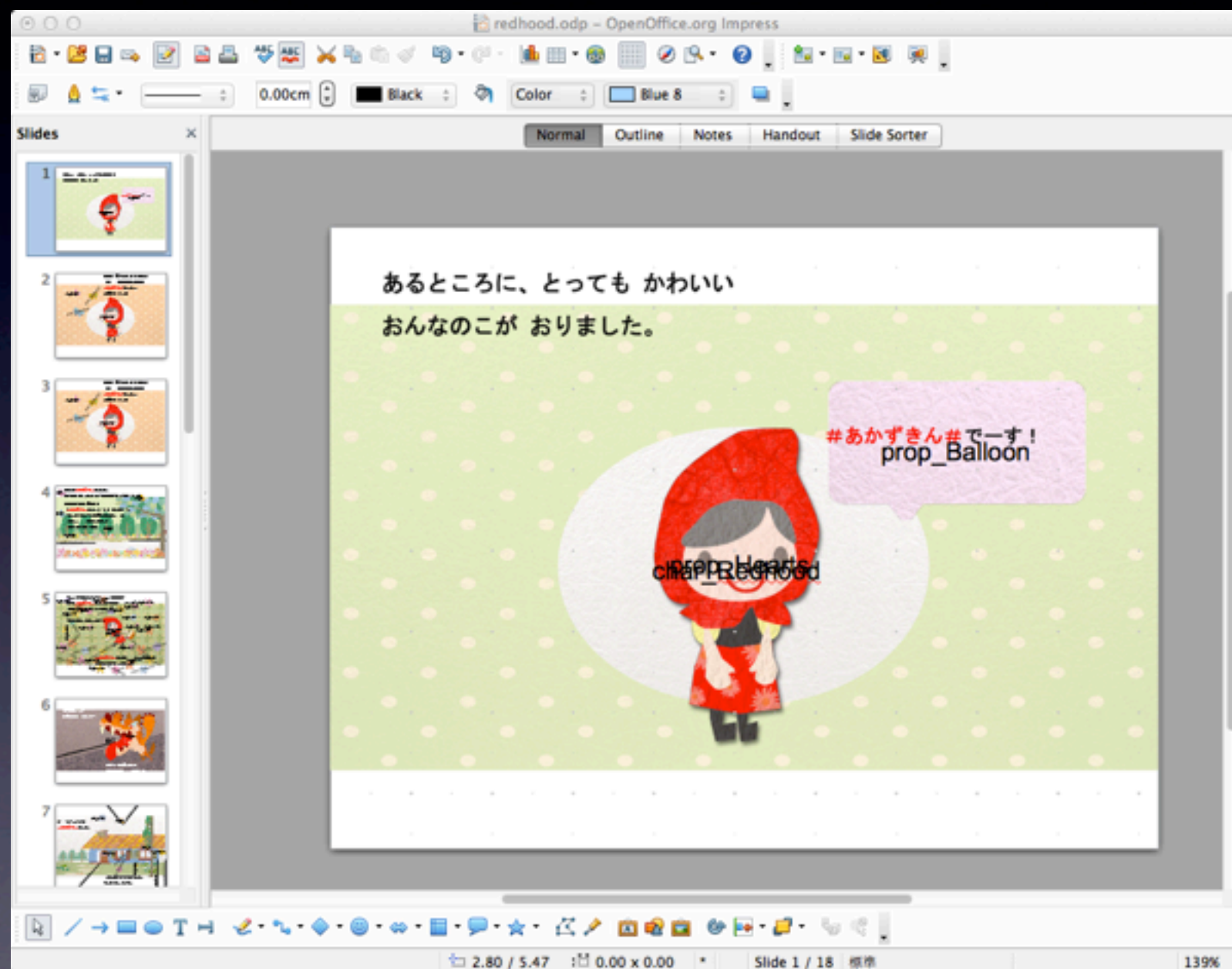
Agenda

- Samples use of OpenOffice for game development
- Why we choose OpenOffice
- Features we use in OpenOffice
- About the Impress(.odp) format
- About the odp document converter
- Q&A

Sample use of OpenOffice for game development

- Screen Design
- Layout Images
- Specify Animations
- Specify Attributes of objects aligned
- Specify Sounds
- etc

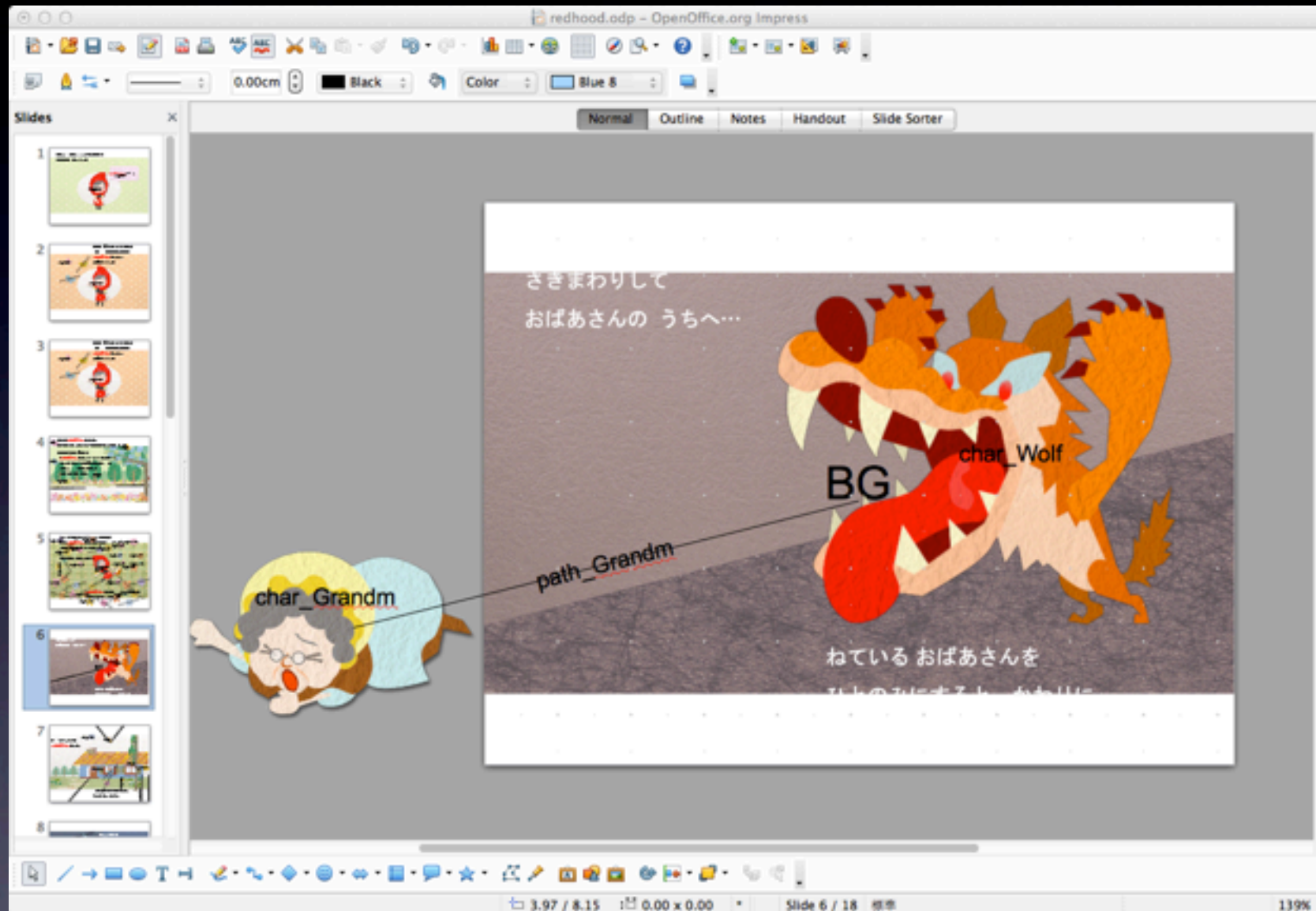
Samples



↑ OpenOffice



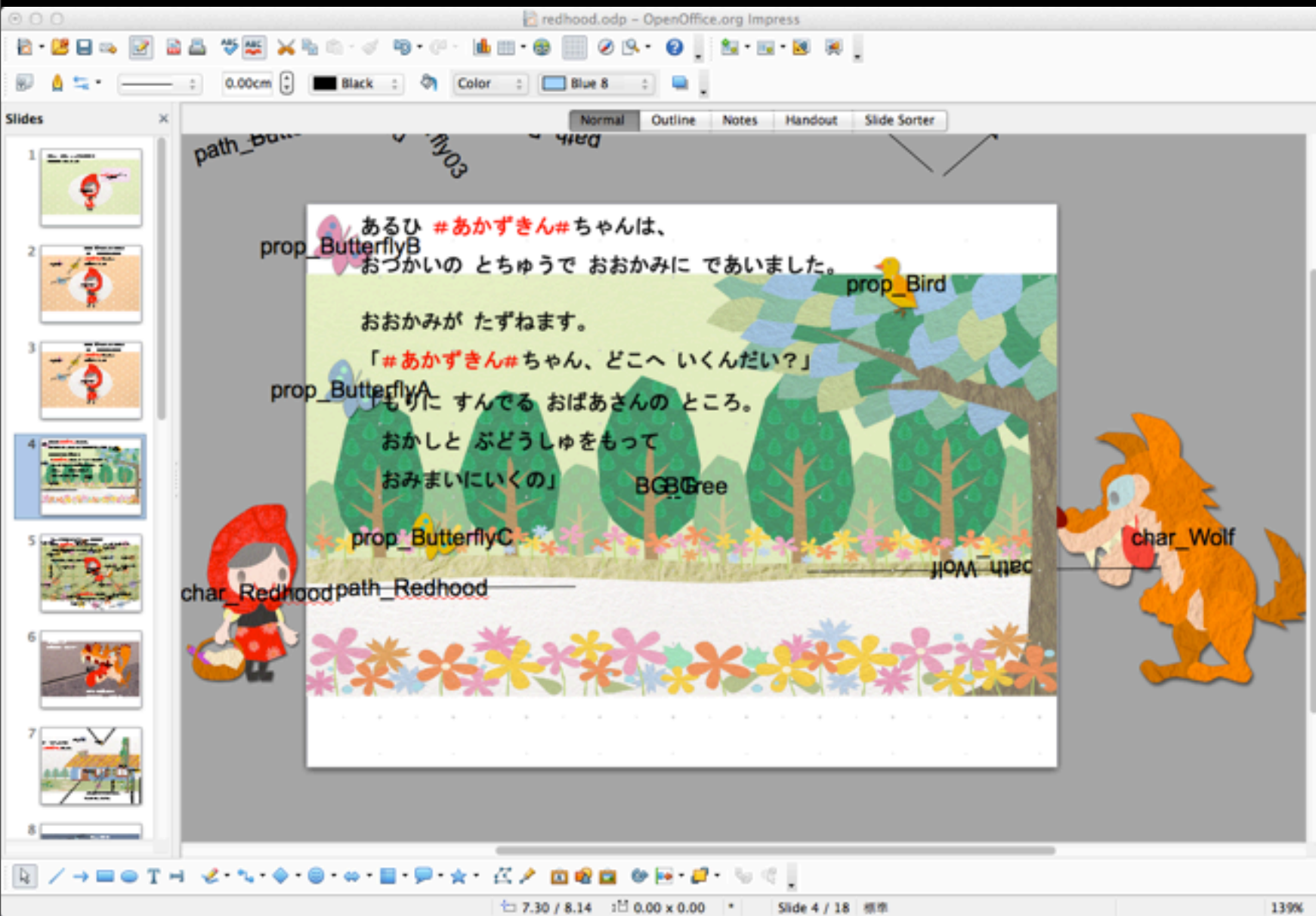
↑ iPad



↑ OpenOffice



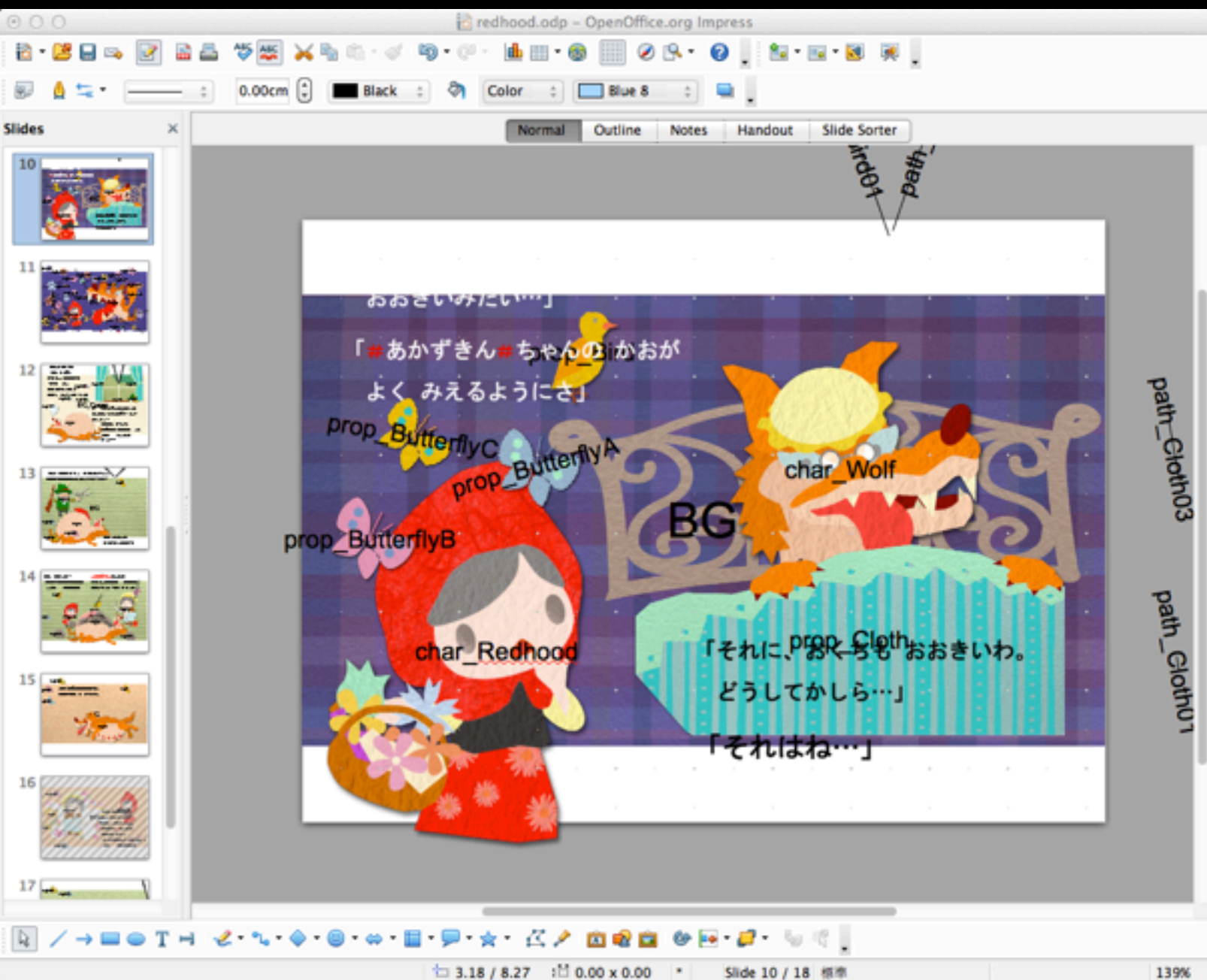
↑ iPad



↑ OpenOffice



↑ iPad



↑ OpenOffice



↑ iPad

Why we choose OpenOffice

- cocos2d doesn't have official LevelEditor
- We need Page layout software to make book applications
- We need features to specify Attributes and Animations
- Nothing else fits our requirements.
- OpenOffice has most of the features we need

Features we use in OpenOffice

- Visually Placeable and Editable
- user defined attributes to objects
- Set lines and paths
- Export files as text format that can parse easily
- Free or low price

About the Impress(.odp) format

- Files are compressed as zip format
- Contains image files
- content.xml is the main file
- Writer, Calc and Impress have same structure

contents.xml

- Has HEADER and BODY tag
- HEADER defines styles including style.xml
- BODY tag has contents

About the odp document converter

Specification

- Made by Ruby 1.86
- Uses ruby/zlib (zlib for ruby)
- Uses REXML (xml parser for ruby)

Usage

- Output XML format
- Import your project and Parse by Objective-C
- Use of parameters (e.g. positions, animations) on cocos2d

Q&A



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