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Get in touch Name Email Telephone Message By submitting this form, you agree to the terms and conditions of our privacy policy. Q: Applying a 3d transformation to a button I've created a button (UIView) using Cocos2D. This button has an image (drawable) and then a gradient overlay. I then apply a 3d transformation to it, like so: [drawable setPosition:ccp(x,y)]; [drawable setScaleX: scaleRatioX]; [drawable setScaleY: scaleRatioY]; [drawable setAnchorPoint: ccp(x,y)]; Now, when the user drags the button around on the screen, I would like it to be rotated appropriately for the new camera position. I'm thinking about applying an affine transform to it to accomplish this. Can anyone give me an example of how to go about doing this? I know that CCRotateToTransform() can rotate an object in a scene, but I don't see an equivalent for applying a transform to a control. Thank you for any help you can offer! UPDATE: I'm a bit confused by what I'm trying to do. If I rotate an object in the scene, does that mean the object is now moving/transforming in the scene? If so, can I apply the same sort of rotation to a button to make it move around the scene in the same way? A: Try: [myDrawable setPosition:ccp(x,y)]; [myDrawable setScaleX: scaleRatioX]; [myDrawable setScaleY: scaleRatioY]; [myDrawable setAnchorPoint: ccp(x,y)]; [myDrawable setAffineTransform:ccp(rotation,skew,translation)]; where rotation, skew, and translation are respectively: CC_ROTATE_0 CC_SKEW_0 CC_TRANSLATE_0 If you want to rotate the whole view: CCView *myView = (CCView *) myButton; [myView setAffineTransform: ccOrtho2d(0, 320, 0, 480 520fdb1ae7

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