

Corona Sdk

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Solar2D (formerly Corona SDK) is a free and open-source, cross-platform software development kit originally developed by Corona Labs Inc. and now maintained by Vlad Shcherban.

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In the Corona Simulator, equivalents of system.DocumentsDirectory and system.TemporaryDirectory are located in a sandboxed folder for each application. You can view these directories and the files within by selecting File → Show Project Sandbox in the Simulator.

Corona: Free Cross-Platform 2D Game Engine delay (required). Number. The delay in milliseconds, for example, 1000 = 1 second. Note that timers cannot execute faster than the runtime framerate of the app. For example, if the framerate of the app is 60 frames per second, as defined in the config.lua file (), the shortest delay for a timer is approximately 16.667 milliseconds (1000/60 = ~16.667).

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Maintain the Javascript/TypeScript SDK and write documentation. Maintain the website (written in Vue.js on top of DatoCMS). Work on optimisation and manage bundle sizes. Manage and plan bugfixes and enhancements. Write automated tests. Participate in code reviews. Participate in discussions about design, architecture and implementation of new ...

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Doğancan Arabacı - Frontend Developer - Neocles | LinkedIn

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In the past, I've built native mobile apps using the Corona SDK + Lua (Brush Busters, Layover with a Local and Chalkboard Buggy) and Unity + C# (NS KidsApp) but no longer actively develop mobile apps.

Solar2D - Wikipedia

Corona was born at the beach, surrounded by ocean. We believe that life is better lived with salty air in our lungs and sand beneath our toes; it's where we feel at home. But today, that home is in grave danger from plastic. This material we use every day is drowning our oceans, killing our wildlife and destroying our beaches.

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Overview. Animates (transitions) a display object using an optional easing algorithm. Use this to move, rotate, fade, or scale an object over a specific period of time. This function returns a reference corresponding to the transition/animation of the object target.. Please see the Transitions guide for usage information.

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