# SG协议大全

## 服务端内部协议

### 战场

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| --- | --- |
| SGCMDCODE\_BATTLEFIELD\_JOIN  BATTLEFIELD=>PLAYER  通知PLAYER加入战场 | nWho = BattleField->GetActorId();  Data = { NULL } |
| SGCMDCODE\_BATTLEFIELD\_LEAVE  BATTLEFIELD=>PLAYER  通知PLAYER退出战场 | nWho = BattleField->GetActorId();  Data = { NULL } |
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## 客户端协议

### 系统接口

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| --- | --- | --- |
| C<=S | SGCMDCODE\_NOTIFY  服务器通知错误信息 | Char[] 消息 |

### 登录

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| --- | --- | --- |
| C<=S | SGCMDCODE\_LOGIN\_SEED  服务端通知客户端用来扰乱密码的salt | byte[10] Salt |
| C=>S | SGCMDCODE\_LOGIN  客户端发送username & password | Char[] 用户名  Char[]Salt之后的密码 |
| C<=S | SGCMDCODE\_LOGIN\_RETUREN  验证username & password的结果 | Int 结果，0=成功 |
| C<=S | SGCMDCODE\_LOGIN\_REPORT  当前服务器的负载状况 | 每个服务器的负载状况 |
| C=>S | SGCMDCODE\_LOGIN\_SELECT  选择服务器 | 服务器的index |
| C<=S | SGCMDCODE\_LOGIN\_RETURN  加入服务器失败 | int 结果，0=成功 |

### 移动

|  |  |  |
| --- | --- | --- |
| C=>S | SGCMDCODE\_MOVE  玩家移动 | Float sx, sy, sz; 开始点  Float ex, ey, ez 目标点  Unsigned int time 时间 |
| C<=S | SGCMDCODE\_MOVE  服务端通知玩家移动 | Unsigned int ActorId  Float sx, sy, sz; 开始点  Float ex, ey, ez; 目标点  Unsigned int time 时间 |
| C<=S | SGCMDCODE\_MOVE\_JOIN  进入视野 | Unsigned int ActorId  Unsigned int ActorType;  Union {  SGNPC\_VIEWDATA viewdata; NPC的外表信息  SGPLAYER\_VIEWDATA viewdata; 角色的外表信息  SGPET\_VIEWDATA viewdata; 宠物的外表信息  SGBATTLEFIELD\_VIEWDATA viewdata; 战斗  } |
| C<=S | SGCMDCODE\_MOVE\_LEAVE  离开视野 | Unsigned int ActorId |
| C<=S | SGCMDCODE\_MOVE\_CHANGE | Unsigned int ActorId  SGROLE\_VIEWDATA viewdata; 角色外表信息 |
| C=>S | SGCMDCODE\_TARGET\_SET  设置目标 | Unsigned int ActorId |
| C<=S | SGCMDCODE\_TARGET\_CHANGE  目标改变 | Unsigned int ActorId  Unsigned int TargetActorId |

### 地图聊天

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| --- | --- | --- |
| C=>S | SGCMDCODE\_CHAT  在地图上说话 | Char[] 内容 |
| C<=S | SGCMDCODE\_CHAT  服务器通知有人说话 | Unsigned int nActorId  Chat[] 内容 |
| C=>S | SGCMDCODE\_MCHAT  同地图密聊 | Unsigned int nActorId  Char[]内容 |
| C<=S | SGCMDCODE\_MCHAT  同地图密聊 | Unsigned int nActorId  Char[]内容 |

### 组队

|  |  |  |
| --- | --- | --- |
| C<=S | SGCMDCODE\_TEAM\_LEAVE  离开队伍 |  |
| C<=S | SGCMDCODE\_TEAM\_INFO  队伍信息变化 | unsigned int Leader\_ActorId 队长的ActorId  {  成员的ActorId 数组  } Members[] |
| C<=S | SGCMDCODE\_TEAM\_SAY  队伍内说话 | Unsigned int ActorId 谁  String body; 说什么 |
| C=>S | SGCMDCODE\_TEAM\_CREATE  创建队伍 |  |
| C=>S | SGCMDCODE\_TEAM\_SAY  队伍内说话 | String body; 说什么 |
| C=>S | SGCMDCODE\_TEAM\_INVITE  邀请别人加入队伍 | Unsigned int ActorId, 被邀请对象的ActorId |
| C=>S | SGCMDCODE\_TEAM\_JOIN  加入别人的队伍 | Unsigned int ActorId, 加入对象的ActorID |
| C=>S | SGCMDCODE\_TEAM\_LEAVE  退出队伍 |  |
| C=>S | SGCMDCODE\_TEAM\_LEADER  设置队伍的队长 | Unsigned int ActorId, 设置的队长ActorId |

### 背包

|  |  |  |
| --- | --- | --- |
| C=>S | SGCMDCODE\_BAG\_LIST  查看背包 |  |
| C<=S | SGCMDCODE\_BAG\_LIST  服务器回馈背包里的列表 | {  背包的物品列表 } |
| C=>S | SGCMDCODE\_BAG\_USE  使用物品 | Unsigned int index |
| C=>S | SGCMDCODE\_BAG\_DESTROY  销毁物品 | Unsigned int index |
| C<=S | SGCMDCODE\_BAG\_DESTROY  背包里的物品消失了 | Unsigned int index |
| C<=S | SGCMDCODE\_BAG\_ADD  背包里多了一样东西 | Unsigned int index |
| C<=S | SGCMDCODE\_BAG\_CHANGE  背包里的某样物品变了 | Unsigned int index  物品用户数据 |

### 装备

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### 仓库

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| --- | --- | --- |
| C=>S | SGCMDCODE\_WAREHOUSE\_LIST  取得仓库列表 |  |
| C<=S | SGCMDCODE\_WAREHOUSE\_LIST  返回仓库列表 |  |
| C=>S | SGCMDCODE\_WAREHOUSE\_GET  把物品从背包放到仓库中 |  |
| C=>S | SGCMDCODE\_WAREHOUSE\_PUT  把物品从仓库放到背包中 |  |

### 宠物

|  |  |  |
| --- | --- | --- |
| C=>S | SGCMDCODE\_PET\_SET  设置使用指定的宠物 |  |
| C<=S | SGCMDCODE\_PET\_INFO  宠物信息变化 |  |
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### 战斗

|  |  |  |
| --- | --- | --- |
| C<=S | SGCMDCODE\_FIGHT\_NEW  在地图上出现一场战斗 | Unsigned int ActorId  战斗信息 |
| C<=S | SGCMDCODE\_FIGHT\_OVER  在地图上一场战斗结束 | Unsigned int ActorId |
| C=>S | SGCMDCODE\_FIGHT\_JOIN  加入战斗 | Unsigned int ActorId |
| C<=S | SGCMDCODE\_FIGHT\_START  开始战斗了 |  |
| C<=S | SGCMDCODE\_FIGHT\_END  战斗结束了 |  |
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### 任务和对话

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| --- | --- | --- |
| C=>S | SGCMDCODE\_DIALOG  对话 | Int DialogId |
| C<=S | SGCMDCODE\_DIALOG\_BEGIN  对话开始 | Unsigned int ActorId |
| C<=S | SGCMDCODE\_DIALOG\_TEXT | 对话内容 |
| C=>S | SGCMDCODE\_QUEST\_QUERY  查询任务 | Unsigned int nQuestId |
| C<=S | SGCMDCODE\_QUEST\_QUERY  服务器返回查询结果 | Unsigned int QuestId  Unsigned int ActorId  任务描述数据 |
| C=>S | SGCMDCODE\_QUEST\_ACCEPT  接受任务 | Unsigned int ActorId  Unsigned int QuestId |
| C<=S | SGCMDCODE\_QUEST\_ACCEPT  服务器返回接受的任务 | Unsigned int QuestId  任务描述数据  任务用户数据 |
| C<=S | SGCMDCODE\_QUEST\_CHANGE  任务用户数据更新 | Unsigned int QuestId  任务用户数据 |
| C=>S | SGCMDCODE\_QUEST\_ABANDON  通知服务器放弃任务 | Unsigned int QuestId |
| C<=S | SGCMDCODE\_QUEST\_ABANDON  服务器反馈放弃任务成功 | Unsigned int QuestId |
| C=>S | SGCMDCODE\_QUEST\_LIST  请求任务列表 |  |

### 邮件

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| --- | --- | --- |
| C=>S | SGCMDCODE\_MAIL\_GETLIST  取得邮件列表 |  |
| C<=S | SGCMDCODE\_MAIL\_GETLIST  服务器返回邮件列表 | COUNT;  { } mail\_shortinfo; |
| C=>S | SGCMDCODE\_MAIL\_READ  客户端请求读邮件 | Unsigned int mailid |
| C<=S | SGCMDCODE\_MAIL\_READ  服务器返回邮件内容 | Mail\_info |
| C=>S | SGCMDCODE\_MAIL\_GETAPPENDIX  取得附件 | Unsigned int mailid  Unsigned int index |
| C<=S | SGCMDCODE\_MAIL\_GETAPPENDIX | Unsigned int mailid  Unsigned int index  Int ret, 0 = 成功 |
| C=>S | SGCMDCODE\_MAIL\_SEND  发送邮件 | Xxx xxx xxx |
| C<=S | SGCMDCODE\_MAIL\_SEND  服务器返回发送邮件的结果 | int ret, 0 = 成功 |