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上海淘米网络科技有限公司

**db-server说明及协议文档**

**Version：1.0.1.20131204**

**运营开发部**

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修订历史

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# 1.说明

## 1.1 功能说明

db-server有2个功能：添加统计项和更新统计项数据。

添加统计项：统计服务端在收到游戏日志后，会将一条日志拆分成若干条统计项，在更新数据之前，建议先添加统计项。

更新统计项数据：在更新数据时，会先检查该统计项是否存在，不存在的话，会返回错误，统计服务端需要根据返回的错误码判断是否需要先添加统计项。

## 1.2 实现说明

初步想法是用多线程实现，分2个缓存分别保存新增统计项和更新统计项数据的协议，定时更新数据库。具体细节待定。

# 2.通信协议

## 2.1包头：

|  |  |  |
| --- | --- | --- |
| 字段名 | 类型 | 备注 |
| pkg\_len | unsigned int 16 | 包长，包括包头的18字节 |
| cmd\_id | unsigned int 32 | 命令号 |
| version | unsigned int 32 | 版本号，从0开始 |
| seq\_no | unsigned int 32 | 消息序列号。服务端原样返回，供客户端匹配返回包用 |
| return\_value | unsigned int 32 | 返回值。0为成功，其余为错误码 |

## 2.2包体：

### 2.2.1新增统计项（命令号0x1001）

在扫描日志时，每条log都可以提取出若干条统计项，在插入数据之前，先调用此协议新增统计项。

|  |  |  |
| --- | --- | --- |
| 字段名 | 类型 | 备注 |
| platform\_id | int 32 | 平台id |
| zone\_id | int 32 | 区id |
| server\_id | int 32 | 服id |
| game\_id | unsigned int 32 | 游戏id |
| stid\_len | unsigned int 8 | stid长度 |
| stid | char[stid\_len] | stid，不包括最后的’\0’ |
| sstid\_len | unsigned int 8 | sstid长度 |
| sstid | char[sstid\_len] | sstid，不包括最后的’\0’ |
| op\_type | unsigned int 8 | op类型 |
| field\_len | unsigned int 8 | op\_field长度，没有op\_field则field\_len为0 |
| op\_field | char[field\_len] | op操作的字段，不包括最后的’\0’ |

op\_type：

UCOUNT = 0;

COUNT = 1;

SUM = 2;

MAX = 3;

SET = 4;

DISTR\_SUM = 5;

DISTR\_MAX = 6;

DISTR\_SET = 7;

IP\_DISTR = 8;

### 实例：（不包括在区服维度上组合出的统计项）

log1：\_hip=10.1.1.63 \_stid\_=active \_sstid\_=active \_gid\_=2 \_pid\_=1 \_zid\_=0 \_sid\_=1 \_ts\_=1383117270 \_acid\_=185908545

统计项a:

\_stid\_=active \_sstid\_=active \_gid\_=2 \_pid\_=1 \_zid\_=0 \_sid\_=1 \_ts\_=1383117270 \_acid\_=185908545 op\_type=UCOUNT

|  |  |  |
| --- | --- | --- |
| 字段名 | 类型 | 备注 |
| platform\_id | int 32 | 1 |
| zone\_id | int 32 | 0 |
| server\_id | int 32 | 1 |
| game\_id | unsigned int 32 | 2 |
| stid\_len | unsigned int 8 | 6 |
| stid | char[stid\_len] | active |
| sstid\_len | unsigned int 8 | 6 |
| sstid | char[sstid\_len] | active |
| op\_type | unsigned int 8 | 0 |
| field\_len | unsigned int 8 | 0 |
| op\_field | char[field\_len] |  |

统计项b:

\_stid\_=active \_sstid\_=active \_gid\_=2 \_pid\_=1 \_zid\_=0 \_sid\_=1 \_ts\_=1383117270 \_acid\_=185908545 op\_type=COUNT

|  |  |  |
| --- | --- | --- |
| 字段名 | 类型 | 备注 |
| platform\_id | int 32 | 1 |
| zone\_id | int 32 | 0 |
| server\_id | int 32 | 1 |
| game\_id | unsigned int 32 | 2 |
| stid\_len | unsigned int 8 | 6 |
| stid | char[stid\_len] | active |
| sstid\_len | unsigned int 8 | 6 |
| sstid | char[sstid\_len] | active |
| op\_type | unsigned int 8 | 1 |
| field\_len | unsigned int 8 | 0 |
| op\_field | char[field\_len] |  |

log2：\_hip=10.1.1.63 \_stid\_=pay \_sstid\_=pay \_gid\_=2 \_pid\_=1 \_zid\_=0 \_sid\_=1 \_ts\_=1383117270 \_acid\_=185908545 product=1 coins=10 \_plid\_=1383117270 \_op\_=sum:coins|item:product|item\_sum:product,coins

统计项a:

\_stid\_=pay \_sstid\_=pay \_gid\_=2 \_pid\_=1 \_zid\_=0 \_sid\_=1 \_ts\_=1383117270 \_acid\_=185908545 op\_type=UCOUNT

|  |  |  |
| --- | --- | --- |
| 字段名 | 类型 | 备注 |
| platform\_id | int 32 | 1 |
| zone\_id | int 32 | 0 |
| server\_id | int 32 | 1 |
| game\_id | unsigned int 32 | 2 |
| stid\_len | unsigned int 8 | 3 |
| stid | char[stid\_len] | pay |
| sstid\_len | unsigned int 8 | 3 |
| sstid | char[sstid\_len] | pay |
| op\_type | unsigned int 8 | 0 |
| field\_len | unsigned int 8 | 0 |
| op\_field | char[field\_len] |  |

统计项b:

\_stid\_=pay \_sstid\_=pay \_gid\_=2 \_pid\_=1 \_zid\_=0 \_sid\_=1 \_ts\_=1383117270 \_acid\_=185908545 op\_type=COUNT

|  |  |  |
| --- | --- | --- |
| 字段名 | 类型 | 备注 |
| platform\_id | int 32 | 1 |
| zone\_id | int 32 | 0 |
| server\_id | int 32 | 1 |
| game\_id | unsigned int 32 | 2 |
| stid\_len | unsigned int 8 | 3 |
| stid | char[stid\_len] | pay |
| sstid\_len | unsigned int 8 | 3 |
| sstid | char[sstid\_len] | pay |
| op\_type | unsigned int 8 | 1 |
| field\_len | unsigned int 8 | 0 |
| op\_field | char[field\_len] |  |

统计项c:(sum:coins)

\_stid\_=pay \_sstid\_=pay \_gid\_=2 \_pid\_=1 \_zid\_=0 \_sid\_=1 \_ts\_=1383117270 \_acid\_=185908545 coins=10 op\_type=sum op\_field=coins

|  |  |  |
| --- | --- | --- |
| 字段名 | 类型 | 备注 |
| platform\_id | int 32 | 1 |
| zone\_id | int 32 | 0 |
| server\_id | int 32 | 1 |
| game\_id | unsigned int 32 | 2 |
| stid\_len | unsigned int 8 | 3 |
| stid | char[stid\_len] | pay |
| sstid\_len | unsigned int 8 | 3 |
| sstid | char[sstid\_len] | pay |
| op\_type | unsigned int 8 | 2 |
| field\_len | unsigned int 8 | 5 |
| op\_field | char[field\_len] | coins |

统计项d:(item:product)

\_stid\_=pay \_sstid\_=pay \_gid\_=2 \_pid\_=1 \_zid\_=0 \_sid\_=1 \_ts\_=1383117270 \_acid\_=185908545 product=1 op\_type=UCOUNT op\_field=coins

|  |  |  |
| --- | --- | --- |
| 字段名 | 类型 | 备注 |
| platform\_id | int 32 | 1 |
| zone\_id | int 32 | 0 |
| server\_id | int 32 | 1 |
| game\_id | unsigned int 32 | 2 |
| stid\_len | unsigned int 8 | 3 |
| stid | char[stid\_len] | pay |
| sstid\_len | unsigned int 8 | 3 |
| sstid | char[sstid\_len] | pay |
| op\_type | unsigned int 8 | 0 |
| field\_len | unsigned int 8 | 7 |
| op\_field | char[field\_len] | product |

统计项e:(item:product)

\_stid\_=pay \_sstid\_=pay \_gid\_=2 \_pid\_=1 \_zid\_=0 \_sid\_=1 \_ts\_=1383117270 \_acid\_=185908545 product=1 op\_type=COUNT op\_field= product

|  |  |  |
| --- | --- | --- |
| 字段名 | 类型 | 备注 |
| platform\_id | int 32 | 1 |
| zone\_id | int 32 | 0 |
| server\_id | int 32 | 1 |
| game\_id | unsigned int 32 | 2 |
| stid\_len | unsigned int 8 | 3 |
| stid | char[stid\_len] | pay |
| sstid\_len | unsigned int 8 | 3 |
| sstid | char[sstid\_len] | pay |
| op\_type | unsigned int 8 | 0 |
| field\_len | unsigned int 8 | 7 |
| op\_field | char[field\_len] | product |

统计项f:( item\_sum:product,coins)

\_stid\_=pay \_sstid\_=pay \_gid\_=2 \_pid\_=1 \_zid\_=0 \_sid\_=1 \_ts\_=1383117270 \_acid\_=185908545 product=1 coins=10 op\_type=SUM op\_field=coins

|  |  |  |
| --- | --- | --- |
| 字段名 | 类型 | 备注 |
| platform\_id | int 32 | 1 |
| zone\_id | int 32 | 0 |
| server\_id | int 32 | 1 |
| game\_id | unsigned int 32 | 2 |
| stid\_len | unsigned int 8 | 3 |
| stid | char[stid\_len] | pay |
| sstid\_len | unsigned int 8 | 3 |
| sstid | char[sstid\_len] | pay |
| op\_type | unsigned int 8 | 3 |
| field\_len | unsigned int 8 | 13 |
| op\_field | char[field\_len] | product,coins |

### 2.2.2更新实时数据（命令号0x1002）

|  |  |  |
| --- | --- | --- |
| 字段名 | 类型 | 备注 |
| data\_type | unsigned int 8 | 数据类型：0-分钟，1-小时，2-天 |
| time | unsigned int 32 | 时间戳 |
| value | double | 8字节的浮点数 |
| platform\_id | int 32 | 平台id |
| zone\_id | int 32 | 区id |
| server\_id | int 32 | 服id |
| game\_id | unsigned int 32 | 游戏id |
| stid\_len | unsigned int 8 | stid长度 |
| stid | char[stid\_len] | stid，不包括最后的’\0’ |
| sstid\_len | unsigned int 8 | sstid长度 |
| sstid | char[sstid\_len] | sstid，不包括最后的’\0’ |
| op\_type | unsigned int 8 | op类型 |
| field\_len | unsigned int 8 | op\_field长度，没有op\_field则field\_len为0 |
| op\_field | char[field\_len] | op操作的字段，不包括最后的’\0’ |
| key\_len | unsigned int 8 | key长度，没有key则key\_len为0 |
| key | char[key\_len] | op\_field字段中，key的具体值，不包括最后的’\0’ |

### 2.2.3更新离线数据（命令号0x1003）

同0x1002

### 2.2.4更新加工数据（命令号0x1004）

|  |  |  |
| --- | --- | --- |
| 字段名 | 类型 | 备注 |
| data\_type | unsigned int 8 | 数据类型：0-分钟，1-小时，2-天 |
| time | unsigned int 32 | 时间戳 |
| value | double | 8字节的浮点数 |
| platform\_id | int 32 | 平台id |
| zone\_id | int 32 | 区id |
| server\_id | int 32 | 服id |
| game\_id | unsigned int 32 | 游戏id |
| task\_id | unsigned int 32 | 加工项id |
| range\_len | unsigned int 8 | range长度，没有range则range\_len为0 |
| range | char[field\_len] | range字段，不包括最后的’\0’ |

# 3.错误码

待定