有人躺坑

https://www.zhihu.com/question/38842804

服务端和客户端都写在一个脚本里面逻辑上会复杂很多，会考虑哪些服务端调用，哪些客户端调用，是否重复调用

LobbyHook

该脚本绑定在玩家控制的预设上

编辑器崩溃

----- Total AssetImport time: 0.033754s, AssetImport time: 0.028249s, Asset hashing: 0.000000s [0 B, 0.000000 mb/s]

Refresh: detecting if any assets need to be imported or removed ... Refresh: elapses 0.006545 seconds (Nothing changed)

Cleanup mono

Failed to dispose EditorCache.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/UnityEngineDebugBindings.gen.cpp Line: 42)

[Server]

public void Cmd\_AddCard(List<Card>cards)

{

//摸牌

for (int i = 0; i < cards.Count; i++)

{

Card card = cards[i];

HaveCards.Add(card);

}

Rpc\_AddCard();

}

[ClientRpc]

public void Rpc\_AddCard()

{

LocalAddCard();

}

如果rpc\_AddCard有参数就会导致unity崩溃

那么服务端如何向客户端同步列表数据

没有权限

trying to send command for object without authority

潜规则

