坦克大战环境调试 (mac版)

一.环境准备

(1) 首先需要编译游戏引擎的java 代码

https://github.com/eleme/hackathon_tank

我下载了eclipse,装了java,配置了各种环境变量,maven没搞好,懒得搞了,依赖jar包一个个下载的,最终编译出了jar包,jar运行入口文件为Game Engine

如果你不懂java,不懂eclipse,我建议你可以直接拿我的jar包去用。



(2) 安装thrift

下载thrift源代码, http://www.apache.org/dyn/closer.cgi?path=/thrift/0.10.0/thrift-0.10.0.tar.gz

```
./configure ./configure --with-php --with-node \label{eq:configure} \mbox{ make} sudo make install
```

configure bison2.3

brew install bison

然后编辑 ~ / .bash_profile

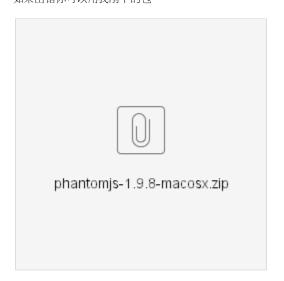
export PATH=/usr/local/opt/bison/bin:\$PATH

然后运行一下 bison -V, 看到3.0.4, 成功

```
bogon:~ linxi$ bison -V
bison (GNU Bison) 3.0.4
Written by Robert Corbett and Richard Stallman.

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This is free software; see the source for copying conditions. There is NO warranty; not even for MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.
bogon:~ linxi$ ■
```

如果你指定了nodejs,在make过程中会需要安装phantomjs,github使用了amazon云,需要翻墙如果出错你可以用我刚下的包



解压到一个目录,然后在你的~/.bash_profile里加上phantomjs路径

```
export PATH=$PATH:/Users/linxi/work/develop/apache-maven-3.5.2
export PATH=/usr/local/opt/bison/bin:$PATH
export PATH=$PATH:/Users/linxi/work/develop/phantomjs-1.9.8/bin/phantomjs~
```

就能make成功

然后sudomake install

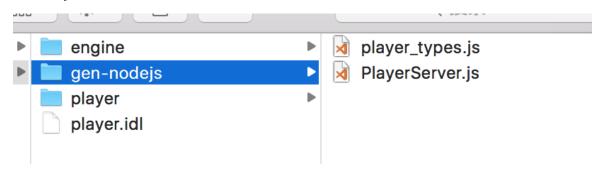
最后看一下 thrift -version 能不能成功

(3) 生成nodejs代码

我选用的语言就javascript, 所以生成的是nodejs的代码。

```
thrift -r --gen js:node player.idl
```

然后就生成js代码



二. 环境运行

(1) 开发环境运行

找到 thrift 生成的js代码

```
npm init
npm install thrift
```

新建一个server.js文件

```
var thrift = require('thrift');
var PlayerServer = require('./PlayerServer.js');

var server = thrift.createServer(PlayerServer);
server.listen(8000);
```

PlayerServer.js 743 handle

```
handler = {
    uploadMap: function(map){
        console.log(map)
    },
    uploadParamters: function(){

    },
    assignTanks: function(){

    },
    latestState: function(){

    },
    getNewOrders: function(){

    }
}
```

(2)游戏引擎运行

创建start.sh文件,拷贝一下代码

#! /bin/bash

exec java -jar tank-1.0.jar /Users/linxi/work/firstweekmap.txt 4 1 2 1 1 1 100 2000 127.0.0.1:8000 127.0.0.1:8001

需要运行两个玩家,8000,8001

执行 sh start.sh

大功告成!

```
bogon:gen-nodejs linxi$ node server2.js
{ Client: [Function], Processor: [Function] }
[ 1, 2, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1 ],
 [1, 1, 1, 1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1],
 [1, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1],
 [ 1, 0, 0, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 1 ],
 [1, 0, 0, 0, 0, 0, 0, 2, 2, 1, 2, 2, 2, 2, 2, 2, 0, 0, 0, 0, 1],
 [1, 0, 0, 0, 0, 2, 2, 1, 2, 2, 2, 2, 2, 0, 0, 0, 0, 1],
 [1, 0, 0, 0, 0, 2, 2, 2, 2, 2, 2, 2, 2, 0, 0, 0, 0, 1],
 [1, 0, 0, 0, 0, 2, 2, 2, 2, 2, 2, 2, 2, 2, 0, 0, 0, 0, 1],
 [1, 0, 0, 0, 0, 2, 2, 2, 2, 2, 2, 2, 2, 2, 0, 0, 0, 0, 1],
 [1, 0, 0, 0, 0, 2, 2, 2, 2, 2, 2, 1, 2, 2, 0, 0, 0, 0, 1],
 [1, 0, 0, 0, 0, 2, 2, 2, 2, 2, 2, 1, 2, 2, 0, 0, 0, 0, 1],
 [ 1, 0, 0, 0, 0, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 0, 0, 1 ],
 [1, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 1],
 [ 1, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 1, 1],
 [1, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 0, 2, 1],
```