

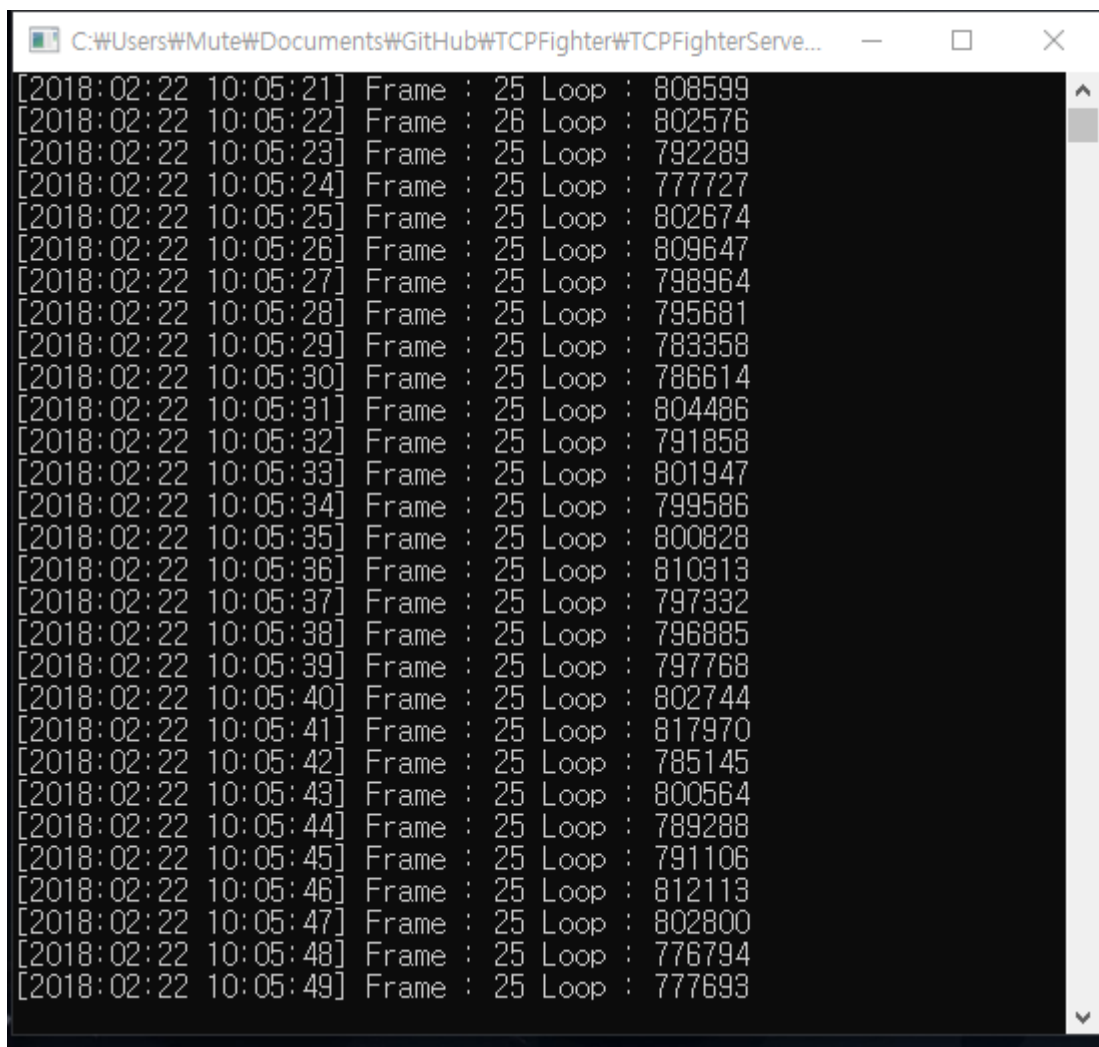
# TCPFighter

## 구성요소

- Select 모델 서버
- Select 모델 더미
- WSAASyncSelect 모델, Bitmap WinAPI 클라이언트

## 화면

### 서버 화면



```
[2018:02:22 10:05:21] Frame : 25 Loop : 808599
[2018:02:22 10:05:22] Frame : 26 Loop : 802576
[2018:02:22 10:05:23] Frame : 25 Loop : 792289
[2018:02:22 10:05:24] Frame : 25 Loop : 777727
[2018:02:22 10:05:25] Frame : 25 Loop : 802674
[2018:02:22 10:05:26] Frame : 25 Loop : 809647
[2018:02:22 10:05:27] Frame : 25 Loop : 798964
[2018:02:22 10:05:28] Frame : 25 Loop : 795681
[2018:02:22 10:05:29] Frame : 25 Loop : 783358
[2018:02:22 10:05:30] Frame : 25 Loop : 786614
[2018:02:22 10:05:31] Frame : 25 Loop : 804486
[2018:02:22 10:05:32] Frame : 25 Loop : 791858
[2018:02:22 10:05:33] Frame : 25 Loop : 801947
[2018:02:22 10:05:34] Frame : 25 Loop : 799586
[2018:02:22 10:05:35] Frame : 25 Loop : 800828
[2018:02:22 10:05:36] Frame : 25 Loop : 810313
[2018:02:22 10:05:37] Frame : 25 Loop : 797332
[2018:02:22 10:05:38] Frame : 25 Loop : 796885
[2018:02:22 10:05:39] Frame : 25 Loop : 797768
[2018:02:22 10:05:40] Frame : 25 Loop : 802744
[2018:02:22 10:05:41] Frame : 25 Loop : 817970
[2018:02:22 10:05:42] Frame : 25 Loop : 785145
[2018:02:22 10:05:43] Frame : 25 Loop : 800564
[2018:02:22 10:05:44] Frame : 25 Loop : 789288
[2018:02:22 10:05:45] Frame : 25 Loop : 791106
[2018:02:22 10:05:46] Frame : 25 Loop : 812113
[2018:02:22 10:05:47] Frame : 25 Loop : 802800
[2018:02:22 10:05:48] Frame : 25 Loop : 776794
[2018:02:22 10:05:49] Frame : 25 Loop : 777693
```

시간당 처리 프레임과 초당 메인 처리 루프를 출력하고 있습니다.

### 더미 접속 화면

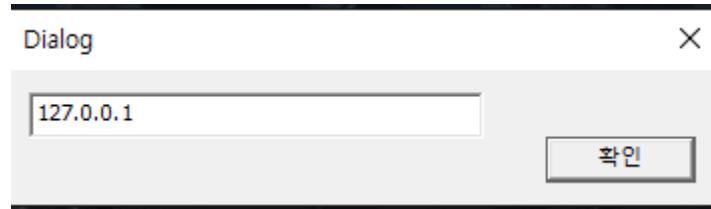
```
C:\Users\Mute\Documents\GitHub\TCPFighter\TCPFighterDummy\Wx64...
Client Connect : 2000
Server IP : 127.0.0.1
```

접속할 인원의 수와 IP를 입력합니다.

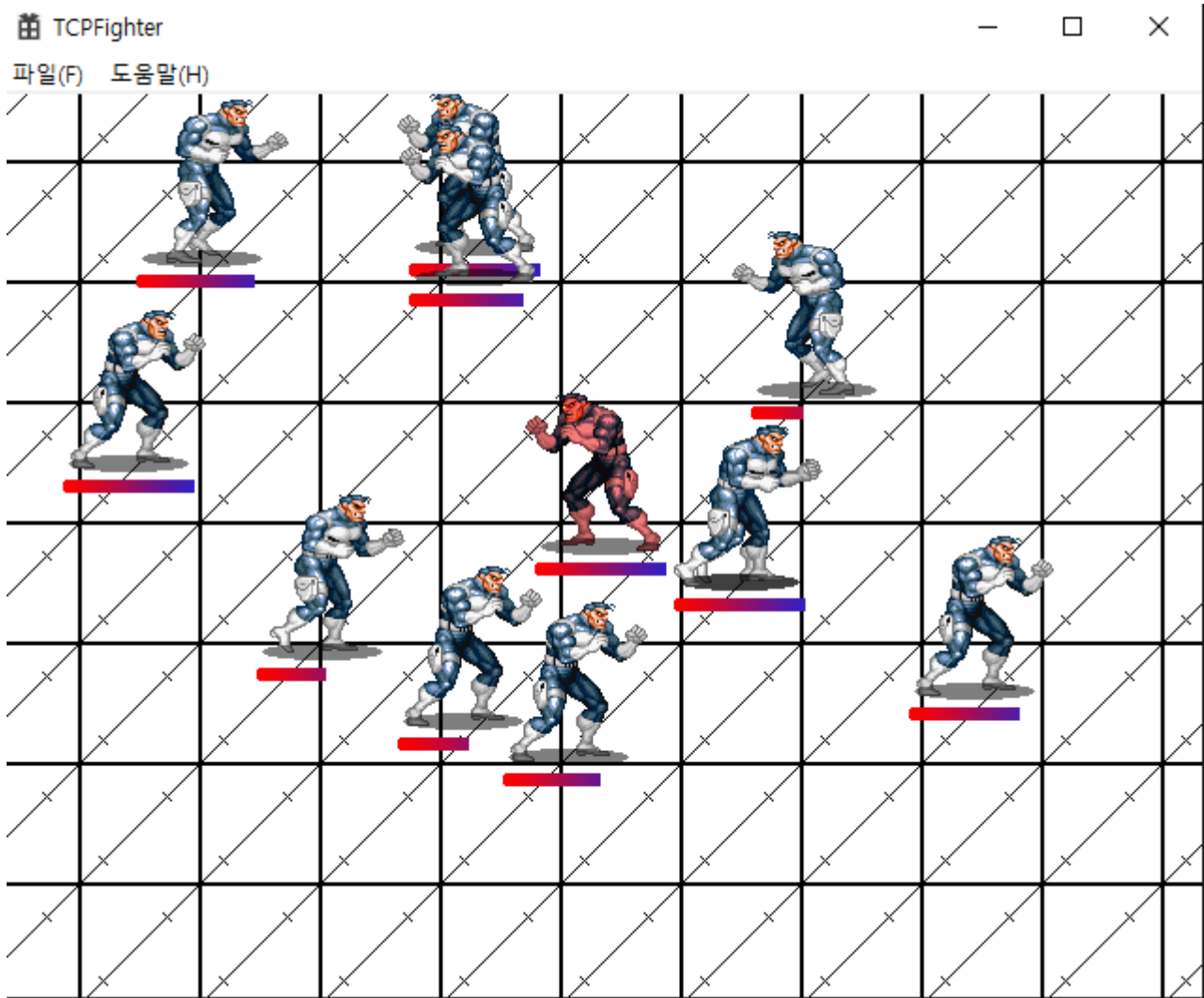
```
C:\Users\Mute\Documents\GitHub\TCPFighter\TCPFighterDummy\Wx64...
, 130]
Character Sync Packet] Player : 134 Xpos : 4477 : Ypos : 5217 => [447
7 , 5217]
Character Sync Packet] Player : 77 Xpos : 1495 : Ypos : 130 => [1495
, 130]
Character Sync Packet] Player : 134 Xpos : 4477 : Ypos : 5217 => [447
7 , 5217]
Character Sync Packet] Player : 77 Xpos : 1495 : Ypos : 130 => [1495
, 130]
Character Sync Packet] Player : 77 Xpos : 1495 : Ypos : 130 => [1495
, 130]
Character Sync Packet] Player : 77 Xpos : 1495 : Ypos : 130 => [1495
, 130]
Character Sync Packet] Player : 134 Xpos : 4477 : Ypos : 5217 => [447
7 , 5217]
Character Sync Packet] Player : 134 Xpos : 4477 : Ypos : 5217 => [447
7 , 5217]
Character Sync Packet] Player : 134 Xpos : 4477 : Ypos : 5217 => [447
7 , 5217]
Character Sync Packet] Player : 77 Xpos : 1495 : Ypos : 130 => [1495
, 130]
Character Sync Packet] Player : 77 Xpos : 1495 : Ypos : 130 => [1495
, 130]
=====
Try : 2000, Success : 2000, Fail : 0
RTT : Average : 4 ms, Max : 4 ms EchoCount : 1
Stand : 750, Attack : 1213, Move : 37
=====
```

서버의 데드레커닝 작업에 의해 플레이어가 싱크된 결과와 더미클라이언트의 상태를 모니터링하고 있습니다.

## 클라이언트 화면



클라이언트의 접속화면



더미 클라이언트가 접속중인 서버에 일반 클라이언트를 접속시킨 상태입니다.