

0.准备数据

- 当前游戏版本号，一个int型整数，有客户端对应点分版本号转换过来，需要配置在gate/gate.conf的配置文件(具体见4)中
- 服务器id，此id由运维提供，一个10位的数，需要配置在服务器列表(客户端使用),以及proxy/proxy.conf服务器配置文件(具体见3)中
- localld,此id由研发与运营商议提供，涉及未来大区內能否合服，一个整数，需要配置在gs的配置文件gsx.xdb.xml中(TableSysConf)下(UniqNameConf)的localld里

1.部署sdkserver服务器

该服务器处理到平台sdk的验证，以及可能发生的充值回调分发到不同的游戏逻辑服务器gs

- sdk.config.xml中平台的http.server.ip以及http.server.port设置，此为http服务监听地址和端口
- sdk.config.xml中平台下的httpurl以及回调的httpcallbackapi设置，默认为/locojoycallback

```
<sdk
  default.plat.type="1"
  http.server.ip="0.0.0.0"
  http.server.port="8081"
  redis.isuse="false"
  redis.server.ip="127.0.0.1"
  redis.server.port="6379"
  jmx.rmiport="2701"
  jmx.serverport="2702"
  xio.output.security="khSrmjppjrsarmks3aAfrvldn5zafuzdd"
  xio.input.security="oyvxySkVhnydf18vgasqTuzee3bnbopl"
  robot.allow="true"
  robot.allowname="mt3robot"
  refunds.list="refunds1.csv,refunds2.csv"
>
<plat
  class="com.locojoy.sdk.plats.LocojoyPlat"
  type="1"
  gameid="88"
  gamekey="b18a26ffc632752987bd24a7bf0353f3"
  httpurl="http://billingtest.locojoy.com/api/open/VerifySession.ashx"
  httpcallbackapi="/locojoycallback"
  upuserinfourl="http://justtest.somesite.com/api/open"
>
  <httpconfig
    connecttimeout="15000"
    readtimeout="5000"
  />
</plat>
```

- sdk.xio.xml中下的的localIp设置，默认为0.0.0.0
- sdk.xio.xml中下的的localPort设置，默认为29200

```

<Manager class="com.locojoy.sdk.XioManager" name="sdkserver">
  <Acceptor backlog="32" inputBufferSize="16384" localIp="0.0.0.0" localPort="29200" outputBufferSize="16384" receiveBufferSize="16384" tcpNoDelay="false"/>
  <Coder comment="DO NOT EDIT CODER!">
    <Protocol class="gnet.AuGameKeepAlive" maxSize="32"/>
    <Rpc class="openau.AuAnyLogin" maxSize="1048576"/>
    <Protocol class="openau.DataBetweenAuAnyAndClient" maxSize="1048576"/>
    <Protocol class="openau.DataBetweenAuAnyAndGS" maxSize="1048576"/>
  </Coder>
</Manager>

```

2.部署nameserver服务器

该服务器处理大区下各个游戏逻辑服务器gs的角色名字，保证其唯一性，以方便未来可能发生的大区合服

- nsdb.xml中(UniqNameConf)下(MkioConf)下(Manager)下(Acceptor)的localPort设置，默认为22200
- nsdb.xml中(UniqNameConf)下(MkioConf)下(Manager)下(Acceptor)的localIp设置，默认为0.0.0.0

```

<UniqNameConf localId="-1">
  <MkioConf name="mkdb.util.UniqName">
    <Manager name="Server" maxSize="256">
      <Coder>
        <Rpc class="mkdb.util.UniqName$Allocate" onServer="com.locojoy.ns.Allocate"/>
        <Rpc class="mkdb.util.UniqName$Confirm" onServer="com.locojoy.ns.Confirm"/>
        <Rpc class="mkdb.util.UniqName$Release" onServer="com.locojoy.ns.Release"/>
        <Rpc class="mkdb.util.UniqName$Exist" onServer="com.locojoy.ns.Exist"/>
        <Rpc class="mkdb.util.UniqName$AllocateId" onServer="com.locojoy.ns.AllocateId"/>
        <Rpc class="mkdb.util.UniqName$ReleaseId" onServer="com.locojoy.ns.ReleaseId"/>
      </Coder>
      <Acceptor localIp="0.0.0.0" localPort="22200" backlog="32"
        sendBufferSize="131072" receiveBufferSize="131072" tcpNoDelay="false"
        inputBufferSize="131072" outputBufferSize="131072"/>
    </Manager>
  </MkioConf>
</UniqNameConf>

```

3.部署proxyserver服务器

该服务器代理sdkserver与gs之间的所有消息

- proxy.conf中[DeliverServer]下address(默认127.0.0.1)和port(默认10020)设置，此为服务器监听gateserver的ip和端口

```

[DeliverServer]
type = tcp
port = 10020
address = 127.0.0.1
;aid = 23
;zoneid = 23088
aid = 15
zoneid = 1

```

- proxy.conf中[GameDBServer]下address(默认127.0.0.1)和port(默认10030)设置，此为服务器监听gs的ip和端口
- proxy.conf中[AuAnyclient]下address(sdkserver服务器部署地址)和port(默认29200)设置,此为连接sdkserver的ip和端口
- proxy.conf中[AuAnyclient]下plattype设置，平台类型，对应sdkserver上的处理逻辑，默认1为乐动平台的处理逻辑(基本都用这个处理)
- proxy.conf中[AuAnyclient]下serverid设置，准备数据里提到服务器id,这是运维方给的服务器id，乐动这边是10位的数字，比如:1101961001

```

[GameDBServer]
type           =   tcp
port = 10030
address        =   127.0.0.1

so_sndbuf      = 65536
so_rcvbuf      = 65536
ibuffermax     = 1048576
obuffermax     = 1048576
accumulate     = 1048576

tcp_nodelay    =   0
listen_backlog =   10

[AuAnyclient]
type           =   tcp
port = 29200
address = 192.168.32.72
;address       =   0.0.0.0
tcp_nodelay    =   0
;isec          =   2
;iseckey       =   oj73pulofapwoxmvkeuezuavfapstbwf
;osec          =   2
;oseckey       =   yybfjhlYuvMuiasaudykb9cmaxep8wsk
# buffer
so_sndbuf      = 65536
so_rcvbuf      = 65536
ibuffermax     = 1048576
obuffermax     = 131072
accumulate     = 131072

platttype = 1
serverid = 1101961001

```

4.部署gateserver服务器

该服务器处理客户端与gs之间的所有消息加密转发

- gate.conf中[LinkServer]下**address**(默认0.0.0.0)设置, 此为服务器对外界客户端监听的ip
- gate.conf中[LinkServer]下**port**(比如10000, 那么后面的10000~10009端口号必须保留, 给其他gateserver)

```

[LinkServer]
type           =   tcp
port = 10000
address        =   0.0.0.0
listen_backlog = 10

# buffer
so_sndbuf      = 16384
so_rcvbuf      = 16384
ibuffermax     = 65536
obuffermax     = 65536
accumulate     = 131072

```

- gate.conf中[LinkServer]下**version**设置为**准备数据**里提到的当前整型版本号,多gate结构必须保证每个gate的配置版本号一样!
- gate.conf中[ProviderServer]下**port**=10010,**address**=127.0.0.1, 一般不动, 此为服务器监听gs的ip和端口
- gate.conf中[ProviderServer]下**linkid**=1(多gate必须保证各不相同, 比如设置为1~9, 0是保留的, 禁止使用)

- gate.conf中[DeliveryClient]下port=10020,address=127.0.0.1,一般不动,此为连接proxyserver的ip和端口

```
version = 1

[ProviderServer]
type = tcp
port = 10010
address = 127.0.0.1
listen_backlog = 10

# zero is reserved
linkid = 1

# buffer
so_sndbuf = 16384
so_rcvbuf = 16384
ibuffermax = 1638400
obuffermax = 1638400
accumulate = 131072

[DeliveryClient]
type = tcp
port = 10020
address = 127.0.0.1

# buffer
so_sndbuf = 16384
so_rcvbuf = 16384
ibuffermax = 1638400
obuffermax = 1638400
accumulate = 131072
```

5.部署gs游戏逻辑服务器

该服务器为游戏逻辑服务器

- gs.xio.xml中下下的,remotelp设置为gateserver的ip,一般为127.0.0.1
- gs.xio.xml中下下的,remotePort设置为gateserver的ProviderServer项配置的端口,一般为10010
- gs.xio.xml中下下的根据之前配置多少组gateserver,来确定配置多少个。

```
<MkioConf name="gs">
  <Manager bind="12" class="gnet.link.Onlines" name="Provider">
    <Connector inputBufferSize="131072" outputBufferSize="10485760" receiveBufferSize="16384" remoteIp="192.168.29.161" remotePort="10010" sendBufferSize="16384"
    tcpNoDelay="false" keepOutputBuffer="true" />
    <Connector inputBufferSize="131072" outputBufferSize="10485760" receiveBufferSize="16384" remoteIp="192.168.29.161" remotePort="10011" sendBufferSize="16384"
    tcpNoDelay="false" keepOutputBuffer="true" />
    <Connector inputBufferSize="131072" outputBufferSize="10485760" receiveBufferSize="16384" remoteIp="192.168.29.161" remotePort="10012" sendBufferSize="16384"
    tcpNoDelay="false" keepOutputBuffer="true" />
    <Connector inputBufferSize="131072" outputBufferSize="10485760" receiveBufferSize="16384" remoteIp="192.168.29.161" remotePort="10013" sendBufferSize="16384"
    tcpNoDelay="false" keepOutputBuffer="true" />
  </Manager>
</MkioConf>
```

- gs.xio.xml中下下的,remotelp设置为proxyserver的ip,一般为127.0.0.1
- gs.xio.xml中下下的,remotePort设置为proxyserver的GameDBServer项配置的端口,一般为10030

```
<Manager class="gnet.DeliveryManager" name="GdeliveryClient">
  <Connector inputBufferSize="131072" outputBufferSize="2097152" receiveBufferSize="16384" remoteIp="192.168.29.161" remotePort="10030" keepOutputBuffer=
  "true" sendBufferSize="16384" tcpNoDelay="false" />
</Manager>
```

- gsx.mkdb.xml中下下的localld,设置为之前准备数据的localld,默认localld="1"

```

<TableSysConf name="_sys_" cacheCapacity="1" cachehigh="512" cachelow="256"/>
  <UniqNameConf localId="1">
    <MkioConf name="mkdb.util.UniqName">
      <Manager name="Client" keepSize="1" maxSize="1">
        <Coder>
          <Rpc class="mkdb.util.UniqName$Allocate"/>
          <Rpc class="mkdb.util.UniqName$Confirm"/>
          <Rpc class="mkdb.util.UniqName$Release"/>
          <Rpc class="mkdb.util.UniqName$Exist"/>
          <Rpc class="mkdb.util.UniqName$AllocateId"/>
          <Rpc class="mkdb.util.UniqName$ReleaseId"/>
        </Coder>
        <Connector remoteIp="192.168.29.164" remotePort="22200" sendBufferSize='
          outputBufferSize="131072"/>
      </Manager>
    </MkioConf>
  </UniqNameConf>

```

- properties/sys.properties中sys.mysql下相关ip地址，端口，数据库用户，密码，数据库名
- properties/sys.properties中sys.weibo.address配置空间的php服务器地址

#Mysql相关配置(目前个人空间使用)

```

sys.mysql.ip=192.168.32.2
sys.mysql.port=3306
sys.mysql.user=root
sys.mysql.pass=123456
#数据库名为空时，默认使用mt3_ + weibo + _serverid数据库 #mt3_weibo_1101961002
sys.mysql.dbname=

```

#个人空间服务器 (php) 地址

```

#http://192.168.32.2:8803/
sys.weibo.address=192.168.32.2:8803

```

6.部署游戏服务器列表

- 这个由其他部门(运维?产品?)负责配置,需要注意的是服务器id必须配置正确!
- 注意，针对咱们游戏(MT3),除了游戏服务器列表里的服务器端口配置外，备用ip一栏记得填写当前服务器组配置的gateserver数量!

完整部署文件夹结构示意图

```

|
|
|---center
|   |   start_all.sh
|   |
|   |---name
|   |   |   jio.jar
|   |   |   libdb_amd64.so
|   |   |   monkeyking.jar
|   |   |   ns.jar
|   |   |   nsdb.xml
|   |   |   start.sh
|   |   |
|   |   |---nsbackup
|   |   |   nsdb
|   |
|   |---sdk
|   |   |   db_amd64.dll
|   |   |   libdb_amd64.so
|   |   |   log4j.properties
|   |   |   sdk.config.xml
|   |   |   sdk.db.xml
|   |   |   sdk.xio.xml

```

```
| | sdkserver.jar
| | start.sh
| |
| |├libs
| | | *.jar
| |
| |├logs
| |├mbackup
| |└mkdb
├group
| | deploy.sh
| | kill_all.sh
| | start_all.sh
| |
| |├gate1(会有多个gate, 依次部署)
| | | gate.conf
| | | gate.log4cpp.properties
| | | gateserver
| | | start.sh
| | |
| | |├logs
| | |└proxy
| | | | proxy.conf
| | | | proxy.log4cpp.properties
| | | | proxyserver
| | | | start.sh
| | | |
| | | |├logs
| | | |└gs
| | | | |└这里是游戏逻辑服务器
```