

ori= meaning original
doc =GCP服務器架設 (CG
cg test=10.1.1.121 (centos 8.1.1911, setlinux=enforcing
cg lab = 10.1.1.126

cg lab

2020-07-31

10.1.1.126

centos 7.8

cg server in gcp

>

manager centos 7.8

game centos 7.8

yum-cron is enable

version confirm

centos	[] centos 8.2 [x] centos 7.8
java	[x] openjdk (centos [] oracle java runtime (latest: 8u261
mysql	[] 5.6 [x] 5.7 (gcp sql [] 8 [] mariadb 10.3.17 (centos 8 [] mariadb 5.5.65 (centos 7
redis	[] 3.2 (centos 7 [x] 5 (repo ius [] 5 (centos 8 [] 6 (remi
nginx	[x] 1.16.1 (centos 7 [] 1.14.1 (centos 8 ??
tomcat	[x] 8.5.58 [] 9.0.38

listen port on "cg test"

5005, 35931, 8001, 8101, 8999, 38663,8201 # need disable random high port	java game in /opt/game (java "1.8.0_241" #need disable jmxremote 8999
8080,8005 ?8081 不是tomcat 要接的嗎？這兒怎沒有 8005 shutdown port (set port =-1 to disable it)	tomcat (version 8.5.51.0)
6379	redis-server (yum version: 5.0.3)
80	nginx (yum version: 1.14.1)
3306	mysqld (/usr/local/mysql/bin/mysqld , version MySQL 5.6.46)

```

LISTEN 0      1          0.0.0.0:5005          0.0.0.0:*
users:(("java",pid=29572,fd=7))
# -agentlib:jdwp=transport=dt_socket,server=y,suspend=n,address=5005
LISTEN 0      50         *:35547              *:*
users:(("java",pid=29572,fd=90))
LISTEN 0      50         *:46141              *:*
users:(("java",pid=29572,fd=88))
LISTEN 0      100        *:8001               *:*
users:(("java",pid=29572,fd=148))
LISTEN 0      128        *:8101               *:*
users:(("java",pid=29572,fd=150))
LISTEN 0      50         *:8999               *:*
users:(("java",pid=29572,fd=89))
#jmxrmote
LISTEN 0      128        *:8201               *:*
users:(("java",pid=29572,fd=149))

LISTEN 0      100        *:8080               *:*
users:(("java",pid=3301,fd=55))
LISTEN 0      1          [::ffff:127.0.0.1]:8005   *:*
users:(("java",pid=3301,fd=70))
#tomcat

```

install note

base

- yum install java -y
- yum install nginx -y
-

firewalld

```
firewall-cmd --set-default-zone=trusted
```

nginx 80

ref: h5前台 (這文檔最下面)

在cocos creator中打包好之後, 把/project/build/web-mobile下的檔案上傳到
/usr/share/nginx/html/
啟動nginx

mysql

find repo here

<https://repo.mysql.com/>

cg use mysql5.7

yum install -y <https://repo.mysql.com/mysql57-community-release-el7.rpm>

yum install mysql-server -y

```
systemctl enable --now mysqld
```

mysql password ?

temp=ao_aj4*o,wO?

```
mysql -u root -p --connect-expired-password -e " ALTER USER 'root'@'localhost'  
IDENTIFIED BY '#EDC4rfv';"
```

```
mysql -u root -p  
uninstall plugin validate_password;  
#5.7 cannot use simple password ; uninstall plug to active it
```

```
mysql -u root -p -e " ALTER USER 'root'@'localhost' IDENTIFIED BY '123456789';"
```

123456789

need db init or got error "com.mysql.jdbc.exceptions.jdbc4.MySQLSyntaxErrorException: Unknown database 'game'"

init db

https://gitlab.sincheng.net/CG_group/cg_backend/game-server.git

?? only table schema . no create database??

create database game default character set utf8mb4 collate utf8mb4_unicode_ci;
create database qp_log default character set utf8mb4 collate utf8mb4_unicode_ci;

mysql -u root -p -D game < game.sql
mysql -u root -p -D qp_log < qp_log.sql

mysql need password or got error " java.sql.SQLException: Access denied for user 'root'@'localhost' (using password: YES)"

```
[root@cg-lab-126 classes]# grep password * -R
Binary file com/decibel/game/controller/api/RegisterController.class matches
Binary file com/decibel/game/service/app/AppService.class matches
db/init-db.properties:jdbc.password=123456789
db/log-db.properties:jdbc.log.password=123456789
spring-servlet.xml:           <property name="password" value="${jdbc.password}" />
spring-servlet.xml:           <property name="password" value="${jdbc.log.password}" />
[root@cg-lab-126 classes]# pwd
/opt/tomcat/webapps/game-center-www-1.0.0/WEB-INF/classes
```

test	new
information_schema mysql performance_schema	information_schema mysql performance_schema

sys		sys	
sakila			
world			
game			
qp_log			

tomcat

<http://ftp.mirror.tw/pub/apache/tomcat/tomcat-8/v8.5.58/bin/apache-tomcat-8.5.58.tar.gz>

```
#download tomcat
put to /opt/tomcat
rm /opt/tomcat/webapps/examples/ -rf
rm /opt/tomcat/webapps/manager/ -rf
rm /opt/tomcat/webapps/host-manager/ -rf
rm /opt/tomcat/webapps/docs/ -rf
rm /opt/tomcat/webapps/ROOT/* -rf
#rm /opt/tomcat/webapps/ROOT -rf

# rm /opt/tomcat/webapps/* -rf
```

~~put war in to /opt/tomeat/webapps~~

```
unzip war file, put into /opt/tomcat/webapps/ROOT
test : http://10.1.1.126:8080/app/account/login.do?account=
result: code 500
data {}
msg "账号不能为空"
```

db config

```
--
```

```
[root@cg-lab-126 db]# pwd
/opt/tomcat/webapps/ROOT/WEB-INF/classes/db
[root@cg-lab-126 db]# ls
init-db.properties log-db.properties
```

init-db.properties (also had redis = 127.0.0.1:6379)

useradd tomcat

usermod -s /bin/false tomcat

```
cd /opt
chown -R tomcat:tomcat tomcat
```

```
server.xml
```

```
<Server port="-1" shutdown="SHUTDOWN"> #set shutdown port from default 8005 to -1 . to  
disable it
```

```
make systemd
```

```
https://gist.github.com/drmalex07/e6e99dad070a78d5dab24ff3ae032ed1
```

```
/etc/systemd/system/tomcat.service
```

```
tomcat.service
[Unit]
Description=Tomcat
After=syslog.target network.target

[Service]
Type=forking

User=tomcat
Group=tomcat

WorkingDirectory=/opt/tomcat

Environment="JAVA_HOME=/usr/lib/jvm/jre"
Environment="JAVA_OPTS=-Djava.security.egd=file:///dev/urandom"

Environment="CATALINA_PID=/opt/tomcat/tomcat.pid"
Environment="CATALINA_BASE=/opt/tomcat"
Environment="CATALINA_HOME=/opt/tomcat"
Environment="CATALINA_OPTS=-Xms512M -Xmx1024M -server -XX:+UseParallelGC"

ExecStart=/opt/tomcat/bin/startup.sh
ExecStop=/opt/tomcat/bin/shutdown.sh

#RestartSec=10
#Restart=always

[Install]
WantedBy=multi-user.target
```

```
systemctl daemon-reload
```

```
### redis 5
```

```
yum install https://repo.ius.io/ius-release-el7.rpm -y
```

```
yum install -y redis5
```

```
systemctl enable --now redis
```

```
WARNING: The TCP backlog setting of 511 cannot be enforced because
/proc/sys/net/core/somaxconn
WARNING overcommit_memory is set to 0
WARNING you have Transparent Huge Pages (THP) support enabled in your kernel
```

```
vim /etc/sysctl.d/99-sysctl.conf (centos 7
net.core.somaxconn=1024
(bigger than 511 will work
vm.overcommit_memory=1
```

```
cat > /etc/systemd/system/disable-transparent-huge-pages.service
```

```
[Unit]
Description=Disable Transparent Huge Pages (THP)
DefaultDependencies=no
After=sysinit.target local-fs.target
Before=mongod.service

[Service]
Type=oneshot
ExecStart=/bin/sh -c 'echo never | tee /sys/kernel/mm/transparent_hugepage/enabled >
/dev/null'

[Install]
WantedBy=basic.target
```

```
systemctl enable --now disable-transparent-huge-pages
```

```
### game
mkdir /data/logs -p

rsync -av root@10.1.1.121:/opt/game/ /opt/game
rsync -a root@10.1.1.121:/opt/tomcat/webapps/ROOT/game-center-www-1.0.0.war
/opt/tomcat/webapps/
cd /opt/game
vim game.sh (jps javaps inside X
set JAVA_HOME=/opt/jdk1.8.0_241 to JAVA_HOME=/usr/lib/jvm/jre
set -Dcom.sun.management.jmxremote.port=8999 to set
-Dcom.sun.management.jmxremote.enable=false
```

```
writer gc log to /data/log , need verify
logback.xml: <property name="LOG_HOME" value="/data/logs" />
>> this might writer log "majiang-server.log.2020-09-25.0.log"
```

```

#!/bin/sh
JAVA_HOME=/usr/lib/jvm/jre
#JAVA_HOME=/opt/jdk1.8.0_241
GAME_HOME=/opt/game
MAIN_CLASS=com.decibel.game.Start
CLASSPATH=$GAME_HOME

for i in "$GAME_HOME"/lib/*.jar;do
    CLASSPATH="$CLASSPATH":$i"
done

JAVA_OPTS="-Xmx4g -Xms4g -XX:NewSize=2g -XX:+UseConcMarkSweepGC -XX:+HeapDumpOnOutOfMemoryError
-XX:+PrintTenuringDistribution -XX:MaxTenuringThreshold=8 -XX:+PrintGCDetails -XX:+PrintGCDateStamps
-XX:+PrintHeapAtGC -Xloggc:/data/logs/gc.log -Dcom.sun.management.jmxremote -Dio.netty.leakDetection.level=advanced
-Dcom.sun.management.jmxremote.enable=false -Dcom.sun.management.jmxremote.ssl=false
-Dcom.sun.management.jmxremote.authenticate=false
-agentlib:jdwp=transport=dt_socket,server=y,suspend=n,address=5005"

psid=0
checkpid(){
psid=$(pgrep -f ${MAIN_CLASS})
if [ -z $psid ]; then
psid=0
fi
# javaps=`$JAVA_HOME/bin/jps -l|grep $MAIN_CLASS`
# if [ -n "$javaps" ]; then
#   psid=`echo $javaps|awk '{print $1}'`
# else
#   psid=0
# fi
}

start(){
checkpid

if [ $psid -ne 0 ]; then
echo "=====
echo "warn:$MAIN_CLASS already started!(pid=$psid)"
echo "=====
else
echo -n "Starting $MAIN_CLASS ..."
cd $GAME_HOME
nohup $JAVA_HOME/bin/java $JAVA_OPTS -classpath $CLASSPATH $MAIN_CLASS >/dev/null 2>&1 &
checkpid
if [ $psid -ne 0 ]; then
echo "(pid=$psid)[OK]"
else
echo "[Failed]"
fi
fi
fi
}

stop(){
checkpid

if [ $psid -ne 0 ]; then
echo -n "Stopping $MAIN_CLASS ... (pid=$psid)"
su - $RUNNING_USER -c "kill $psid"
if [ $? -eq 0 ]; then
echo "[OK]"
else
echo "[Failed]"
fi
checkpid
if [ $psid -ne 0 ]; then
stop
fi
fi
fi
}

case "$1" in

```

```
'start')
    start
    ;;
'stop')
    stop
    ;;
'restart')
    stop
    start
    ;;
*)
    echo "Usage:$0 {start|stop|restart}"
esac
exit 0
```

game.sh start/stop/restart

game settings
init-db.properties

```
jdbc:mysql://127.0.0.1:3306
redis.cluster=127.0.0.1:6379
```

other_config.properties

```
server.ip = 10.1.1.121 #need mofiy
server.innerip = 10.1.1.121 #need modify
```

selinux

```
#####
#####
```

java

yum install java -y
?? need runtime or devel version

<pre>cg test= /opt/jdk1.8.0_241/bin/java [root@cg-test bin]# ./java -version java version "1.8.0_241" Java(TM) SE Runtime Environment (build 1.8.0_241-b07) Java HotSpot(TM) 64-Bit Server VM (build 25.241-b07, mixed mode)</pre>	<pre>[root@cg-lab-126 ~]# java -version openjdk version "1.8.0_252" OpenJDK Runtime Environment (build 1.8.0_252-b09) OpenJDK 64-Bit Server VM (build 25.252-b09, mixed mode)</pre>	ori= oracle jdk-8u241-linux-x64.tar.gz
--	---	--

ori	openjdk
<pre>export JAVA_HOME=/opt/jdk1.8.0_241 #注意資料夾的版號 export JRE_HOME=\${JAVA_HOME}/jre export CLASSPATH=.:\${JAVA_HOME}/lib:\${JRE_HOME}/lib export PATH=\${JAVA_HOME}/bin:\$PATH</pre>	<pre>export JAVA_HOME=/usr/lib/jvm/jre ??? export JRE_HOME=\${JAVA_HOME}/jre export CLASSPATH=.:\${JAVA_HOME}/lib:\${JRE_HOME}/lib export PATH=\${JAVA_HOME}/bin:\$PATH add in end of /etc/profile export JAVA_HOME=/usr/lib/jvm/jre export JRE_HOME=/usr/lib/jvm/jre #?? export CLASSPATH=.:\${JAVA_HOME}/lib:\${JRE_HOME}/lib export PATH=\${JAVA_HOME}/bin:\$PATH</pre>

```
## rc.local
systemctl enable rc-local
chmod u+x /etc/rc.d/rc.local
```

tomcat

在<https://tomcat.apache.org/download-80.cgi>下載8.5.5的tar.gz版本

```
ray> in centos 7, yum install tomcat will got 7.0.76-12.el7_8
```

```
cd /opt  
curl -OL  
http://ftp.twaren.net/Unix/Web/apache/tomcat/tomcat-8/v8.5.57/bin/apache-tomcat-8.5.57.tar.gz  
tar apache-tomcat-8.5.57.tar.gz  
ln -s apache-tomcat-8.5.57 tomcat
```

```
cd /opt/tomcat  
mkdir webapps.ori  
mv webapps/docs webapps.ori  
mv webapps/examples webapps.ori  
mv webapps/host-manager webapps.ori  
mv webapps/manager webapps.ori
```

```
alan doc>
```

程式位置在 /opt/tomcat/webapp/ROOT/, 接 jar/war 移到這後解壓縮

```
cd /opt/tomcat/bin
```

啟動

```
./startup.sh
```

關閉

```
./shutdown.sh
```

```
ray> add to rc.local
```

```
cd /opt/tomcat/bin
```

```
./startup.sh
```

```
ray> move war to /opt/tomcat/webapp
```

log 位置在 /opt/tomcat/logs/, catalina.out 是全部的 log, catalina.XXXX-XX-XX.log 是每天的 log, 可以透過下載 log 的方式來查看會比較方便。

```
ray> logrotate 要補 (留多久呢?)
```

```
vim /opt/tomcat/conf/server.xml
```

修改 8081 為期望的 port

```
ray> 應要改 nio apr
```

```
alan 20200731>
```

game-center-www-1.0.0.war 這個是 login server

我想起來了 login server 應該是 8080

```
ray> 所以 tomcat 不用動了, 保持 server.xml 在 8080
```

```
## nginx
yum install nginx -y
[root@cg-lab-126 tomcat]# nginx -v
nginx version: nginx/1.16.1
```

這兒有放網頁

```
[root@cg-test html]# pwd
/usr/share/nginx/html
```

```
systemctl enable nginx
```

nginx.conf (ori 10.1.1.121 /etc/nginx/nginx.conf)	
<pre>user nginx; worker_processes auto; error_log /var/log/nginx/error.log; pid /run/nginx.pid; # Load dynamic modules. See /usr/share/doc/nginx/README.dynamic. include /usr/share/nginx/modules/*.conf; events { worker_connections 1024; } http { upstream mysvr { server 127.0.0.1:8081; } log_format main '\$remote_addr - \$remote_user [\$time_local] "\$request" \$status \$body_bytes_sent \$http_referer' '"\$http_user_agent" \$http_x_forwarded_for'; access_log /var/log/nginx/access.log main; sendfile on; tcp_nopush on; tcp_nodelay on; keepalive_timeout 65; types_hash_max_size 2048;</pre>	<pre>disable default 80 in nginx.conf disable server >> server_tokens off; change conf to conf.d cgwww.conf server { listen 80 default_server; listen [::]:80 default_server; server_name _; index index.html index.htm index.php; root /usr/share/nginx/html; # Load configuration files for the default server block. include /etc/nginx/default.d/*.conf; location / { } error_page 404 /404.html; location = /40x.html { } error_page 500 502 503 504 /50x.html; location = /50x.html { } } proxy_pass http://127.0.0.1:8081; #请求转向 mysvr 定义的服务器列表，tomcat直接了吧，所以這兒不用了</pre>

```

include      /etc/nginx/mime.types;
default_type application/octet-stream;

# Load modular configuration files from the
/etc/nginx/conf.d directory.
# See
http://nginx.org/en/docs/ngx_core_module.html#include
# for more information.
include /etc/nginx/conf.d/*.conf;

server {
    listen      80 default_server;
    listen      [::]:80 default_server;
    server_name localhost; #域名
        index      index.html index.htm
index.php;
    root       /usr/share/nginx/html;

    # Load configuration files for the default server
block.
    include /etc/nginx/default.d/*.conf;

    location / {
    }

    error_page 404 /404.html;
        location = /40x.html {
    }

    error_page 500 502 503 504 /50x.html;
        location = /50x.html {
    }

    access_log on;
    location ~* ^/admin/(.*) {    #请求的url过滤，正
则匹配，~为区分大小写，~*为不区分大小写。
        #root path; #根目录
        #index vv.txt; #设置默认页
        proxy_pass http://mysvr; #请求转向mysvr 定
义的服务器列表
        proxy_set_header HOST $host;
        proxy_set_header X-Real-IP $remote_addr;
        proxy_set_header X-Forwarded-For
$proxy_add_x_forwarded_for;
        #deny 127.0.0.1; #拒绝的ip
        #allow 172.18.5.54; #允许的ip
    }
}
}

```

/usr/share/nginx/html;

subfoler *7
1_5sDelayStop
AllGameSenceModification
BigWin
FourGuardians
master
test
TestScatter

proxy.conf from bw

proxy_set_header Host \$host;
proxy_set_header X-Real-IP \$remote_addr;
proxy_set_header X-Forwarded-For
\$proxy_add_x_forwarded_for;

proxy_redirect off;
proxy_ignore_client_abort on;

proxy_http_version 1.1;
proxy_set_header Connection "";

mysql

沒有版本？

使用gcp mysql？

ray>gcp account had cloud sql mysql5.7 (10.1.0.19

redis

ori=

```
yum install -y http://rpms.famillecollet.com/enterprise/remi-release-7.rpm  
yum --enablerepo=remi install redis
```

?? remi will give redis 6

gcp memorystore

```
> use version 4 (version choose 3.2 4.0 5.0)  
s-game-redis Standard 4.0 asia-east1 10.2.0.4 6379 8 GB
```

gce

```
redis-master asia-east1-b  
redis redis-master-internal (10.0.0.12) (nic0) 34.80.46.42  
root@redis-master ~]# ps aux | grep redis  
root 10276 0.1 0.0 142084 2660 ? S Jul24 104:42 ./redis-server 10.0.0.12:6379  
  
[root@redis-master /]# find / -name redis-server -type f  
/usr/local/bin/redis-server  
/home/zgq/redis-4.0.14/src/redis-server
```

```
[root@redis-master ~]# redis-server --version  
Redis server v=4.0.14 sha=00000000:0 malloc=libc bits=64 build=9750ec618078dcf6
```

cgtest

```
[root@cg-test html]# yum info redis
```

CentOS-8 - AppStream	7.8 kB/s
4.3 kB 00:00	
CentOS-8 - Base	7.1 kB/s
3.9 kB 00:00	
CentOS-8 - Extras	2.7 kB/s
1.5 kB 00:00	
Installed Packages	
Name : redis	
Version : 5.0.3	
Release : 1.module_el8.0.0+6+ab019c03	
Architecture : x86_64	
Size : 3.3 M	
Source : redis-5.0.3-1.module_el8.0.0+6+ab019c03.src.rpm	
Repository : @System	
From repo : AppStream	
Summary : A persistent key-value database	
URL : http://redis.io	

java 後台

```
/game-center-agent-manager/src/main/resources/db/init-db.properties
下列SQL_IP替換成正式服內網SQL IP
redis_IP替換成正式服外網redis_IP
jdbc.driverUrl=jdbc\:mysql\://SQL_IP:3306/game?useUnicode=true&characterEncoding=utf8
redis.cluster=redis_IP:6379

/game-center-agent-manager/src/main/resources/db/log-db.properties
下列SQL_IP替換成正式服內網SQL IP
jdbc.log.driverUrl=jdbc\:mysql\://SQL_IP:3306/qp_log?useUnicode=true&useSSL=false&characterEncoding=UTF-8

/game-center-agent-manager/src/main/resources/db/trail-db.properties
下列SQL_IP替換成試玩服內網SQL IP
jdbc.trail.driverUrl=jdbc\:mysql\://SQL_IP:3306/game?useUnicode=true&useSSL=false&characterEncoding=UTF-8

打包game-center-agent-manager
把/game-center-agent-manager/target/game-center-agent-manager.war上傳到
/opt/tomcat/webapp/ROOT/
解壓縮game-center-agent-manager.war之後啟動tomcat
```

前台？

修改/gm-view/config/index.js中, target後的IP為代理後台的IP

```
proxyTable: {
    '/admin': {
        target: 'http://35.234.63.156:8081/',
    }
},
```

打包gm-view

把/gm-view/dist/下的檔案上傳到/usr/share/nginx/html/

啟動nginx

login server

安裝JDK

安裝Tomcat

修改配置檔

/game-center-agent-www/src/main/resources/db/init-db.properties

下列SQL_IP替換成正式服或是試玩服內網SQL IP

redis_IP替換成正式服外網或是試玩服內網redis_IP

```
jdbc.driverUrl=jdbc\:mysql\://SQL_IP:3306/game?useUnicode=true&characterEncoding=utf8
redis.cluster=redis_IP:6379
```

/game-center-agent-www/src/main/resources/db/log-db.properties

下列SQL_IP替換成正式服或是試玩服內網SQL IP

```
jdbc.log.driverUrl=jdbc\:mysql\://SQL_IP:3306/qp_log?useUnicode=true&useSSL=false&characterEncoding=UTF-8
```

打包game-center-agent-www

把/game-center-agent-www/target/game-center-agent-www.war上傳到

/opt/tomcat/webapp/ROOT/

解壓縮game-center-agent-www.war 之後啟動tomcat

Game Server

修改配置檔

/game-center-server/src/main/resources/db/init-db.properties

下列SQL_IP替換成正式服或是試玩服內網SQL IP

redis_IP替換成正式服外網或是試玩服內網redis_IP

```
jdbc.driverUrl=jdbc\:mysql\://SQL_IP:3306/game?useUnicode=true&characterEncoding=utf8
redis.cluster=redis_IP:6379
```

/game-center-server/src/main/resources/db/log-db.properties

下列SQL_IP替換成正式服或是試玩服內網SQL IP

```
jdbc.log.driverUrl=jdbc\:mysql\://SQL_IP:3306/qp_log?useUnicode=true&useSSL=false&characterEncoding=UTF-8
/game-center-server/src/main/resources/db/other_config.properties
#服务器标识,多个服务器之间必须保证唯一
server.mark.id=1
#开发环境标识,1:开发环境,0:线上环境
server.dev = 0
#服务器ip,仅开发环境用到
server.ip = 35.201.135.29
#服务器内网ip,代理后台和登陆服通过内网ip与该服务器通信
server.innerIp = 10.0.0.19
打包game-center-server
把/game-center-agent-manager/target/classes中除了com以外的檔案上傳到/opt/game/
把/game-center-agent-manager/target/lib上傳到/opt/game/
把/game-center-agent-manager/target/game-center-server-1.0.0.jar上傳到/opt/game/lib/
把/game-center-agent-manager/script/game.sh上傳到/opt/game
安裝JDK
安裝dos2unix
yum install dos2unix
轉換game.sh
dos2unix game.sh
確認並修改game.sh中的JAVA_HOME位置是否正確
輸入./game.sh start啟動伺服器
輸入./game.sh stop停止伺服器
```

H5前端網頁

安裝Nignx

在cocos creator中打包好之後, 把/project/build/web-mobile下的檔案上傳到
/usr/share/nginx/html/
啟動nignx