**Go-one协议文档**

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| **时间** | **2024/06/04** |
| **版本** | **V1.0.1** |
| **更新内容** | 1. **修改通信协议结构:** 2. **取消游戏协议2000** 3. **底层通信协议结构增加错误码** |

# 通信协议

## 同时支持websocket、TCP、KCP

## 消息格式:

### 请求格式

消息长度(4)+指令号(2)+消息体长度(4)+消息体(n)

### 返回格式

消息长度(4)+指令号(2)+错误码(4)+消息体长度(4)+消息体(n)

## 基础指令

|  |  |  |  |
| --- | --- | --- | --- |
| 指令号 | 来源 | 含义 | 消息体 |
| 1 | gate | 全局异常 | message ErrorResp {  int32 code = 1;  string data = 2;  } |
| 1001 | gate | 连接成功 | message ConnectionSuccessFromServerResp {  string clientID = 1;  } |
| 1002 | gate | 断开连接 |  |
| 1003 | gate | 广播消息 | message GateBroadcastMsg {  string type = 1;  bytes data = 2;  } |
|  |  |  |  |
| 2001 | client | 心跳 |  |
| 2001 | gate | 心跳ack | message HeartbeatAck {  int64 time = 1;  } |
| 2002 | client | 主动下线 |  |
| 2003 | client | 登录游戏 | message LoginReq {  string accountType = 1;  string account = 2;  int64 entityID = 3;  string clientID = 4;  string game = 5;  int32 region = 6;  }  entityID (重连时必传)  clientID (重连时必传) |
| 2003 | gate | 登录游戏ack | message LoginResp {  int64 entityID = 1;  string game = 2;  int32 region = 3;  } |

## 游戏内部基础指令

|  |  |  |  |
| --- | --- | --- | --- |
| 指令号 | 来源 | 含义 | 消息体 |
| 4001 | client | 加入游戏场景 | message JoinSceneReq {  string sceneType = 1;  int64 sceneID = 2;  } |
| 4001 | game | 加入游戏场景ack | message JoinSceneResp {  string sceneType = 1;  int64 sceneID = 2;  } |
| 4002 | client | 离开游戏场景 | message LeaveSceneReq {  string sceneType = 1;  int64 sceneID = 2;  } |
| 4002 | game | 离开游戏场景ack | message LeaveSceneResp {  string sceneType = 1;  int64 sceneID = 2;  } |
| 4003 | game | 创建玩家 | message OnCreateEntity {  int64 entityID = 1;  string type = 2;  float x = 3;  float y = 4;  float z = 5;  float yaw = 6;  float speed = 7;  } |
| 4004 | game | 销毁玩家 | // message OnDestroyEntity {  int64 entityID = 1;  } |
| 4005 | client | 移动 | message MoveReq {  float x = 1;  float y = 2;  float z = 3;  float yaw = 4;  float speed = 5;  } |
| 4006 | game | aoi同步数据 | message AOISyncInfo {  int64 entityID = 1;  float x = 2;  float y = 3;  float z = 4;  float yaw = 5;  float speed = 6;  }  message AOISyncInfoBatch {  repeated AOISyncInfo syncInfos = 1;  } |

# 建立连接步骤

