# 说明

//为添加的注释说明，实际参数传递过程中这部分要去掉，否则不是正确的json格式

# 文档模板

## 说明

## 请求地址：

### 是否需要登录：是

### 模块：

### 方法：

## 请求参数：

## 返回参数：

# 获取服务器列表

## 说明

## 请求地址：

http://10.20.20.234:81/serverlist.php

## 请求参数：

## 返回参数：

# 随机名字

## 说明

获取随机名字

## 请求地址：

http://10.20.20.234:81/cmd.php?sevid=1&token=718cdf2a45c63b308c90c05ff8b987b5&uid=1000005

## 请求参数：

{

"guide":{

"randName":{

}

}

}

## 返回参数：

{"s":1,"a":{"system":{"randname":{"name":"\u5c09\u8fdf\u51ac\u6613"},"sys":{"time":1556094717}}},"u":[]}

# 登录

## 请求地址：

http://10.20.20.234:81/cmd.php?sevid=1

## 请求参数：

{

"login":{

"loginAccount":{

"openid":"123", //用户账号id [对接渠道之后填写从渠道获取的openid]

"platform":"local", //平台，[local:本地测试]

"openkey":"123456" //平台密码

}

}

}

## 返回参数：

{

"s": 1,

"a": {

"loginMod": {

"loginAccount": {

"uid": "1000003", //玩家游戏内id

"token": "5500bd1c753d195b0692170fdd7dbdbe",//本次游戏token

"backurl": "",

"num1": "",

"gamename": ""

}

},

"system": {

"sys": {

"time": 1555959891//服务器时间

}

}

},

"u": []

}

# 进入游戏

## 说明

登录完成之后调用进入游戏获取玩家数据

## 请求地址：

http://10.20.20.234:81/cmd.php?XDEBUG\_SESSION\_START=13683&sevid=1&token=565024d43ae2cb087e5bbd1ce2be4738&uid=1000004

## 请求参数：

{

"guide":{

"login":{

"platform":"local"

}

}

}

## 返回参数：

{

"s": 1,

"a": {

"user": {

"pvb": [],

"user": {

"uid": "1000004",

"name": "",

"job": "0",

"sex": "0",

"level": "0",

"exp": "0",

"vip": "0",

"cashbuy": 0,

"step": "0",

"guide": "0",

"cash": 0,

"coin": "20000",

"food": "20000",

"army": "20000",

"bmap": "1",

"smap": 0,

"mkill": "0",

"xuanyan": "",

"voice": 0,

"music": 0,

"regtime": "1555963547",

"mmap": 1,

"chenghao": 0

}

},

"system": {

"sys": {

"time": 1555963547

}

}

},

"u": {

"chengjiu": {

"cjlist": [{

"id": 1,

"num": 1,

"rwd": 0

}]

}

}

}

# 创角

## 说明

进入游戏后没有角色信息，则要先走创角流程，创角完成后返回角色信息

## 请求地址：

http://10.20.20.234:81/cmd.php?sevid=1&token=a104b35db0d4cbd49850b35036236878&uid=1000003

## 请求参数：

{

"guide":{

"setUinfo":{

"name":"abc",

"sex":1,

"job":1

}

}

}

## 返回参数：

{

"s": 1,

"a": {

"user": {

"pvb": [],

"user": {

"uid": "1000005",

"name": "555",

"job": "1",

"sex": "1",

"level": "0",

"exp": "20",

"vip": "0",

"cashbuy": 0,

"step": "1",

"guide": "0",

"cash": 0,

"coin": "24008",

"food": "20000",

"army": "11964",

"bmap": "1",

"smap": 4,

"mkill": "20",

"xuanyan": "",

"voice": 0,

"music": 0,

"regtime": "1555964064",

"mmap": 5,

"chenghao": 0

},

"guide": {

"gnew": 0,

"smap": 0,

"mmap": 0,

"bmap": 0

},

"ep": {

"e1": 20,

"e2": 20,

"e3": 20,

"e4": 20

},

"qifu": {

"free": 0,

"buy": 0,

"lastTime": 1556174030,

"ten": 0,

"isten": 0

},

"wishTree": {

"count": 0

},

"heroShow": {

"id": 1

}

},

"item": {

"itemList": []

},

"hero": {

"heroList": [{

"id": "1",

"level": "1",

"senior": "1",

"exp": "0",

"zzexp": "0",

"pkexp": "0",

"epskill": [{

"id": 2,

"level": 1

}, {

"id": 7,

"level": 1

}, {

"id": 12,

"level": 1

}, {

"id": 17,

"level": 1

}],

"pkskill": [{

"id": 1,

"level": 1

}, {

"id": 2,

"level": 1

}],

"ghskill": [],

"hep": {

"e1": "0",

"e2": "0",

"e3": "0",

"e4": "0"

},

"zz": {

"e1": 2,

"e2": 2,

"e3": 2,

"e4": 2

},

"zep": {

"e1": 20,

"e2": 20,

"e3": 20,

"e4": 20

},

"wep": {

"e1": 0,

"e2": 0,

"e3": 0,

"e4": 0

},

"gep": {

"e1": 0,

"e2": 0,

"e3": 0,

"e4": 0

},

"lep": {

"e4": 0,

"e3": 0,

"e2": 0,

"e1": 0

},

"jep": {

"e1": 0,

"e2": 0,

"e3": 0,

"e4": 0

},

"cep": {

"e1": 0,

"e2": 0,

"e3": 0,

"e4": 0

},

"aep": {

"e1": 20,

"e2": 20,

"e3": 20,

"e4": 20

}

}]

},

"wife": {

"wifeList": [],

"jingLi": {

"next": 0,

"num": 10,

"label": "jingli"

},

"jiaQi": {

"next": 0,

"num": 3,

"label": "jiaQi"

},

"base": {

"allLove": 0

}

},

"son": {

"sonList": [],

"base": {

"seat": 2

},

"qList": [],

"lilianList": []

},

"jingYing": {

"coin": {

"next": 0,

"num": 3,

"label": "jingying",

"max": 3

},

"food": {

"next": 0,

"num": 3,

"label": "jingying",

"max": 3

},

"army": {

"next": 0,

"num": 3,

"label": "jingying",

"max": 3

},

"win": {

"id": 0,

"heroid": 0,

"get": 0

},

"qzam": {

"now": 0,

"max": 60

},

"exp": {

"type": 100,

"count": 1020,

"itemid": 2,

"heroId": 3,

"cd": {

"next": 0,

"num": 10,

"label": "zhengwu"

}

},

"weipai": {

"coin": [],

"food": [],

"army": []

}

},

"school": {

"base": {

"desk": 1

},

"list": [],

"level": {

"level": 1,

"exp": 0

}

},

"ranking": {

"mobai": {

"shili": 0,

"guanka": 0,

"love": 0,

"shiliKua": 0,

"clubKua": 0

}

},

"laofang": {

"laofang": {

"hit": 0,

"da": 1,

"kaifang": 0

},

"mingwang": {

"eday": 0,

"mw": 0,

"maxmw": 0

}

},

"wordboss": {

"shop": {

"score": 0,

"buys": []

},

"ge2dan": {

"cd": {

"next": 1556190000,

"label": "wordboss2"

},

"state": 1,

"allhp": 300000,

"damage": 0,

"heroId": 10

},

"g2dft": [],

"hurtRank": [],

"ge2danMyDmg": {

"g2dmydamage": 0,

"g2dmyrank": 0,

"g2dallman": 0

}

},

"xunfang": {

"xfInfo": {

"count": 0,

"lastTime": 1556174030,

"num": 5,

"next": 0,

"label": "xunfangtili"

},

"zhenZai": {

"used": 0,

"num": 0

},

"recover": {

"num": 90,

"auto2": 0,

"auto3": 0,

"ysSet": 90

}

},

"daily": {

"score": 0,

"rwds": [{

"id": 1,

"rwd": 0

}, {

"id": 2,

"rwd": 0

}, {

"id": 3,

"rwd": 0

}, {

"id": 4,

"rwd": 0

}, {

"id": 5,

"rwd": 0

}],

"tasks": [{

"id": 1,

"num": 0,

"rwd": 0

}, {

"id": 2,

"num": 0,

"rwd": 0

}, {

"id": 3,

"num": 0,

"rwd": 0

}, {

"id": 4,

"num": 0,

"rwd": 0

}, {

"id": 9,

"num": 0,

"rwd": 0

}, {

"id": 10,

"num": 0,

"rwd": 0

}, {

"id": 11,

"num": 0,

"rwd": 0

}, {

"id": 12,

"num": 0,

"rwd": 0

}, {

"id": 13,

"num": 0,

"rwd": 0

}, {

"id": 17,

"num": 0,

"rwd": 0

}, {

"id": 18,

"num": 0,

"rwd": 0

}, {

"id": 19,

"num": 0,

"rwd": 0

}, {

"id": 20,

"num": 0,

"rwd": 0

}, {

"id": 21,

"num": 0,

"rwd": 0

}, {

"id": 22,

"num": 0,

"rwd": 0

}],

"base": [],

"level": {

"level": 1,

"exp": 0

}

},

"fuli": {

"qiandao": {

"days": 1,

"qiandao": 0

},

"mGift": {

"isrwd": 0

},

"mooncard": [],

"fchofuli": {

"type": 0

},

"vipfuli": []

},

"treasure": {

"treasure": [],

"groups": [],

"base": {

"isClear": 0,

"score": 0

},

"treatidy": {

"curgate": 1,

"curlost": 0,

"count": 0,

"pics": [4, 6, 2, 5, 3, 5, 1, 3, 2, 6, 1, 4],

"lastTime": 1556173110,

"dayOver": 0,

"buyCount": 0

}

},

"flower": {

"base": [],

"level": {

"lv": 1,

"exp": 0,

"chenlu": 0,

"gx": 0,

"isNewChenlu": 0,

"isNewFlower": 0

}

},

"club": {

"memberInfo": {

"cid": 0,

"allgx": 0,

"leftgx": 0,

"dcid": 0,

"post": 0,

"ltime": {

"next": 86400,

"label": "clubInTime"

}

}

},

"mail": {

"mailList": []

},

"chengjiu": {

"cjlist": [{

"id": 1,

"num": 3,

"rwd": 0

}, {

"id": 2,

"num": 1,

"rwd": 0

}, {

"id": 3,

"num": 80,

"rwd": 0

}, {

"id": 4,

"num": 1,

"rwd": 0

}, {

"id": 5,

"num": 4,

"rwd": 0

}]

},

"task": {

"tmain": {

"id": 1,

"num": 4,

"max": 1

}

},

"order": {

"rshop": [{

"dc": 1,

"rmb": "\uffe56",

"ormb": 6,

"diamond": 60,

"type": 1,

"beishu": 1

}, {

"dc": 2,

"rmb": "\uffe528",

"ormb": 28,

"diamond": 280,

"type": 2,

"beishu": 1

}, {

"dc": 3,

"rmb": "\uffe530",

"ormb": 30,

"diamond": 300,

"type": 1,

"beishu": 1

}, {

"dc": 4,

"rmb": "\uffe568",

"ormb": 68,

"diamond": 680,

"type": 1,

"beishu": 1

}, {

"dc": 5,

"rmb": "\uffe5198",

"ormb": 198,

"diamond": 1980,

"type": 1,

"beishu": 1

}, {

"dc": 6,

"rmb": "\uffe5288",

"ormb": 288,

"diamond": 2880,

"type": 3,

"beishu": 1

}, {

"dc": 7,

"rmb": "\uffe5328",

"ormb": 328,

"diamond": 3280,

"type": 1,

"beishu": 1

}, {

"dc": 8,

"rmb": "\uffe5648",

"ormb": 648,

"diamond": 6480,

"type": 1,

"beishu": 1

}, {

"dc": 9,

"rmb": "\uffe51",

"ormb": 1,

"diamond": 10,

"type": 4,

"beishu": 1

}, {

"dc": 10,

"rmb": "\uffe53",

"ormb": 3,

"diamond": 30,

"type": 4,

"beishu": 1

}, {

"dc": 11,

"rmb": "\uffe58",

"ormb": 8,

"diamond": 80,

"type": 4,

"beishu": 1

}, {

"dc": 12,

"rmb": "\uffe512",

"ormb": 12,

"diamond": 120,

"type": 4,

"beishu": 1

}, {

"dc": 13,

"rmb": "\uffe518",

"ormb": 18,

"diamond": 180,

"type": 4,

"beishu": 1

}, {

"dc": 14,

"rmb": "\uffe525",

"ormb": 25,

"diamond": 250,

"type": 4,

"beishu": 1

}],

"vipexp": [{

"level": 0,

"recharge": 0

}, {

"level": 1,

"recharge": 300

}, {

"level": 2,

"recharge": 1000

}, {

"level": 3,

"recharge": 2560

}, {

"level": 4,

"recharge": 5800

}, {

"level": 5,

"recharge": 10000

}, {

"level": 6,

"recharge": 40000

}, {

"level": 7,

"recharge": 100000

}, {

"level": 8,

"recharge": 300000

}, {

"level": 9,

"recharge": 1000000

}, {

"level": 10,

"recharge": 2000000

}, {

"level": 11,

"recharge": 4000000

}, {

"level": 12,

"recharge": 8000000

}]

},

"notice": {

"list": [],

"activity": []

},

"scpoint": {

"list": [],

"heroJB": [],

"wifeJB": [],

"heroSW": [],

"belief": {

"id": 1

},

"selectGroup": {

"id": 16

},

"jbItem": []

},

"feige": {

"feige": [],

"sonFeige": []

},

"clothe": {

"clothes": [],

"limittime": [],

"score": {

"score": 0

},

"suitlv": [],

"userClothe": {

"body": 0,

"head": 0,

"ear": 0,

"background": 0,

"effect": 0,

"animal": 0

}

},

"userhead": {

"blanks": [1],

"blanktime": [],

"headavatar": {

"head": 0,

"blank": 1

}

},

"kitchen": {

"base": {

"stove": 3,

"overCount": 0

},

"list": [],

"foods": [],

"level": {

"level": 1,

"exp": 0

}

},

"voice": {

"voices": {

"heroVoice": [1, 10, 20, 30, 33, 40, 50, 60, 70, 80, 90, 91, 92, 93, 100, 110, 111, 112, 113, 120, 130, 131, 132, 133, 140, 150, 151, 152, 153, 160, 170, 171, 172, 173, 180, 190, 191, 192, 193, 200, 210, 211, 212, 213, 220, 230, 231, 232, 233, 240, 250, 251, 252, 253, 260, 280, 290, 300, 310, 320, 330, 331, 332, 333, 340, 350, 351, 352, 353, 360, 370, 371, 372, 373, 380, 400, 420, 430, 450, 460],

"wifeVoice": [1, 20, 21, 22, 23, 40, 60, 80, 100, 120, 140, 160, 180, 200, 220, 240, 260, 280, 300, 320, 340, 360, 380, 400, 420, 440, 460, 480, 500, 520, 530]

}

},

"system": {

"sys": {

"time": 1556174030

}

}

},

"u": []

}

# PVE打小怪

## 说明

打小怪战斗

## 请求地址：

http://10.20.20.234:81/cmd.php?sevid=1&token=718cdf2a45c63b308c90c05ff8b987b5&uid=1000005

## 请求参数：

{

"user":{

"pve":{

}

}

}

## 返回参数：

{

"s": 1,

"a": {

"user": {

"win": {

"pvewin": {

"kill": 1485,

"items": [{

"kind": 1,

"id": 2,

"count": 1002

}, {

"kind": 1,

"id": 5,

"count": 5

}],

"deil": 4121

}

}

},

"task": {

"tmain": {

"id": 1,

"num": 4,

"max": 1

}

},

"system": {

"sys": {

"time": 1555980503

}

}

},

"u": {

"user": {

"user": {

"coin": 24008,

"exp": 20,

"smap": 4,

"mmap": 5,

"mkill": 0,

"army": 11964

}

},

"chengjiu": {

"cjlist": [{

"id": 5,

"num": 4,

"rwd": 0

}]

},

"daily": {

"tasks": [{

"id": 1,

"num": 4

}]

}

}

}

# 打boss

## 说明

使用一个伙伴攻击boss一次，之后伙伴会进入休息，需要多次调用，直到打死boss

## 请求地址：

http://10.20.20.234:81/cmd.php?sevid=1&token=718cdf2a45c63b308c90c05ff8b987b5&uid=1000005

## 请求参数：

{

"user":{

"pvb":{

"id":1

}

}

}

## 返回参数：

# 复活伙伴

## 说明

使用复活道具，复活一个已经进入休息的伙伴

## 请求地址：

http://10.20.20.234:81/cmd.php?sevid=1&token=718cdf2a45c63b308c90c05ff8b987b5&uid=1000005

## 请求参数：

{

"user":{

"comeback":{

"id":1

}

}

}

## 返回参数：

# 主线剧情

## 说明

'story' => '主线剧情',

zwStory' => '日常剧情',

'jyStory' => '办差剧情',

'emailStory' => '飞鸽剧情',

'emailSonStory' => '历练飞鸽剧情',

'heroOrwifeStory' => '闲谈剧情',

## 请求地址：

### 是否需要登录：是

### 模块：scpoint

### 方法：story

## 请求参数：

Id: 剧情选项id

## 返回参数：

{"s":1,"a":{"scpoint":{"selectGroup":{"id":16},"belief":{"id":1}},"system":{"sys":{"time":1556173475}}},"u":[]}

        'heroJB'  //门客羁绊

        'wifeJB' //红颜羁绊

        'heroSW' //门客声望

        'belief' //个人声望

        'groups' //当前领取的奖励组

# 日常剧情

## 说明

'story' => '主线剧情',

zwStory' => '日常剧情',

'jyStory' => '办差剧情',

'emailStory' => '飞鸽剧情',

'emailSonStory' => '历练飞鸽剧情',

'heroOrwifeStory' => '闲谈剧情',

## 请求地址：

### 是否需要登录：是

### 模块：scpoint

### 方法：zwStory

## 请求参数：

Id:剧情选项id

## 返回参数：

# 办差剧情

## 说明

'story' => '主线剧情',

zwStory' => '日常剧情',

'jyStory' => '办差剧情',

'emailStory' => '飞鸽剧情',

'emailSonStory' => '历练飞鸽剧情',

'heroOrwifeStory' => '闲谈剧情',

## 请求地址：

### 是否需要登录：是

### 模块：scpoint

### 方法：jyStory

## 请求参数：

Id:剧情选项id

## 返回参数：

# 飞鸽剧情

## 说明

'story' => '主线剧情',

zwStory' => '日常剧情',

'jyStory' => '办差剧情',

'emailStory' => '飞鸽剧情',

'emailSonStory' => '历练飞鸽剧情',

'heroOrwifeStory' => '闲谈剧情',

## 请求地址：

### 是否需要登录：是

### 模块：scpoint

### 方法：emailStory

## 请求参数：

Id:剧情选项id

## 返回参数：

# 子嗣历练剧情

## 说明

'story' => '主线剧情',

zwStory' => '日常剧情',

'jyStory' => '办差剧情',

'emailStory' => '飞鸽剧情',

'emailSonStory' => '历练飞鸽剧情',

'heroOrwifeStory' => '闲谈剧情',

## 请求地址：

### 是否需要登录：是

### 模块：scpoint

### 方法：emailSonStory

## 请求参数：

Id: award id

Sid：子嗣id

Time：

## 返回参数：

# 闲谈剧情

## 说明

'story' => '主线剧情',

zwStory' => '日常剧情',

'jyStory' => '办差剧情',

'emailStory' => '飞鸽剧情',

'emailSonStory' => '历练飞鸽剧情',

'heroOrwifeStory' => '闲谈剧情',

## 请求地址：

### 是否需要登录：是

### 模块：scpoint

### 方法：heroOrwifeStory

## 请求参数：

Id:award id

Sid：子嗣id

Time：

## 返回参数：

# 奖励说明

heroJB：伙伴羁绊

wifeJB：恋人羁绊

heroSW：门客声望

belief：个人声望

## 玩家基础数据

'uid' => $this->info['uid'], //UID

'name' => $name,    //名字

 'job' => $this->info['job'],    //头像ID

'sex' => $this->info['sex'],    //性别

 'level' => $this->info['level'],//官品级

 'exp' => $this->info['exp'],    //政绩

 'vip' => $this->info['vip'],    //VIP

 'cashbuy' => $this->info['cash\_buy'] + $zhichong,   //充值钻石

 'step' => $this->info['step'],  //账号进度(1未取名)

 'guide' => $this->info['guide'],//引导步骤

  'cash' => $this->info['cash'],  //元宝数量

  'coin' => $this->info['coin'],  //金币

  'food' => $this->info['food'],  //粮草

  'army' => $this->info['army'],  //军队

  'bmap' => $this->info['bmap'],  //地图大关ID

  'smap' => intval($this->info['smap']),  //地图小关ID

  'mkill' => $this->info['mkill'],    //已经打掉的小兵数量/BOSS血量

  'xuanyan' => isset($this->info['xuanyan'])?$this->info['xuanyan']:"",   //宣言

 'voice' => 0,//声音开关

 'music' => 0,//音乐开关

 'regtime' => $this->info['regtime'],//创建角色时间