项目协议需求设计说明书

——普通客户端-服务器

一.客户端协议段分配

***WEBPC,MOBILE(ANDROID,IOS)***

1：<WEBPC,MOBILE>客户端：**CS协议段：［10001—19999］**

备注：

1）：客户端-服务器协议**心跳包处理：首段编号：10001**

2）：客户端-服务器协议**错误码处理：尾段编号：19999**

二．功能协议分段

C->S(REQ):客户端-服务器【请求】

S->C(RES):服务器-客户端【反馈】

S->C(SYNC):服务器-客户端【同步】



三.交互序列

普通房间流程

VIP房间流程

活动房间流程

核心游戏流程







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| **<WEB|PC,MOBILE<ANDROID,IOS>>客户端-服务器** | | | | |
| **协议段** | **模**  **块** | **协议**  **传输**  **流向** | **协议**  **标识**  **编号** | **协议功能说明**  **&协议内容** |
| *CS* | *ERROR* | *S->C****(SYNC****)* | *19999* | *错误协议同步&*  //ERROR SYNC  typedef struct tagCSErrorInfoSync  {  \_\_UINT32 nErrorID;  }CSErrorInfoSync,\*pCSErrorInfoSync;  *错误码:*  ECERT\_LOGIN\_USERNAMEPASSWORD\_ERROR = 1 |
| CS | PING | C->S(**REQ**) | 10000+1 | 心跳请求&  //PING HEARTBEAT REQ  typedef struct tagCSHeartBeatReq  {  }CSHeartBeatReq,\*pCSHeartBeatReq; |
| CS | PING | S->C(**RES**) | 10000+2 | 心跳反馈&  //PING HEARTBEAT RES  typedef struct tagCSHeartBeatRes  {  }CSHeartBeatRes,\*pCSHeartBeatRes; |
| CS | Login | C->S(**REQ**) | 10000+3 | 登录请求&  //LOGIN REQ  typedef struct tagUserLoginReq  {  \_\_UINT32 nGServerID;  \_\_UINT32 nRoleID; <->u\_id  \_\_UINT32 nPlatformID;<->plat\_id  \_\_UINT32 nSex;  \_\_CHAR sUserName[32];  \_\_CHAR sUserPassword[32];  \_\_CHAR sThirdID[32];<->u\_third\_id  \_\_CHAR sThirdAccount[32]<->u\_account;  }UserLoginReq,\*pUserLoginReq;  <需求修正>  typedef struct tagUserLoginReq  {  \_\_UINT32 nGServerID;  \_\_UINT32 nRoleID; <->u\_id  \_\_UINT32 nPlatformID;<->plat\_id  \_\_UINT32 nSex;  \_\_CHAR sUserName[32];  \_\_CHAR sRoleToken[64];<->md5(AccountId+key)  \_\_CHAR sThirdID[32];<->u\_third\_id  \_\_CHAR sThirdAccount[32]<->u\_account;  }UserLoginReq,\*pUserLoginReq;  备注：sRoleToken：平台发给客户端的md5(AccountID+Key） |
| CS | Login | S->C(**RES**) | 10000+4 | 登录成功反馈&  //LOGIN RES  typedef struct tagUserLoginRes  {  }UserLoginRes,\*pUserLoginRes; |
| CS | Role | *S->C****(SYNC****)* | 10000+5 | 角色信息同步&  //ROLE  // Role Info Sync  typedef struct tagRoleInfoSync  {  \_\_UINT32 nRoleID;  \_\_UINT32 nExp;  \_\_UINT32 nLevel;  \_\_UINT32 nUnBindChip;  \_\_UINT32 nUnBindPink;  \_\_UINT32 nBindChip;  \_\_UINT32 nBindPink;  \_\_UINT32 nMaxPink;  \_\_UINT32 nMaxChip;  \_\_UINT32 nVipType;  \_\_UINT32 nVipLevel;  \_\_UINT32 nVipPoints;  \_\_UINT32 nGiftSpend;  }RoleInfoSync,\*pRoleInfoSync; |
| CS | HALLROOM | C->S(**REQ**) | 10000+6 | 进入大厅房间请求&  // Enter Room Req  typedef struct tagEnterRoomReq  {  \_\_UINT32 nRoleID;  \_\_UINT32 nGameType;  \_\_UINT32 nRoomID;  }EnterRoomReq,\*pEnterRoomReq; |
| CS | HALLROOM | S->C(**RES**) | 10000+7 | 进入大厅房间反馈&  // Enter Room Res  typedef struct tagEnterRoomRes  {  }EnterRoomRes,\*pEnterRoomRes; |
| CS | HALLROOM | C->S(**REQ**) | 10000+8 | 离开大厅房间请求&  // Leave Room Req  typedef struct tagLeaveRoomReq  {  \_\_UINT32 nRoleID;  \_\_UINT32 nRoomID;  }LeaveRoomReq,\*pLeaveRoomReq; |
| CS | HALLROOM | S->C(**RES**) | 10000+9 | 离开大厅房间反馈&  // Leave Room Res  typedef struct tagLeaveRoomRes  {  }LeaveRoomRes,\*pLeaveRoomRes; |
| CS | HALLROOM | C->S(**REQ**) | 10000+10 | 入座请求&  // Sit Down Req  typedef struct tagSitDownReq  {  \_\_UINT32 nRoleID;  \_\_UINT32 nRoomID;  }SitDownReq,\*pSitDownReq; |
| CS | HALLROOM | S->C(**RES**) | 10000+11 | 入座反馈&  // Sit Down Res  typedef struct tagSitDownRes  {  }SitDownRes,\*pSitDownRes; |
| CS | HALLROOM | C->S(**REQ**) | 10000+12 | 站起离座请求&  // Stand Up Req  typedef struct tagStandUpReq  {  \_\_UINT32 nRoleID;  \_\_UINT32 nRoomID;  }StandUpReq,\*pStandUpReq; |
| CS | HALLROOM | S->C(**RES**) | 10000+13 | 站起离座反馈&  // Stand Up Res  typedef struct tagStandUpRes  {  }StandUpRes,\*pStandUpRes; |
| **主游戏相关协议** | | | | |
| CS | TEXASGAME | *S->C****(SYNC****)* | 10000+14 | 荷官变动同步  角色编号，荷官编号  \_\_UINT32 nRoleID  \_\_UINT32 nGirlID  // GirlChange Sync  typedef struct tagGirlChangeSync  {  \_\_UINT32 nRoleID;  \_\_UINT32 nGirlID;  }GirlChangeSync,\*pGirlChangeSync; |
| CS | TEXASGAME | *S->C****(SYNC****)* | 10000+15 | 牌局开始同步:空包  // GameStart Sync  typedef struct tagGameStartSync  {  }GameStartSync,\*pGameStartSync; |
| CS | TEXASGAME | *S->C****(SYNC****)* | 10000+16 | 发牌信息同步  角色编号,卡牌序号，牌型，牌值  \_\_UINT32 nRoleID  \_\_UINT32 nCardOrderID  \_\_UINT32 nCardType  \_\_UINT32 nCardValue  备注：nCardType  enum ECardDealType  {  ECDT\_Hand = 0, 【玩家手牌】  ECDT\_Center = 1,【台面中间牌】  ECDT\_GIRL = 2, 【荷官牌】  };  // DealCard Sync  typedef struct tagDealCardSync  {  \_\_UINT32 nRoleID;  \_\_UINT32 nCardOrderID;  \_\_UINT32 nCardType;  \_\_UINT32 nCardValue;  }DealCardSync,\*pDealCardSync; |
| CS | TEXASGAME | *S->C****(SYNC****)* | 10000+17 | 通知下注同步  角色编号,下注轮数序号，最大下注等待时间  \_\_UINT32 nRoleID  \_\_UINT32 nBetRoundID  \_\_UINT32 nBetMaxWaitTime  // NoticeBet Sync  typedef struct tagNoticeBetSync  {  \_\_UINT32 nRoleID;  \_\_UINT32 nBetRoundID;  \_\_UINT32 nBetMaxWaitTime;  }NoticeBetSync,\*pNoticeBetSync; |
| CS | TEXASGAME | C->S(**REQ**) | 10000+18 | 下注请求  角色编号,下注类型，下注筹码  \_\_UINT32 nRoleID  \_\_UINT32 nBetType  \_\_UINT32 nBetJackpotType  \_\_UINT32 nBetBonusType  \_\_UINT32 nBetChips  备注nBetType  EBetType\_Ante = 1,  EBetType\_Call = 2,  EBetType\_Check = 3  nBetBonusType: [0:不下，1:下]  nBetJackpotType: [0:不下，1:下]  // Bet Req  typedef struct tagBetReq  {  \_\_UINT32 nRoleID;  \_\_UINT32 nBetType;  \_\_UINT32 nBetJackpotType;  \_\_UINT32 mBetBonusType;  \_\_UINT32 nBetChips;  }BetReq,\*pBetReq; |
| CS | TEXASGAME | S->C(**RES**) | 10000+19 | 下注返回【角色编号,当前轮,剩余可下Ante数量】  // Bet Res  typedef struct tagBetRes  {  \_\_UINT32 nRoleID;  \_\_UINT32 nBetRoundID;  \_\_UINT32 nRemainAnte;  \_\_UINT32 nBetResult;    }BetRes,\*pBetRes;  0:Failure  1:Success |
| CS | TEXASGAME | C->S(**REQ**) | 10000+20 | 弃牌请求  角色编号  \_\_UINT32 nRoleID  // Fold Req  typedef struct tagFoldReq  {  \_\_UINT32 nRoleID;  }FoldReq,\*pFoldReq; |
| CS | TEXASGAME | S->C(**RES**) | 10000+21 | 弃牌返回【空包】  // Fold Res  typedef struct tagFoldRes  {  }FoldRes,\*pFoldRes; |
| CS | TEXASGAME | *S->C****(SYNC****)* | 10000+22 | 牌局结算同步  角色编号，输赢类型，  角色牌型，荷官牌型  输赢筹码，  中奖类型：Jackpot,Bonus  中奖值：JackpotReward,BonusReward  胜者牌信息  \_\_UINT32 nRoleID  \_\_UINT32 nLostWinType  \_\_UINT32 nRoleCardKindType  \_\_UINT32 nGirlCardKindType  \_\_INT32 nLostWinChips  \_\_UINT32 nJackpotType  \_\_UINT32 nBonusType  \_\_UINT32 nJackpotRewardValue  \_\_UINT32 nBonusRewardValue  备注：\_\_UINT32 nLostWinType  EGameWinType  {  EGWT\_TIE = 0-1, EGWT\_GIRL = 1-1,  EGWT\_ROLE = 2-1,  EGWT\_FOLD = 3-1  };  nGirlCardKindType：牌型[客户端已知]  // GameSettlement Sync  typedef struct tagGameSettlementSync  {  \_\_UINT32 nRoleID;  \_\_UINT32 nLostWinType;  \_\_UINT32 nRoleCardKindType;  \_\_UINT32 nGirlCardKindType;  \_\_UINT32 nLostWinChips;  \_\_UINT32 nJackpotType;  \_\_UINT32 nBonusType;  \_\_UINT32 nJackpotRewardValue;  \_\_UINT32 nBonusRewardValue;  }GameSettlementSync,\*pGameSettlementSync; |
| CS | TEXASGAME | *S->C****(SYNC****)* | 10000+23 | 荷官取消同步【空包】  //GirlCancel Sync  typedef struct tagGirlCancelSync  {  }GirlCancelSync,\*pGirlCancelSync; |
| CS | TEXASGAME | *S->C****(SYNC****)* | 10000+24 | 下注广播  角色编号，角色名称  \_\_UINT32 nRoleID  \_\_UINT32 nBetChips  \_\_CHAR sUserName[32];  // BetBroadcastSync  typedef struct tagBetBroadcastSync  {  \_\_UINT32 nRoleID;  \_\_UINT32 nBetChips;  \_\_CHAR sUserName[32];  }BetBroadcastSync,\*pBetBroadcastSync; |
| CS | TEXASGAME | *S->C****(SYNC****)* | 10000+25 | 牌型广播  角色编号，荷官编号，牌型类型  \_\_UINT32 nRoleID  \_\_UINT32 nGirlID  \_\_UINT32 nCardKindType  nGirlCardKindType：牌型[客户端已知]  // BrandBroadcastSync  typedef struct tagBrandBroadcastSync  {  \_\_UINT32 nRoleID;  \_\_UINT32 nGirlID;  \_\_UINT32 nCardKindType;  }BrandBroadcastSync,\*pBrandBroadcastSync; |
| CS | TEXASGAME | *S->C****(SYNC****)* | 10000+26 | 上线广播  角色编号，角色名称  \_\_UINT32 nRoleID  \_\_CHAR sUserName[32];  // OnlineBroadcastSync  typedef struct tagOnlineBroadcastSync  {  \_\_UINT32 nRoleID;  \_\_CHAR sThirdID[32];  \_\_CHAR sUserName[32];  }OnlineBroadcastSync,\*pOnlineBroadcastSync; |

**附加同步信息：**

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| CS | TEXASGAME | *S->C****(SYNC****)* | 10000+27 | 游戏中卡牌列表同步  角色编号，卡牌数量，卡牌列表信息  \_\_UINT32 nRoleID  \_\_UINT32 nCardNum  \_\_CHAR sCardListInfo[9];  //CardListSync  typedef struct tagCardListSync  {  \_\_UINT32 nRoleID;  \_\_UINT32 nCardNum;  \_\_UINT32 nCardListInfo[9];  }CardListSync,\*pCardListSync; |
| CS | TEXASGAME | *S->C****(SYNC****)* | 10000+28 | 奖池更新同步  角色编号，当前奖池  \_\_UINT32 nRoleID  \_\_UINT32 nCurRewardPool  //Reward Pool Sync  typedef struct tagRewardPoolSync  {  \_\_UINT32 nRoleID;  \_\_UINT32 nCurRewardPool;  }RewardPoolSync,\*pRewardPoolSync; |

**附加**

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| CS | TEXASGAME | *S->C****(REQ****)* | 10000+29 | 准备离开房间:请求玩家状态  角色编号\_\_UINT32 nRoleID  // ReadyLeave Room Req  typedef struct tagReadyLeaveRoomReq  {  \_\_UINT32 nRoleID;  }ReadyLeaveRoomReq,\*pReadyLeaveRoomReq; |
| CS | TEXASGAME | *S->C****(RES****)* | 10000+30 | 角色编号，玩家状态  \_\_UINT32 nRoleID  \_\_UINT32 nGameStatus  备注：  准备： 1  游戏中：2  弃牌： 3  // ReadyLeave Room Res  typedef struct tagReadyLeaveRoomRes  {  \_\_UINT32 nRoleID;  \_\_UINT32 nRoleStatus;  }ReadyLeaveRoomRes,\*pReadyLeaveRoomRes; |
| CS | TEXASGAME | *S->C****(Sync****)* | 10000+31 | 历史牌局同步  \_\_UINT32 nRoleID  \_\_UINT32 nHistoryBoardNum  \_\_UINT32 nHistoryBoardInfo[10]  //HistoryBoardInfo  typedef struct tagHistoryBoardInfoSync  {  \_\_UINT32 nRoleID;  \_\_UINT32 nHistoryBoardNum;  \_\_UINT32 nHistoryBoardInfo[10];  }HistoryBoardInfoSync, \*pHistoryBoardInfoSync; |