项目协议需求设计说明书

—游戏服务器-数据日志服务器

一.协议段分配

数据日志服务器：**SDL协议段：［50000—60000］**

游戏服务器-数据日志服务器协议**心跳包处理：首段编号：50001**

二．功能协议分段

S->DL (REQ):游戏服务器-数据日志服务器【请求】

DL->S (RES):数据日志服务器-游戏服务器【反馈】



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| **游戏服务器-数据日志服务器** | | | | |
| **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** |
| SDL | PING | S->DL(**REQ**) | 50000+1 | 心跳请求&  //PING HEARTBEAT REQ  typedef struct tagDLHeartBeatReq  {  }DLHeartBeatReq, \*pDLHeartBeatReq; |
| SDB | PING | DL->S(**RES**) | 50000+2 | 心跳反馈&  //PING HEARTBEAT RES  typedef struct tagDLHeartBeatRes  {  }DLHeartBeatRes, \*pDLHeartBeatRes; |
| SDL | PING | S->DL(**REQ**) | 50000+3 | 下注日志存储请求&  //SAVE BET REQ  typedef struct tagSaveBetReq  {  \_\_UINT32 nBoardId;  \_\_UINT32 nRoleId;  \_\_UINT32 nGameType;  \_\_UINT32 nGameId;  \_\_UINT32 nRoomId;  \_\_UINT32 nGirlId;  \_\_UINT32 nJackpot;  \_\_UINT32 nBonus;  \_\_CHAR sJackpotDetail[32];  \_\_CHAR sBonusDetail[32];  \_\_UINT32 nAnte;  \_\_UINT32 nFlop;  \_\_CHAR sSumChipDetail[32];  \_\_CHAR sChipDetail[32];  \_\_INT32 nWinChip;  \_\_UINT32 nRewardBonus;  \_\_UINT32 nRewardJackpot;  \_\_UINT32 nTea;  \_\_UINT32 nServerId;  \_\_CHAR sWinChipDetail[32];  \_\_CHAR sBeforeChipDetail[32];  \_\_CHAR sAfterChipDetail[32];  \_\_INT32 nTotalAmount;  }SaveBetReq, \*pSaveBetReq;; |
| SDL | PING | S->DL(**REQ**) | 50000+5 | 登录日志存储请求&  //SAVE LOGIN REQ  typedef struct tagSaveLoginReq  { \_\_UINT32 nRoleId ;  \_\_CHAR sRoleName[32];  \_\_UINT32 nPlatformId;  \_\_CHAR sThirdId[32];  \_\_CHAR sThirdAccount[32];  \_\_UINT32 nLoginTime;  \_\_UINT32 nServerId;  \_\_CHAR sIp[32];  \_\_UINT32 nStatus;  }SaveLoginReq,\*pSaveLoginReq; |
| SDL | PING | S->DL(**REQ**) | 50000+7 | 登出日志存储请求&  //SAVE LOGOUT REQ  typedef struct tagSaveLogoutReq  {  \_\_UINT32 nRoleId ;  \_\_CHAR sRoleName[32];  \_\_UINT32 nPlatformId;  \_\_CHAR sThirdId[32];  \_\_CHAR sThirdAccount[32];  \_\_UINT32 nLoginTime;  \_\_UINT32 nLogoutTime;  \_\_UINT32 nServerId;  \_\_CHAR sIp[32];  \_\_UINT32 nUnbindChip;  \_\_UINT32 nUnbindPink;  \_\_UINT32 nBindChip;  \_\_UINT32 nBindPink;  }SaveLogoutReq,\*pSaveLogoutReq; |