项目协议需求设计说明书

—游戏服务器-数据服务器

一.协议段分配

数据服务器：**SDB协议段：［40000—50000］**

游戏服务器-数据服务器协议**心跳包处理：首段编号：40001**

二．功能协议分段

S->DB (REQ):游戏服务器-数据服务器【请求】

DB->S(RES):数据服务器-游戏服务器【反馈】



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| **游戏服务器-数据服务器** | | | | |
| **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** |
| SDB | PING | S->DB(**REQ**) | 40000+1 | 心跳请求&  //PING HEARTBEAT REQ  typedef struct tagDBHeartBeatReq  {  }DBHeartBeatReq, \*pDBHeartBeatReq; |
| SDB | PING | DB->S(**RES**) | 40000+2 | 心跳反馈&  //PING HEARTBEAT RES  typedef struct tagDBHeartBeatRes  {  }DBHeartBeatRes, \*pDBHeartBeatRes;eatRes; |
| SDB | ACCOUNT | S->DB(**REQ**) | 40000+3 | 角色账号获取请求&  // LOAD ROLE REQ  typedef struct tagLoadRoleReq  {  \_\_UINT32 nRoleId;  }LoadRoleReq,\*pLoadRoleReq; |
| SDB | ACCOUNT | DB->S(**RES**) | 40000+4 | 角色账号获取反馈&  // LOAD ROLE RES  typedef struct tagLoadRoleRes  {  \_\_UINT32 nRoleId;  \_\_CHAR sRoleName[32];  \_\_CHAR sPassword[32];  \_\_UINT32 nPlatformId;  \_\_CHAR sThirdId[32];  \_\_CHAR sThirdAccount[32];  \_\_UINT32 nSex;  \_\_UINT32 nStatus;  \_\_CHAR sStatusReason[100];  \_\_UINT32 nLastLoginTime;  \_\_UINT32 nLoginTimes;  \_\_UINT32 nBanTime;  \_\_UINT32 nExp;  \_\_UINT32 nLevel;  \_\_UINT32 nUnbindChip;  \_\_UINT32 nUnbindPink;  \_\_UINT32 nBindChip;  \_\_UINT32 nBindPink;  \_\_UINT32 nMaxPink;  \_\_UINT32 nMaxChip;  \_\_UINT32 nHighestChip;  \_\_UINT32 nVipType;  \_\_UINT32 nVipLevel;  \_\_UINT32 nVipPoints;  \_\_UINT32 nWinTimes;  \_\_UINT32 nLostTimes;  \_\_UINT32 nDrawTimes;  \_\_UINT32 sMaxCardType[5];  \_\_UINT32 nChatStatus;  \_\_UINT32 nGiftSpend;  \_\_UINT32 nGiftMonth;  }LoadRoleRes,\*pLoadRoleRes; |
| SDB | ACCOUNT | S->DB(**REQ**) | 40000+5 | 角色账号存储请求&  // SAVE ROLE REQ  typedef struct tagSaveRoleReq  {  \_\_UINT32 nRoleId;  \_\_CHAR sRoleName[32];  \_\_CHAR sPassword[32];  \_\_UINT32 nPlatformId;  \_\_CHAR sThirdId[32];  \_\_CHAR sThirdAccount[32];  \_\_UINT32 nSex;  \_\_UINT32 nStatus;  \_\_CHAR sStatusReason[100];  \_\_UINT32 nLastLoginTime;  \_\_UINT32 nLoginTimes;  \_\_UINT32 nBanTime;  \_\_UINT32 nExp;  \_\_UINT32 nLevel;  \_\_UINT32 nUnbindChip;  \_\_UINT32 nUnbindPink;  \_\_UINT32 nBindChip;  \_\_UINT32 nBindPink;  \_\_UINT32 nMaxPink;  \_\_UINT32 nMaxChip;  \_\_UINT32 nHighestChip;  \_\_UINT32 nVipType;  \_\_UINT32 nVipLevel;  \_\_UINT32 nVipPoints;  \_\_UINT32 nWinTimes;  \_\_UINT32 nLostTimes;  \_\_UINT32 nDrawTimes;  \_\_UINT32 sMaxCardType[5];  \_\_UINT32 nChatStatus;  \_\_UINT32 nGiftSpend;  \_\_UINT32 nGiftMonth;  }SaveRoleReq,\*pSaveRoleReq; |
| SDB | PRIZEPOOL | S->DB(**REQ**) | 40000+6 | 奖池获取请求&  // LOAD PRIZEPOOL REQ  typedef struct tagLoadPrizePoolReq  {  }LoadPrizePoolReq,\*pLoadPrizePoolReq; |
| SDB | PRIZEPOOL | DB->S(**RES**) | 40000+7 | 奖池获取反馈&  // LOAD PRIZEPOOL RES  typedef struct tagLoadPrizePoolRes  {  \_\_UINT32 nTotalValue;  \_\_UINT32 nPayValue;  \_\_UINT32 nJackpotBonus\_InitValue;  }LoadPrizePoolRes,\*pLoadPrizePoolRes; |
| SDB | PRIZEPOOL | S->DB(**REQ**) | 40000+8 | 奖池存储请求&  // SAVE PRIZEPOOL REQ  typedef struct tagSavePrizePoolReq  {  \_\_UINT32 nTotalValue;  \_\_UINT32 nPayValue;  \_\_UINT32 nJackpotBonus\_InitValue;  }SavePrizePoolReq,\*pSavePrizePoolReq; |
| SDB | PRIZEPOOL | S->DB(**REQ**) | 40000+9 | 牌局获取请求&  // LOAD TEXAS\_BOARD REQ  typedef struct tagLoadTexasBoardReq  {  \_\_UINT32 nServerId;  \_\_UINT32 nRoomId;  }LoadTexasBoardReq, \*pLoadTexasBoardReq; |
| SDB | PRIZEPOOL | DB->S(**RES**) | 40000+10 | 牌局获取反馈&  // LOAD TEXAS\_BOARD RES  typedef struct tagLoadTexasBoardRes  {  \_\_UINT32 nRoomId;  \_\_UINT32 nBoardId;  }LoadTexasBoardRes, \*pLoadTexasBoardRes; |
| SDB | PRIZEPOOL | S->DB(**REQ**) | 40000+11 | 牌局存储请求&  // SAVE TEXAS\_BOARD REQ  typedef struct tagSaveTexasBoardReq  {  \_\_UINT32 nBoardId;  \_\_UINT32 nGirlId;  \_\_CHAR strCard[32];  \_\_CHAR strShowCard[32];  \_\_UINT32 nServerId;  \_\_UINT32 nGameId;  \_\_UINT32 nRoomId;  \_\_UINT32 nSumChip;  \_\_UINT32 nRewardJackpotType;  \_\_UINT32 nRewardBonusType;  \_\_UINT32 nCardType;  \_\_UINT32 nDealcardType;  \_\_UINT32 nResult;  \_\_UINT32 nEndStatus;  \_\_UINT32 nStartTime;  \_\_UINT32 nEndTime;  }SaveTexasBoardReq, \*pSaveTexasBoardReq; |
| SDB | PRIZEPOOL | S->DB(**REQ**) | 40000+12 | 历史牌局获取请求&  // LOAD TEXAS\_HISTORYBOARD REQ  typedef struct tagLoadTexasHistoryBoard10Req  {  \_\_UINT32 nRoomId;  }LoadTexasHistoryBoard10Req,\*pLoadTexasHistoryBoard10Req; |
| SDB | PRIZEPOOL | DB->S(**RES**) | 40000+13 | 历史牌局获取反馈&  // LOAD TEXAS\_HISTORYBOARD RES  typedef struct tagLoadTexasHistoryBoard10Res  {  \_\_UINT32 nGameId;  \_\_UINT32 nRoomId;  \_\_UINT32 nServerId;  \_\_CHAR sResult[21];  \_\_UINT32 nBoardCount;  }LoadTexasHistoryBoard10Res,\*pLoadTexasHistoryBoard10Res; |
| SDB | PRIZEPOOL | S->DB(**REQ**) | 40000+14 | 历史牌局存储请求&  // SAVE TEXAS\_HISTORYBOARD REQ  typedef struct tagSaveTexasHistoryBoard10Req  {  int nGameId;  int nRoomId;  int nServerId;  \_\_CHAR sResult[21];  int nBoardCount;  }SaveTexasHistoryBoard10Req,\*pSaveTexasHistoryBoard10Req; |