# 囧西游安装文档

1. 创建目录

Ios程序目录路径：/home/server/ios\_app

and程序目录路径：/home/server/and\_app

把各自的安装程序脚本文件cpzone.sh以及对应的对应的模块zone\_xxx目录放到对应的路径中去，同时执行cpzone.sh脚本，跟据脚本提示，输入对应要创建的区范围，生成对应的区目录。（对于模块里面的说明参考相关的说明）

1. 创建目录脚本

脚本目录路径：/home/tool，把对应的脚本程序安装在目录下，同时执行定时器文件mycront,该目录主要定时执行一些删除文件操作等。

1. 数据库配置，在mysql库中，创建相应的sp\_authority、sp\_authoritylog等存储过程，执行相应的存储过程，输入对应的区号范围，会生成对应区号的库，以及相关的用户账号等信息。在各个游戏库中执行创建sp\_DelExpiresBattleLog存储过程，以及定定时器。用于删除过期的战斗日志信息
2. 配置相关的动态库路径，把相关的动太库dll放置到程序目录下，同时修改当前用户的. bash\_profile文件，增加dll库路径，

例：export set LD\_LIBRARY\_PATH=$LD\_LIBRARY:/home/server/ios\_app/dll

修改相关的系统限制配置信息

ulimit -c unlimited

ulimit -n 65535

1. 防火墙配置，对内网全部开放，对外网一些端口全部开放，对一些安全性要求高的端口进行IP限制。

# Firewall configuration written by system-config-securitylevel

# Manual customization of this file is not recommended.

\*filter

:INPUT ACCEPT [0:0]

:FORWARD ACCEPT [0:0]

:OUTPUT ACCEPT [0:0]

:RH-Firewall-1-INPUT - [0:0]

-A INPUT -j RH-Firewall-1-INPUT

-A FORWARD -j RH-Firewall-1-INPUT

-A RH-Firewall-1-INPUT -i lo -j ACCEPT

-A RH-Firewall-1-INPUT -p icmp --icmp-type any -j ACCEPT

-A RH-Firewall-1-INPUT -p 50 -j ACCEPT

-A RH-Firewall-1-INPUT -p 51 -j ACCEPT

#-A RH-Firewall-1-INPUT -p tcp --sport 1024: --dport 1024: -m state --state ESTABLISHED,RELATED -j ACCEPT

-A RH-Firewall-1-INPUT -m state --state ESTABLISHED,RELATED -j ACCEPT

#全开放的端口

-A RH-Firewall-1-INPUT -m state --state NEW -m tcp -p tcp --dport 80 -j ACCEPT

-A RH-Firewall-1-INPUT -m state --state NEW -m tcp -p tcp --dport 8081 -j ACCEPT

-A RH-Firewall-1-INPUT -m state --state NEW -m tcp -p tcp --dport 8888 -j ACCEPT

-A RH-Firewall-1-INPUT -m state --state NEW -m tcp -p tcp --dport 20000 -j ACCEPT

-A RH-Firewall-1-INPUT -m state --state NEW -m tcp -p tcp --dport 20011 -j ACCEPT

-A RH-Firewall-1-INPUT -m state --state NEW -m tcp -p tcp --dport 20017 -j ACCEPT

-A RH-Firewall-1-INPUT -m state --state NEW -m tcp -p tcp --dport 20021 -j ACCEPT

-A RH-Firewall-1-INPUT -m state --state NEW -m tcp -p tcp --dport 20031 -j ACCEPT

-A RH-Firewall-1-INPUT -m state --state NEW -m tcp -p tcp --dport 20041 -j ACCEPT

-A RH-Firewall-1-INPUT -m state --state NEW -m tcp -p tcp --dport 20051 -j ACCEPT

-A RH-Firewall-1-INPUT -m state --state NEW -m tcp -p tcp --dport 20061 -j ACCEPT

-A RH-Firewall-1-INPUT -m state --state NEW -m tcp -p tcp --dport 20371 -j ACCEPT

-A RH-Firewall-1-INPUT -m state --state NEW -m tcp -p tcp --dport 20381 -j ACCEPT

-A RH-Firewall-1-INPUT -m state --state NEW -m tcp -p tcp --dport 20391 -j ACCEPT

-A RH-Firewall-1-INPUT -m state --state NEW -m tcp -p tcp --dport 20401 -j ACCEPT

-A RH-Firewall-1-INPUT -m state --state NEW -m tcp -p tcp --dport 22541 -j ACCEPT

-A RH-Firewall-1-INPUT -m state --state NEW -m tcp -p tcp --dport 22551 -j ACCEPT

#针对IP开放的端口

#内网IP

-A RH-Firewall-1-INPUT -s 192.168.2.0/24 -m state --state NEW -m tcp -p tcp --dport 1:65535 -j ACCEPT

#公司IP

-A RH-Firewall-1-INPUT -s 218.5.83.234 -m state --state NEW -m tcp -p tcp --dport 20004 -j ACCEPT

-A RH-Firewall-1-INPUT -s 218.5.83.234 -m state --state NEW -m tcp -p tcp --dport 60000:65535 -j ACCEPT

-A RH-Firewall-1-INPUT -s 218.5.83.234 -m state --state NEW -m tcp -p tcp --dport 5900:5910 -j ACCEPT

#代理IP

-A RH-Firewall-1-INPUT -s 42.62.50.9 -m state --state NEW -m tcp -p tcp --dport 20004 -j ACCEPT

-A RH-Firewall-1-INPUT -s 42.62.50.9 -m state --state NEW -m tcp -p tcp --dport 60000:65535 -j ACCEPT

#游力IP

-A RH-Firewall-1-INPUT -s 218.5.98.114 -m state --state NEW -m tcp -p tcp --dport 60000:65535 -j ACCEPT

-A RH-Firewall-1-INPUT -s 117.25.166.50 -m state --state NEW -m tcp -p tcp --dport 60000:65535 -j ACCEPT

-A RH-Firewall-1-INPUT -s 118.26.201.0/24 -m state --state NEW -m tcp -p tcp --dport 60000:65535 -j ACCEPT

-A RH-Firewall-1-INPUT -m state --state NEW -m udp -p udp -s 118.26.201.7 --dport 161 -j ACCEPT

-A RH-Firewall-1-INPUT -m state --state NEW -m tcp -p tcp -s 118.26.201.7 --dport 5666 -j ACCEPT

-A RH-Firewall-1-INPUT -m state --state NEW -m tcp -p tcp -s 118.26.201.7 --dport 63306 -j ACCEPT

-A RH-Firewall-1-INPUT -j REJECT --reject-with icmp-host-prohibited

COMMIT

# Completed

\*mangle

:FORWARD ACCEPT [0:0]

:INPUT ACCEPT [0:0]

:OUTPUT ACCEPT [0:0]

:PREROUTING ACCEPT [0:0]

:POSTROUTING ACCEPT [0:0]

COMMIT

# Completed

\*nat

:OUTPUT ACCEPT [0:0]

:PREROUTING ACCEPT [0:0]

:POSTROUTING ACCEPT [0:0]

COMMIT

# Completed