|  |
| --- |
| iNoah |
| roWeb Engine |
| roWeb Engine System |

|  |
| --- |
| noahzao  2013/7/24 |

目录

[introduction 3](#_Toc363487854)

[develop environment 3](#_Toc363487855)

[engine structure 3](#_Toc363487856)

[inoah.game 3](#_Toc363487857)

[rmxp structure 4](#_Toc363487858)

[base user interface 4](#_Toc363487859)

[character editor 6](#_Toc363487860)

[job editor 7](#_Toc363487861)

[skill editor 8](#_Toc363487862)

[item editor 9](#_Toc363487863)

[weapon editor 10](#_Toc363487864)

[equip editor 11](#_Toc363487865)

[monster editor 12](#_Toc363487866)

[monster group editor 13](#_Toc363487867)

[system config editor 14](#_Toc363487868)

[data structure 14](#_Toc363487869)

[Global.as 14](#_Toc363487870)

[sysConfig.xml 15](#_Toc363487871)

[languages.xml 15](#_Toc363487872)

[maps.xml 15](#_Toc363487873)

[characters.xml 15](#_Toc363487874)

[jobs.xml 15](#_Toc363487875)

[skills.xml 16](#_Toc363487876)

[items.xml 16](#_Toc363487877)

[weapons.xml 16](#_Toc363487878)

[equips.xml 16](#_Toc363487879)

[monsters.xml 16](#_Toc363487880)

[monsterGroups.xml 16](#_Toc363487881)

# ****introduction****

## develop environment

develop platform: win7 flashbuilder4.7 airsdk3.7

target platform: pc, android, ios6, mac

using framework: Starling, Feathers, pureMVC, mornUI, Minimalcomps

# engine structure

[libCommon] –-open source projects package

com.adobe.utils

starling

feathers

pureMVC

interfaces ( ILuaMain )

mornUI

[libDllLua] –-flascc lua5.2 package

com.inoah.lua.LuaMain

[project libCore] ---engine level code

inoah.core

inoah.data.map

inoah.lua

[project libRo] ---game level code

game.ui

inoah.game.ro

[project Client]

Client

## inoah.game

perLoader->Client->GameMediator->dllLua->load( game.lua )->initStarling()->run( game.lua )

ClientD5RoDemo.init()

façade-> new GameMediator

ClientD5RoDemo.tick()

GameMediator-> Starling-> starlingMain->mgrs

[assetMgr, textureMgr, sprMgr, displayMgr, keyMgr]

mornUI.init()->loginView->resInitLoad

GameMediator.onLogin()->initUserInfo()->resLoad()->mainView->mapMgr->battleMgr

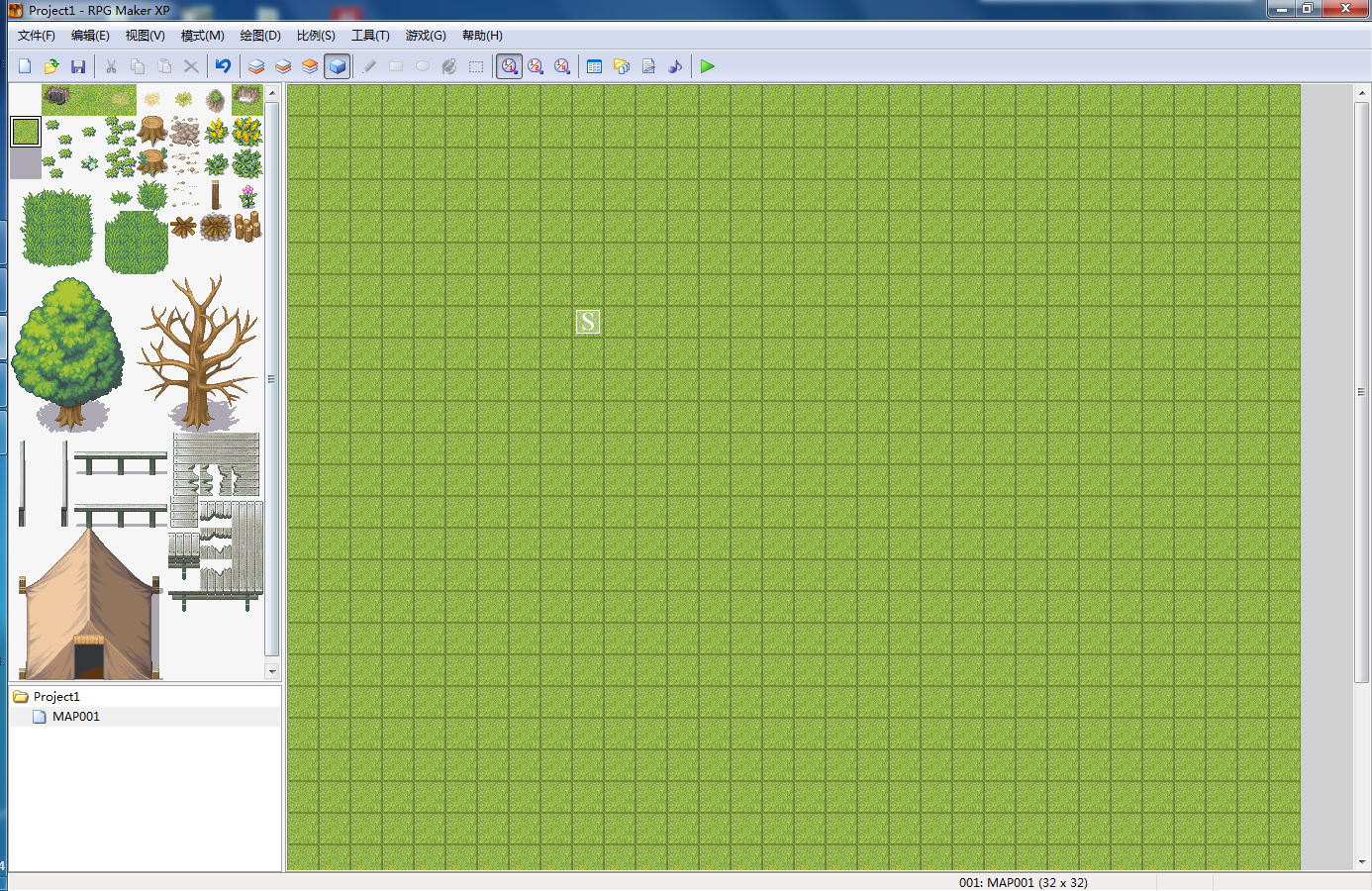
mainView->mapView=>alertView=>joyStickView=>chatView=>skillView

mapMgr->mapMediator->changeMapCommand

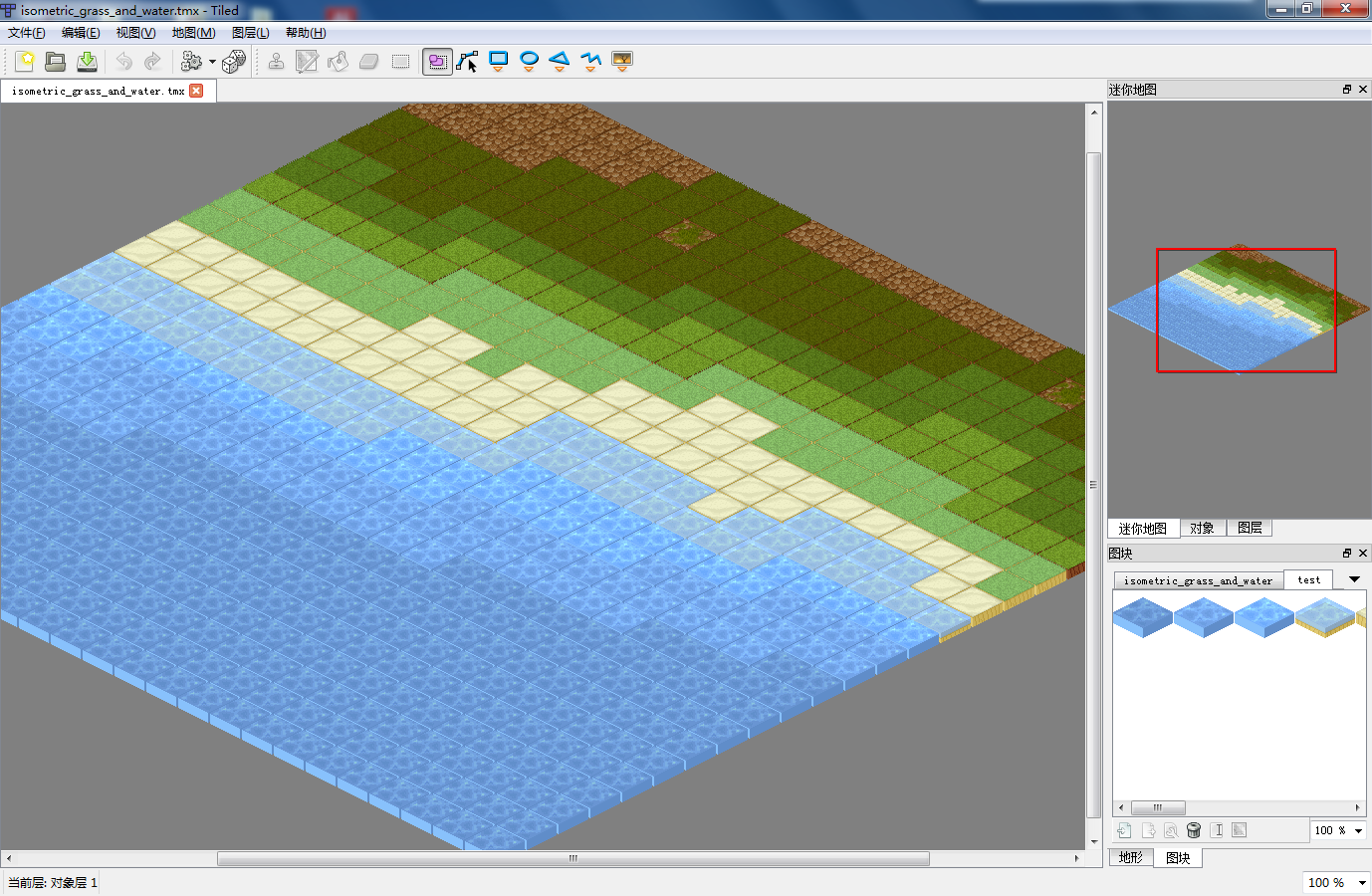
battleMgr->battleMediator

# rmxp structure

## base user interface



something like rmxp

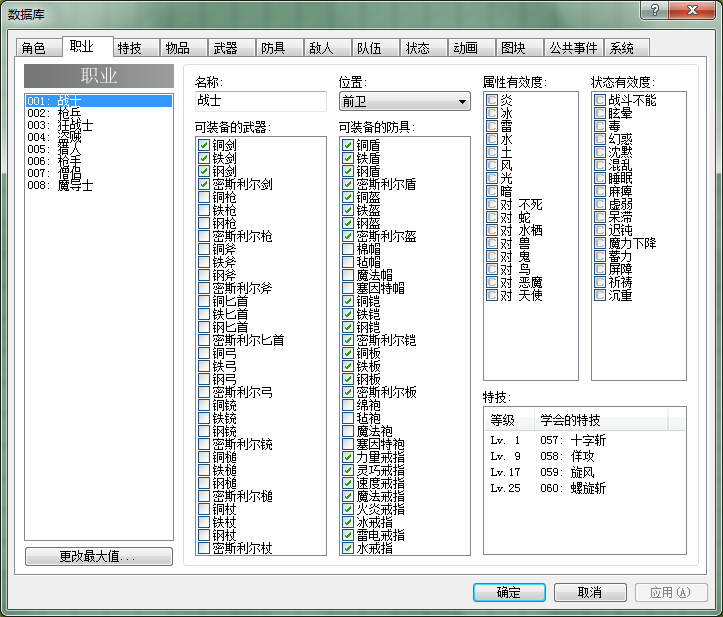


tiled mapeditor

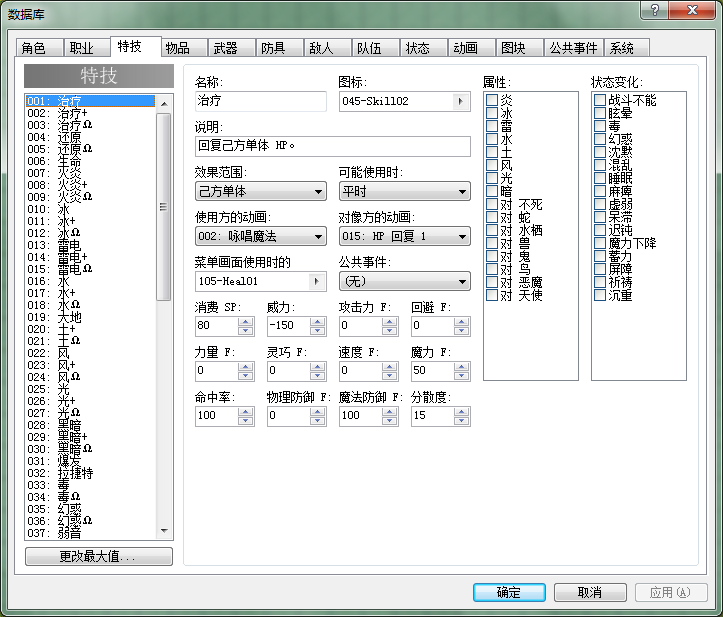
## character editor



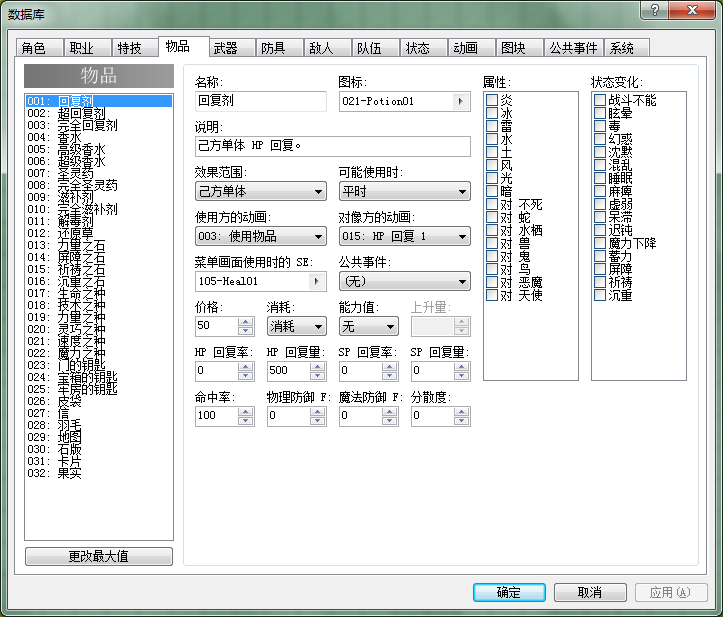
## job editor



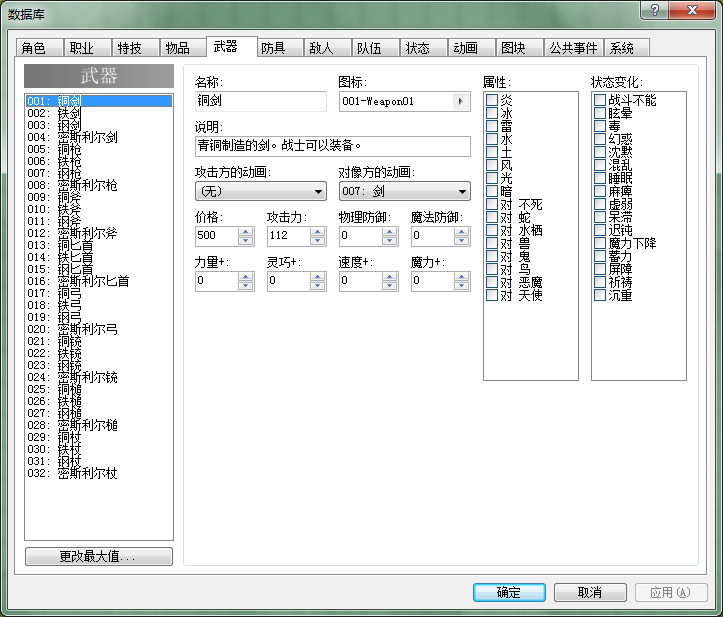
## skill editor



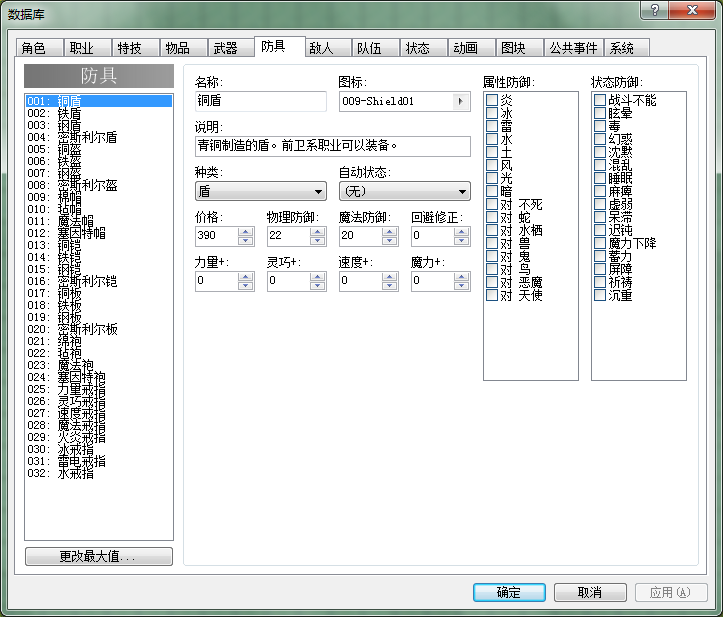
## item editor



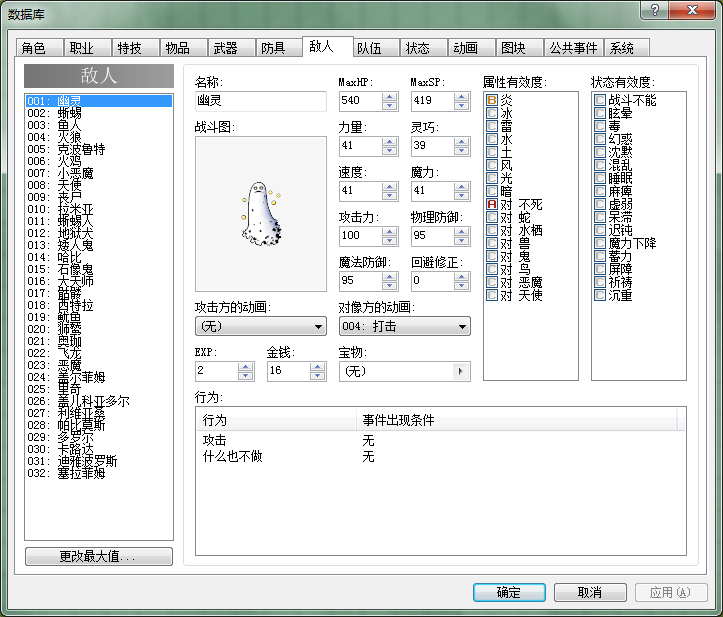
## weapon editor



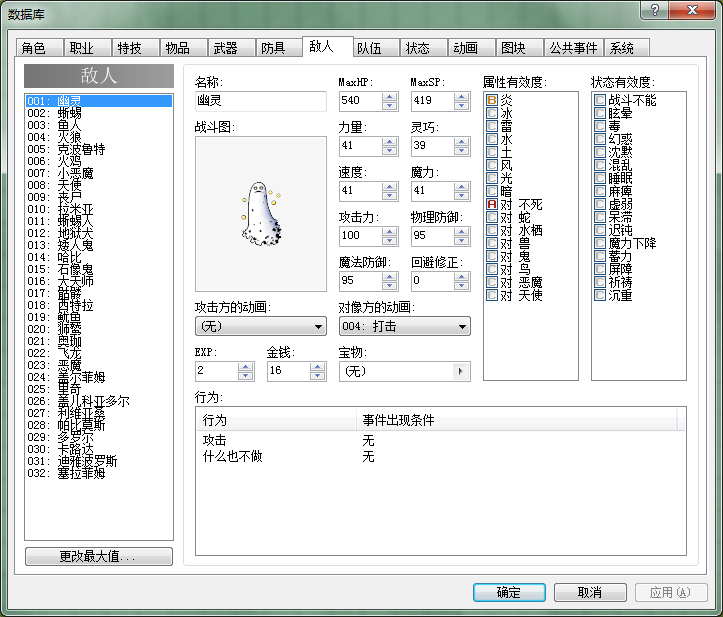
## equip editor



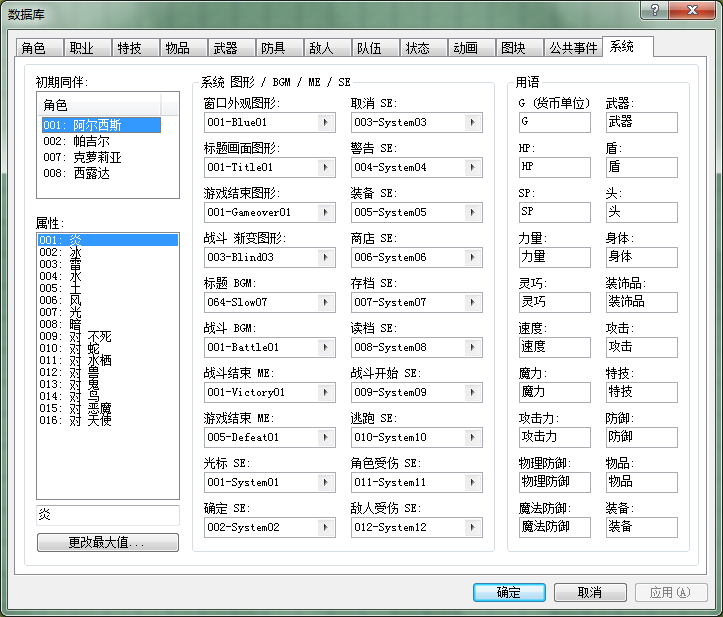
## monster editor



## monster group editor



## system config editor



# data structure

## Global.as

IS\_MOBILE

SCREEN\_W, SCREEN\_H

MAP\_W, MAP\_H

TILE\_W, TILE\_H

userInfo

debugTxt

ORDET\_TIME

MAX\_MONSTER\_NUM

## sysConfig.xml

## languages.xml

## maps.xml

id

name

parent\_id

order

expanded

scroll\_x

scroll\_y

## characters.xml

id

name

job

currentlv

maxlv

currentexp

characterres

maxhp

maxsp

str

dex

agi

int

weapon

equip

## jobs.xml

not avaliable

## skills.xml

## items.xml

## weapons.xml

## equips.xml

## monsters.xml

## monsterGroups.xml