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

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| noahzao  2013/7/24 |

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# ****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]

com.adobe.utils, feathers, pureMVC, starling

[dllLua]

flascc lua5.2

[project libMornUI]

mornUI

[project libMinimalcomps]

minimalcomps

[project libCore]

game.ui

inoah.data.map

inoah.game

## 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

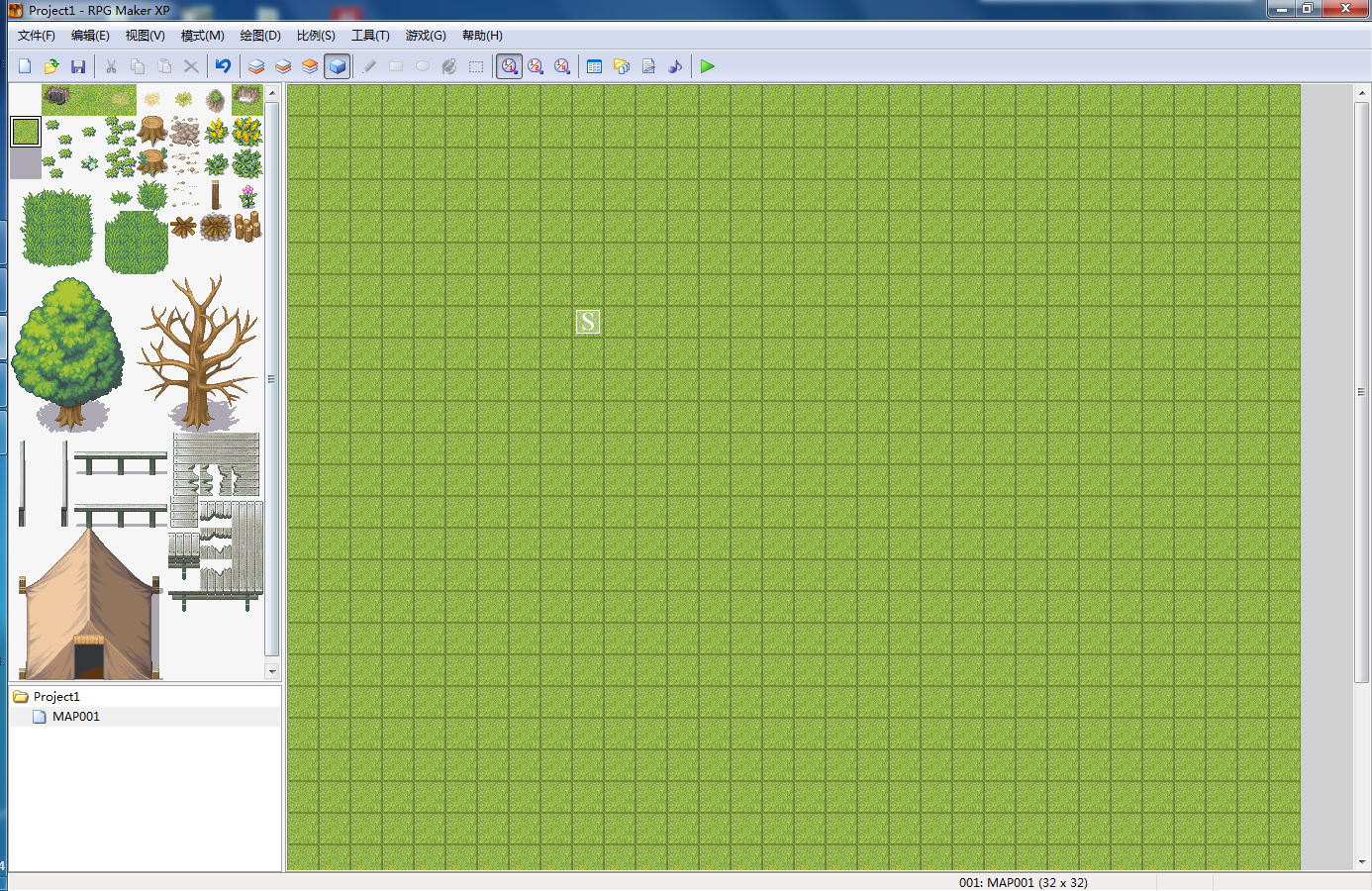
mainView->mapView=>alertView=>joyStickView=>chatView=>skillView

mapMgr->mapMediator->changeMapCommand

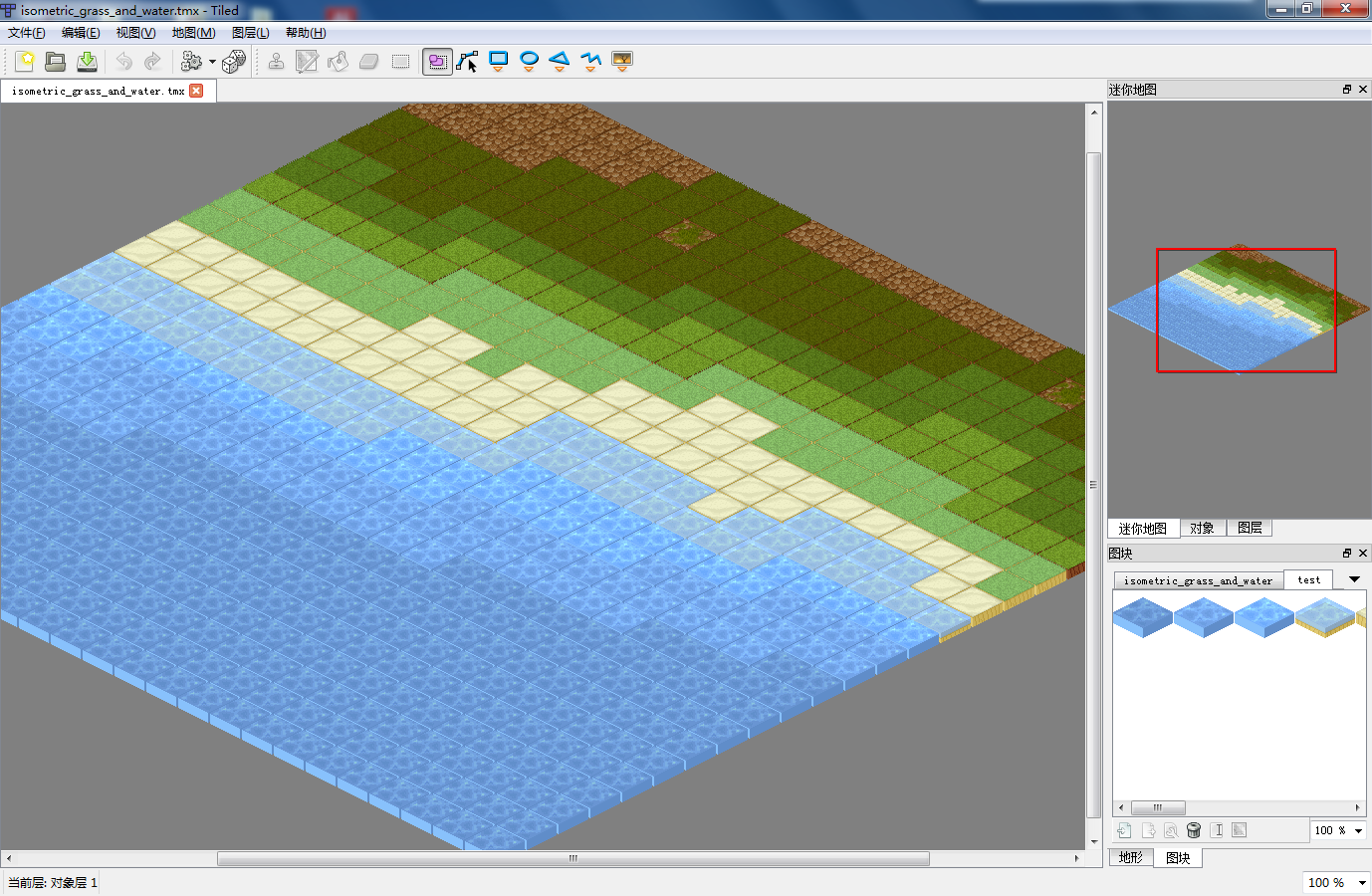
battleMgr->battleMediator

# rmxp structure

## base user interface



something like rmxp

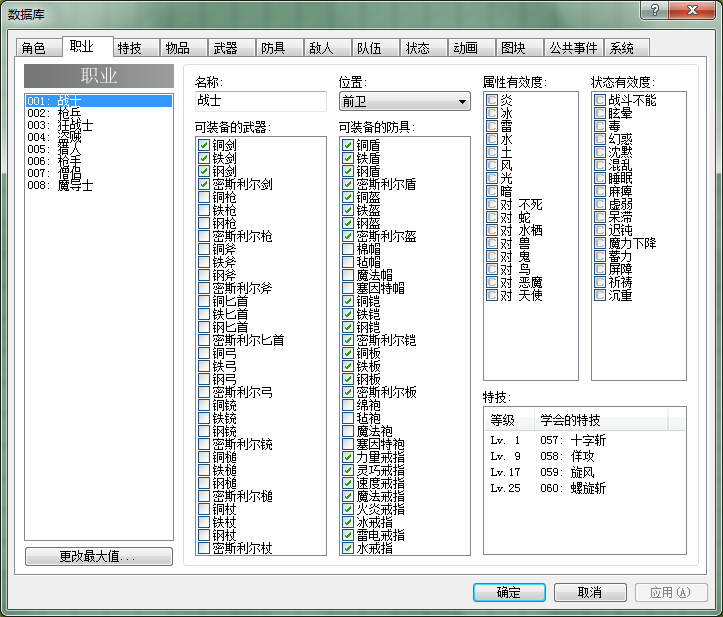


tiled mapeditor

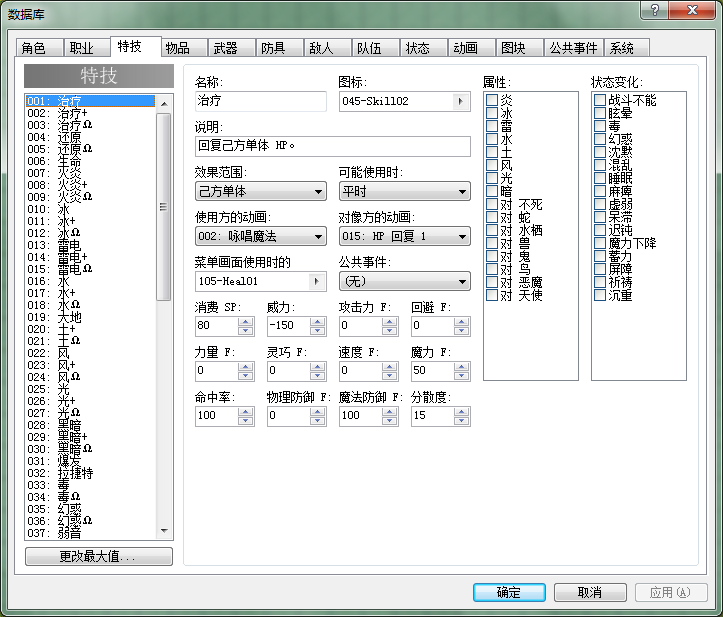
## character editor



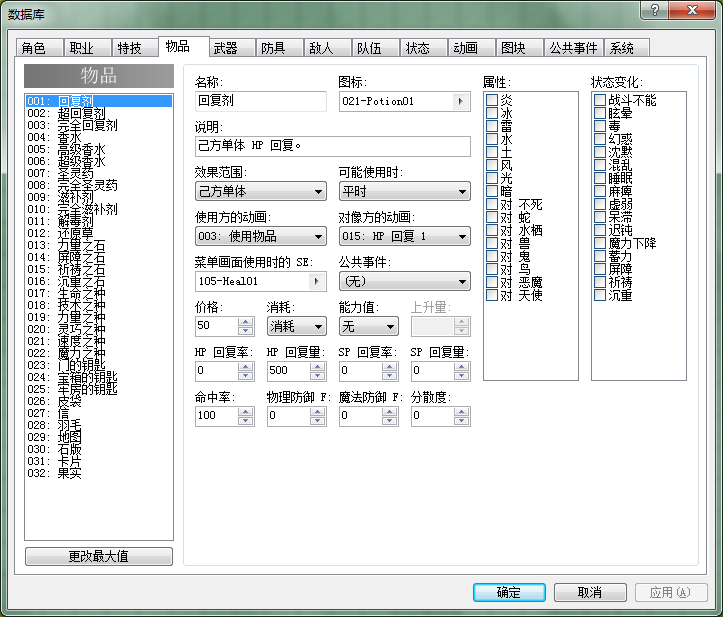
## job editor



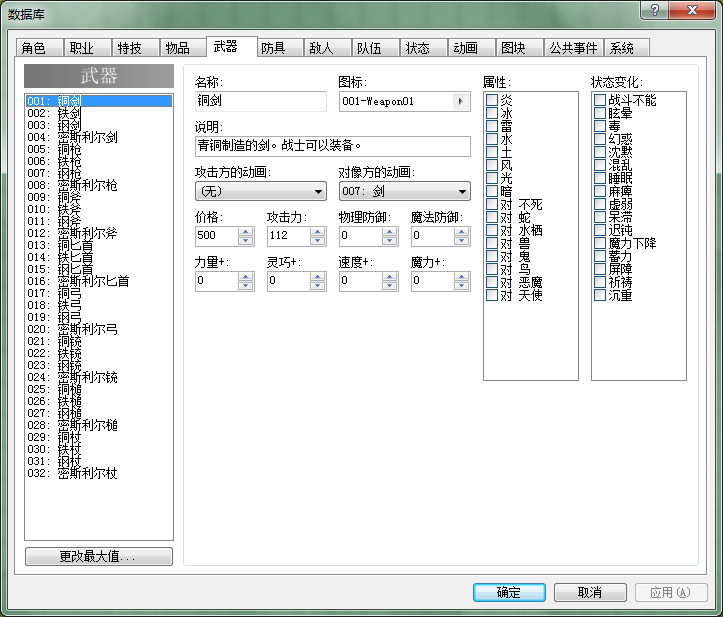
## skill editor



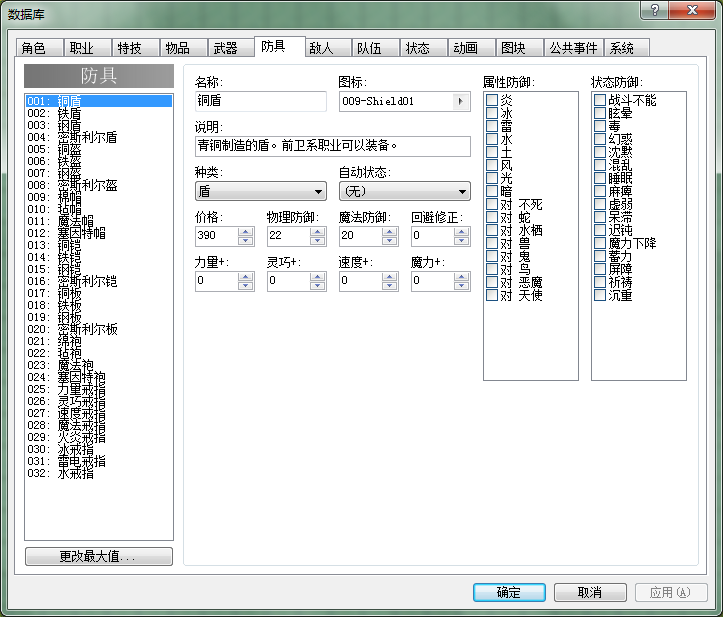
## item editor



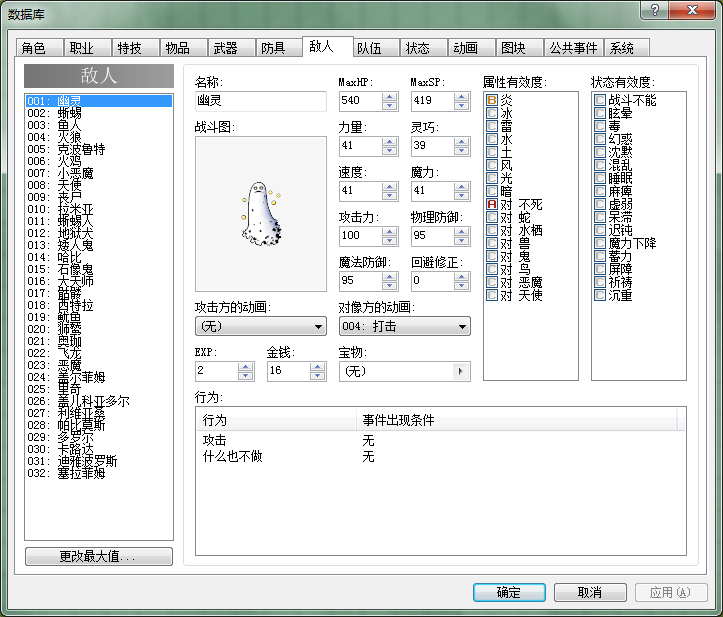
## weapon editor



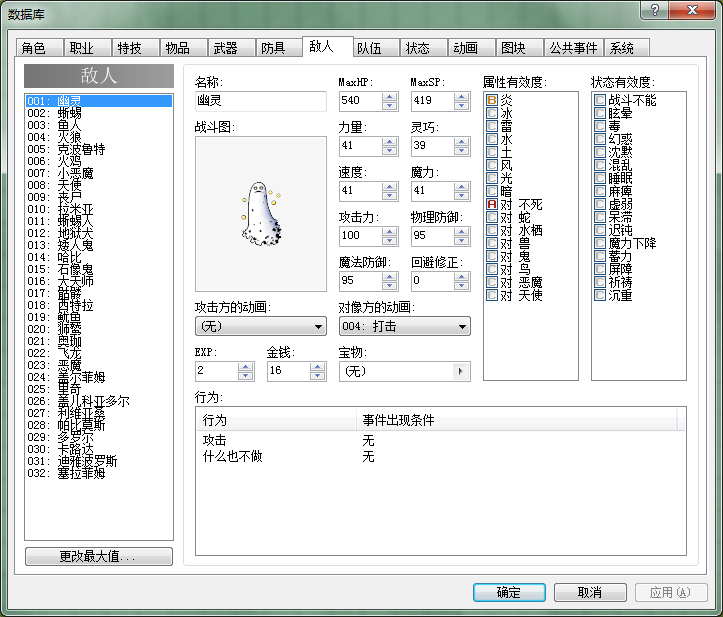
## equip editor



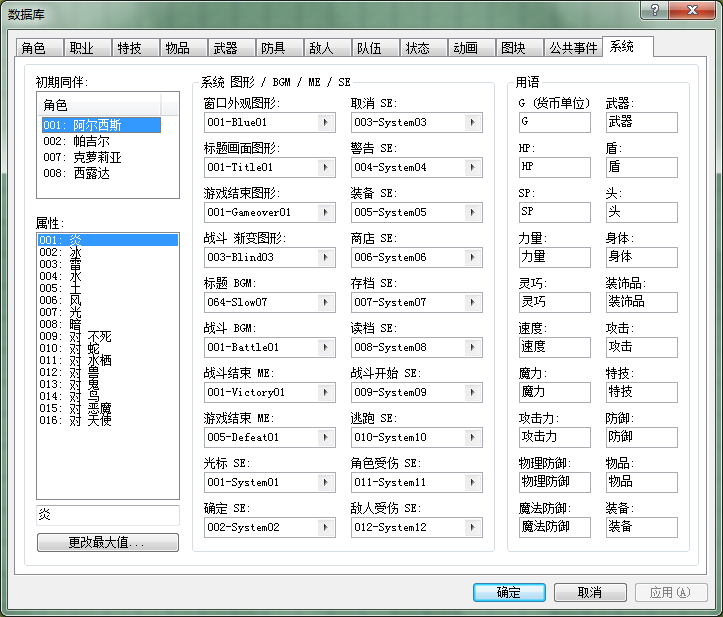
## monster editor



## 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