

ET 框架学习笔记（三） - - 网络交互相关

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1.2 ActorMessageSenderComponent:

```
[ComponentOf(typeof(Scene))]
public class ActorMessageSenderComponent: Entity, IAwake, IDestroy {
    public const long TIMEOUT_TIME = 40 * 1000;
    public static ActorMessageSenderComponent Instance { get; set; }
    public int RpcId;
    public readonly SortedDictionary<int, ActorMessageSender> requestCallback = new SortedDictionary<int, ActorMessageSender>();
    public long TimeoutCheckTimer;
    public List<int> TimeoutActorMessageSenders = new List<int>();
}
```

1.3 ActorMessageSenderComponentSystem: 这个类 ETTask 的细节，要再看几遍

- 这个类，可以看见 ET7 框架更为系统化、消息机制的更为往底层或说更进一步的封装，就是今天下午看见的，以前的 handle() 或是 run() 方法，或回调实例 Action<T> reply, 现在的封装里，这什么创建回复实例之类的，全部封装到了管理器或是帮助类
- 比如这里，check() 方法里，返回消息的实例，已经是自动化系统化地封装了
- 如果发向同一个进程，则直接处理，不需要通过网络层。内网组件处理内网消息：这个分支可以再跟一下源码，理解一下重构的事件机制流程

```
[FriendOf(typeof(ActorMessageSenderComponent))]
public static class ActorMessageSenderComponentSystem {
    [Invoke(TimerInvokeType.ActorMessageSenderChecker)] // 另一个新标签，激活系
    public class ActorMessageSenderChecker: ATimer<ActorMessageSenderComponent> {
        protected override void Run(ActorMessageSenderComponent self) {
            try {
                self.Check();
            }
            catch (Exception e) {
                Log.Error($"move timer error: {self.Id}\n{e}");
            }
        }
    }
}
// [ObjectSystem]// 这里把 Awake() Destroy() 方法跳过，不是重点
// 下面的方法是：帮助发送回复消息？好像不对，感觉异步任务结果已经出来了，只差最后写结果的步骤。结果是什么时候执行的？
private static void Run(ActorMessageSender self, IActorResponse response) { // 传进来的参数：是一个 IActorResponse
    if (response.Error == ErrorCore.ERR_ActorTimeout) {
        self.Tcs.SetException(new Exception($"Rpc error: request, 注意 Actor 消息超时，请注意查看是否死锁或者没有 re
        return;
    }
    // ActorMessageSenderComponent 一个组件，一次只执行一个（返回）消息发送任务，成员变量永远只管当前任务，也是因为 Act
    if (self.NeedException && ErrorCore.IsRpcNeedThrowException(response.Error)) { // 若有异常，就先抛异常
        self.Tcs.SetException(new Exception($"Rpc error: actorId: {self.ActorId} request: {self.Request}, respons
        return;
    }
    self.Tcs.SetResult(response); // 写结果：把异步任务的状态设置为完成，并触发必要的非空回调订阅者
}
private static void Check(this ActorMessageSenderComponent self) {
    long timeNow = TimeHelper.ServerNow();
    foreach ((int key, ActorMessageSender value) in self.requestCallback) {
        // 因为是顺序发送的，所以，检测到第一个超时的就退出
        if (timeNow < value.CreateTime + ActorMessageSenderComponent.TIMEOUT_TIME)
            break;
        self.TimeoutActorMessageSenders.Add(key);
    }
    foreach (int rpcId in self.TimeoutActorMessageSenders) {
        ActorMessageSender actorMessageSender = self.requestCallback[rpcId];
        self.requestCallback.Remove(rpcId);
        try {
            IActorResponse response = ActorHelper.CreateResponse(actorMessageSender.Request, ErrorCore.ERR_ActorT
            Run(actorMessageSender, response);
        }
        catch (Exception e) {
            Log.Error(e.ToString());
        }
    }
}
```

```

        self.TimeoutActorMessageSenders.Clear();
    }
    public static void Send(this ActorMessageSenderComponent self, long actorId, IMessage message) { // 发消息
        if (actorId == 0) {
            throw new Exception($"actor id is 0: {message}");
        }
        ProcessActorId processActorId = new(actorId);
        // 这里做了优化, 如果发向同一个进程, 则直接处理, 不需要通过网络层
        if (processActorId.Process == Options.Instance.Process) { // 没看懂: 这里怎么就说, 消息是发向同一进程的了?
            NetInnerComponent.Instance.HandleMessage(actorId, message);
            return;
        }
        Session session = NetInnerComponent.Instance.Get(processActorId.Process);
        session.Send(processActorId.ActorId, message);
    }
    public static int GetRpcId(this ActorMessageSenderComponent self) {
        return ++self.RpcId;
    }
    public static async ETask<IActorResponse> Call(
        this ActorMessageSenderComponent self,
        long actorId,
        IActorRequest request,
        bool needException = true
    ) {
        request.RpcId = self.GetRpcId();
        if (actorId == 0) {
            throw new Exception($"actor id is 0: {request}");
        }
        return await self.Call(actorId, request.RpcId, request, needException);
    }
    public static async ETask<IActorResponse> Call( // 发消息: 细节比较难懂。感觉还是对 ETask 异步任务没能理解透彻
        this ActorMessageSenderComponent self,
        long actorId,
        int rpcId,
        IActorRequest iActorRequest,
        bool needException = true
    ) {
        if (actorId == 0) {
            throw new Exception($"actor id is 0: {iActorRequest}");
        }
        var tcs = ETask<IActorResponse>.Create(true); // 对象池里: 取一个异步任务。用这个异步任务实例, 去创建下面的消息发送
        self.requestCallback.Add(rpcId, new ActorMessageSender(actorId, iActorRequest, tcs, needException)); // 对照
        self.Send(actorId, iActorRequest); // 把请求消息发出去
        long beginTime = TimeHelper.ServerFrameTime();
        // 【难点】: 两个类, 当前类, 与 ETask, 感觉每个词都看懂了, 下面一行, 连一起, 就不明白, 它在干什么?
        // 自己想一下的话: 异步消息发出去, 某个服会处理, 有返回消息的话, 这个服处理后会返回一个返回消息。
        // 那么下面一行, 不是等待创建 Create() 异步任务, 是等待这个处理发送消息的服, 返回来返回消息, 或说把返回消息的内容填好
        IActorResponse response = await tcs; // 【稀里糊涂, 有点儿不懂】: 等异步任务的创建完成, 实际是等处理发送消息的服, 处
        long endTime = TimeHelper.ServerFrameTime();
        long costTime = endTime - beginTime;
        if (costTime > 200) {
            Log.Warning($"actor rpc time > 200: {costTime} {iActorRequest}");
        }
        return response;
    }
    // 下面方法: 处理 IActorResponse 消息, 也就是, 发回复消息给收消息的人 XX, 那么谁发, 怎么发, 就是这个方法的定义
    public static void HandleIActorResponse(this ActorMessageSenderComponent self, IActorResponse response) {
        ActorMessageSender actorMessageSender;
        // 下面取、实例化 ActorMessageSender 来看, 感觉收消息的 rpcId, 与消息发送者 ActorMessageSender 成一对对应关系。上面的 Call
        if (!self.requestCallback.TryGetValue(response.RpcId, out actorMessageSender)) { // 这里取不到, 是说, 这个返回
            return;
        }
        self.requestCallback.Remove(response.RpcId); // 这个有序字典, 就成为实时更新: 随时添加, 随时删除
        Run(actorMessageSender, response);
    }
}

```

1.4 LocationProxyComponent: 这个代理, 什么情况下会用到?

- 就是有个启动类管理 StartSceneConfigCategory 类, 它会分门别类地管理一些什么网关、注册登录服, 地址服之类的东西。然后从这个里面拿位置服务器地址? 大概意思是这样。

- 这个类先前仔细读过。还记得小伙伴搬家吗？有的小伙伴搬得很慢，要花很久，它搬家过程中就要上锁。大致是这类位置转移管理，位置添加、更新等相关管理操作。

```
[ComponentOf(typeof(Scene))]
public class LocationProxyComponent: Entity, IAwake, IDestroy {
    [StaticField]
    public static LocationProxyComponent Instance;
}
```

1.5 LocationProxyComponentSystem

```
// [ObjectSystem] awake() etc
public static class LocationProxyComponentSystem {
    private static long GetLocationSceneId(long key) {
        return StartSceneConfigCategory.Instance.LocationConfig.InstanceId;
    }
    public static async ETTTask Add(this LocationProxyComponent self, long key, long instanceId) {
        await ActorMessageSenderComponent.Instance
            .Call(GetLocationSceneId(key),
                new ObjectAddRequest() { Key = key, InstanceId = instanceId });
    }
    public static async ETTTask Lock(this LocationProxyComponent self, long key, long instanceId, int time = 60000) {
        await ActorMessageSenderComponent.Instance
            .Call(GetLocationSceneId(key),
                new ObjectLockRequest() { Key = key, InstanceId = instanceId, Time = time });
    }
    public static async ETTTask Unlock(this LocationProxyComponent self, long key, long oldInstanceId, long instanceId) {
        await ActorMessageSenderComponent.Instance
            .Call(GetLocationSceneId(key),
                new ObjectUnlockRequest() { Key = key, OldInstanceId = oldInstanceId, InstanceId = instanceId });
    }
    public static async ETTask Remove(this LocationProxyComponent self, long key) {
        await ActorMessageSenderComponent.Instance
            .Call(GetLocationSceneId(key),
                new ObjectRemoveRequest() { Key = key });
    }
    public static async ETTask<long> Get(this LocationProxyComponent self, long key) {
        if (key == 0)
            throw new Exception($"get location key 0");
        // location server 配置到共享区，一个大战区可以配置 N 多个 location server，这里暂时为 1
        ObjectGetResponse response = (ObjectGetResponse) await ActorMessageSenderComponent.Instance
            .Call(GetLocationSceneId(key),
                new ObjectGetRequest() { Key = key });
        return response.InstanceId;
    }
    public static async ETTask AddLocation(this Entity self) {
        await LocationProxyComponent.Instance.Add(self.Id, self.InstanceId);
    }
    public static async ETTask RemoveLocation(this Entity self) {
        await LocationProxyComponent.Instance.Remove(self.Id);
    }
}
```

1.6 ActorLocationSender: 知道对方的 Id，使用这个类发 actor 消息

```
[ChildOf(typeof(ActorLocationSenderComponent))]
public class ActorLocationSender: Entity, IAwake, IDestroy {
    public long ActorId;
    public long LastSendOrRecvTime; // 最近接收或者发送消息的时间
    public int Error;
}
```

1.7 ActorLocationSenderComponent: 位置发送组件

```
[ComponentOf(typeof(Scene))]
public class ActorLocationSenderComponent: Entity, IAwake, IDestroy {
    public const long TIMEOUT_TIME = 60 * 1000;
    public static ActorLocationSenderComponent Instance { get; set; }
    public long CheckTimer;
}
```

1.8 ActorLocationSenderComponentSystem: 这个类，也要明天上午再看一下

```
[Invoke(TimerInvokeType.ActorLocationSenderChecker)]
public class ActorLocationSenderChecker: ATimer<ActorLocationSenderComponent> {
    protected override void Run(ActorLocationSenderComponent self) {
        try {
            self.Check();
        }
        catch (Exception e) {
            Log.Error($"move timer error: {self.Id}\n{e}");
        }
    }
}
// [ObjectSystem] // ...
[FriendOf(typeof(ActorLocationSenderComponent))]
[FriendOf(typeof(ActorLocationSender))]
public static class ActorLocationSenderComponentSystem {
    public static void Check(this ActorLocationSenderComponent self) {
        using (ListComponent<long> list = ListComponent<long>.Create()) {
            long timeNow = TimeHelper.ServerNow();
            foreach ((long key, Entity value) in self.Children) {
                ActorLocationSender actorLocationMessageSender = (ActorLocationSender) value;
                if (timeNow > actorLocationMessageSender.LastSendOrRecvTime + ActorLocationSenderComponent.TIMEOUT_TIME)
                    list.Add(key);
            }
            foreach (long id in list) {
                self.Remove(id);
            }
        }
    }
    private static ActorLocationSender GetOrCreate(this ActorLocationSenderComponent self, long id) {
        if (id == 0)
            throw new Exception($"actor id is 0");
        if (self.Children.TryGetValue(id, out Entity actorLocationSender)) {
            return (ActorLocationSender) actorLocationSender;
        }
        actorLocationSender = self.AddChildWithId<ActorLocationSender>(id);
        return (ActorLocationSender) actorLocationSender;
    }
    private static void Remove(this ActorLocationSenderComponent self, long id) {
        if (!self.Children.TryGetValue(id, out Entity actorMessageSender))
            return;
        actorMessageSender.Dispose();
    }
    public static void Send(this ActorLocationSenderComponent self, long entityId, IActorRequest message) {
        self.Call(entityId, message).Coroutine();
    }
    public static async ETask<IActorResponse> Call(this ActorLocationSenderComponent self, long entityId, IActorRequest iActorRequest) {
        ActorLocationSender actorLocationSender = self.GetOrCreate(entityId);
        // 先序列化好
        int rpcId = ActorMessageSenderComponent.Instance.GetRpcId();
        iActorRequest.RpcId = rpcId;
        long actorLocationSenderId = actorLocationSender.InstanceId;
        using (await CoroutineLockComponent.Instance.Wait(CoroutineLockType.ActorLocationSender, entityId)) {
            if (actorLocationSender.InstanceId != actorLocationSenderId)
                throw new RpcException(ErrorCore.ERR_ActorTimeout, $"{iActorRequest}");
            // 队列中没处理的消息返回跟上个消息一样的报错
            if (actorLocationSender.Error == ErrorCore.ERR_NotFoundActor)
                return ActorHelper.CreateResponse(iActorRequest, actorLocationSender.Error);
            try {
                return await self.CallInner(actorLocationSender, rpcId, iActorRequest);
            }
            catch (RpcException) {
                self.Remove(actorLocationSender.Id);
                throw;
            }
            catch (Exception e) {
                self.Remove(actorLocationSender.Id);
                throw new Exception($"{iActorRequest}", e);
            }
        }
    }
    private static async ETask<IActorResponse> CallInner(this ActorLocationSenderComponent self, ActorLocationSender actorLocationSender, IActorRequest iActorRequest) {
        actorLocationSender.Call(iActorRequest);
        return await iActorRequest.Wait();
    }
}
```

```

int failTimes = 0;
long instanceId = actorLocationSender.InstanceId;
actorLocationSender.LastSendOrRecvTime = TimeHelper.ServerNow();
while (true) {
    if (actorLocationSender.ActorId == 0) {
        actorLocationSender.ActorId = await LocationProxyComponent.Instance.Get(actorLocationSender.Id);
        if (actorLocationSender.InstanceId != instanceId)
            throw new RpcException(ErrorCore.ERR_ActorLocationSenderTimeout2, $"{iActorRequest}");
    }
    if (actorLocationSender.ActorId == 0) {
        actorLocationSender.Error = ErrorCore.ERR_NotFoundActor;
        return ActorHelper.CreateResponse(iActorRequest, ErrorCore.ERR_NotFoundActor);
    }
    IActorResponse response = await ActorMessageSenderComponent.Instance.Call(actorLocationSender.ActorId, rpcId, iActorRequest);
    if (actorLocationSender.InstanceId != instanceId)
        throw new RpcException(ErrorCore.ERR_ActorLocationSenderTimeout3, $"{iActorRequest}");
    switch (response.Error) {
        case ErrorCore.ERR_NotFoundActor: {
            // 如果没找到 Actor, 重试
            ++failTimes;
            if (failTimes > 20) {
                Log.Debug($"actor send message fail, actorid: {actorLocationSender.Id}");
                actorLocationSender.Error = ErrorCore.ERR_NotFoundActor;
                // 这里不能删除 actor, 要让后面等待发送的消息也返回 ERR_NotFoundActor, 直到超时删除
                return response;
            }
            // 等待 0.5s 再发送
            await TimerComponent.Instance.WaitAsync(500);
            if (actorLocationSender.InstanceId != instanceId)
                throw new RpcException(ErrorCore.ERR_ActorLocationSenderTimeout4, $"{iActorRequest}");
            actorLocationSender.ActorId = 0;
            continue;
        }
        case ErrorCore.ERR_ActorTimeout:
            throw new RpcException(response.Error, $"{iActorRequest}");
    }
    if (ErrorCore.IsRpcNeedThrowException(response.Error)) {
        throw new RpcException(response.Error, $"Message: {response.Message} Request: {iActorRequest}");
    }
    return response;
}
}
}
}

```

1.9 ActorHelper: 帮助创建 IActorResponse 回复消息。很简单

```

public static class ActorHelper {
    public static IActorResponse CreateResponse(IActorRequest iActorRequest, int error) {
        Type responseType = OpcodeTypeComponent.Instance.GetResponseTypes(iActorRequest.GetType());
        IActorResponse response = (IActorResponse)Activator.CreateInstance(responseType);
        response.Error = error;
        response.RpcId = iActorRequest.RpcId;
        return response;
    }
}

```

1.10 ActorMessageDispatcherInfo | ActorMessageDispatcherComponent

```

public class ActorMessageDispatcherInfo {
    public SceneType SceneType { get; }
    public IActorHandler IMActorHandler { get; }
    public ActorMessageDispatcherInfo(SceneType sceneType, IActorHandler imActorHandler) {
        this.SceneType = sceneType;
        this.IMActorHandler = imActorHandler;
    }
}

[ComponentOf(typeof(Scene))] // Actor 消息分发组件
public class ActorMessageDispatcherComponent: Entity, IAwake, IDestroy, ILoad {
    [StaticField]
    public static ActorMessageDispatcherComponent Instance;
    public readonly Dictionary<Type, List<ActorMessageDispatcherInfo>> ActorMessageHandlers = new();
}

```


1.11 ActorMessageDispatcherComponentHelper: 帮助类

- Actor 消息分发组件：对于管理器里的，对同一发送消息类型，不同场景下不同处理器的链表管理，多看几遍
- 这里，对于同一发送消息类型，是会、是可能存在【从不同的场景类型中返回，带不同的消息处理器】以致于必须得链表管理同一发送消息类型的不同可能处理情况。

```
[FriendOf(typeof(ActorMessageDispatcherComponent))] // Actor 消息分发组件：对于管理器里的，对同一发送消息类型，不同场景下
public static class ActorMessageDispatcherComponentHelper { // Awake() Load() Destroy() 省略掉了
    private static void Load(this ActorMessageDispatcherComponent self) { // 加载：程序域重载的时候
        self.ActorMessageHandlers.Clear(); // 清空字典
        var types = EventSystem.Instance.GetTypes(typeof(ActorMessageHandlerAttribute)); // 扫描程序域里的特定消息处理器
        foreach (Type type in types) {
            object obj = Activator.CreateInstance(type); // 加载时：框架封装，自动创建【消息处理器】实例
            IActorHandler imHandler = obj as IActorHandler;
            if (imHandler == null) {
                throw new Exception($"message handler not inherit IActorHandler abstract class: {obj.GetType().FullName}");
            }
            object[] attrs = type.GetCustomAttributes(typeof(ActorMessageHandlerAttribute), false);
            foreach (object attr in attrs) {
                ActorMessageHandlerAttribute actorMessageHandlerAttribute = attr as ActorMessageHandlerAttribute;
                Type messageType = imHandler.GetRequestType(); // 因为消息处理接口的封装：可以拿到发送类型
                Type handleResponseType = imHandler.GetResponseTypes(); // 因为消息处理接口的封装：可以拿到返回消息的类型
                if (handleResponseType != null) {
                    Type responseType = OpcodeTypeComponent.Instance.GetResponseTypes(messageType);
                    if (handleResponseType != responseType) {
                        throw new Exception($"message handler response type error: {messageType.FullName}");
                    }
                }
                // 将必要的消息【发送类型】【返回类型】存起来，统一管理，备用
                // 这里，对于同一发送消息类型，是会、是可能存在【从不同的场景类型中返回，带不同的消息处理器】以致于必须得链表管理
                // 这里，感觉因为想不到、从概念上也地无法理解，可能会存在的适应情况、上下文场景，所以这里的链表管理同一发送消息类型，
                ActorMessageDispatcherInfo actorMessageDispatcherInfo = new ActorMessageDispatcherInfo(actorMessageHandlerAttribute.SceneType, imHandler);
                self.RegisterHandler(messageType, actorMessageDispatcherInfo); // 存在本管理组件，所管理的字典里
            }
        }
    }
    private static void RegisterHandler(this ActorMessageDispatcherComponent self, Type type, ActorMessageDispatcherInfo actorMessageDispatcherInfo) {
        // 这里，对于同一发送消息类型，是会、是可能存在【从不同的场景类型中返回，带不同的消息处理器】以致于必须得链表管理
        // 这里，感觉因为想不到、从概念上也地无法理解，可能会存在的适应情况、上下文场景，所以这里的链表管理同一发送消息类型，
        if (!self.ActorMessageHandlers.ContainsKey(type))
            self.ActorMessageHandlers.Add(type, new List<ActorMessageDispatcherInfo>());
        self.ActorMessageHandlers[type].Add(actorMessageDispatcherInfo);
    }
    public static async ETask Handle(this ActorMessageDispatcherComponent self, Entity entity, int fromProcess, object message) {
        List<ActorMessageDispatcherInfo> list;
        if (!self.ActorMessageHandlers.TryGetValue(message.GetType(), out list)) // 根据消息的发送类型，来取所有可能的消息处理器
            throw new Exception($"not found message handler: {message}");
        SceneType sceneType = entity.DomainScene().SceneType; // 定位：当前消息的场景类型
        foreach (ActorMessageDispatcherInfo actorMessageDispatcherInfo in list) { // 遍历：这个发送消息类型，所有存在注
            if (actorMessageDispatcherInfo.SceneType != sceneType) // 场景不符就跳过
                continue;
            // 定位：是当前特定场景下的消息处理器，那么，就调用这个处理器，要它去干事。【爱表哥，爱生活!!! 任何时候，活宝妹就是爱生活】
            await actorMessageDispatcherInfo.IActorHandler.Handle(entity, fromProcess, message);
        }
    }
}
```

1.12 ActorMessageHandlerAttribute 标签系：去找几个典型标签看看

```
public class ActorMessageHandlerAttribute : BaseAttribute {
    public SceneType SceneType { get; }
    public ActorMessageHandlerAttribute(SceneType sceneType) {
        this.SceneType = sceneType;
    }
}
```


1.13 [ActorMessageHandler(SceneType.Gate)] 标签使用举例

- 是以前框架中或是参考项目中的例子。标签使用申明说，这是【网关服】上的一个 Actor 消息处理器定义类。

```
[ActorMessageHandler(SceneType.Gate)]
public class Actor_MatchSuccess_NttHandler : AMActorHandler<User, Actor_MatchSuccess_Ntt> {
    protected override void Run(User user, Actor_MatchSuccess_Ntt message) {
        user.IsMatching = false;
        user.ActorID = message.GamerID;
        Log.Info($" 玩家 {user.UserID} 匹配成功");
    }
}
```

1.14 MailBoxComponent: 挂上这个组件表示该 Entity 是一个 Actor, 接收的消息将会队列处理

```
// 挂上这个组件表示该 Entity 是一个 Actor, 接收的消息将会队列处理
[ComponentOf]
public class MailBoxComponent: Entity, IAwake, IAwake<MailboxType> {
    // Mailbox 的类型
    public MailboxType MailboxType { get; set; }
}
```

1.15 MailboxType

```
public enum MailboxType {
    MessageDispatcher, // 消息分发器
    UnOrderMessageDispatcher, // 无序分发
    GateSession, // 网关?
}
```

1.16 【服务端】ActorHandleHelper 帮助类。【需要去深挖一下】

```
public static class ActorHandleHelper {
    public static void Reply(int fromProcess, IActorResponse response) {
        if (fromProcess == Options.Instance.Process) { // 返回消息是同一个进程
            // NetInnerComponent.Instance.HandleMessage(realActorId, response); // 等同于直接调用下面这句【我自己暂时放回来的】
            ActorMessageSenderComponent.Instance.HandleIActorResponse(response);
            return;
        }
        Session replySession = NetInnerComponent.Instance.Get(fromProcess);
        replySession.Send(response);
    }
    public static void HandleIActorResponse(IActorResponse response) {
        ActorMessageSenderComponent.Instance.HandleIActorResponse(response);
    }
    // 分发 actor 消息
    [EnableAccessEntiyChild]
    public static async ETask HandleIActorRequest(long actorId, IActorRequest iActorRequest) {
        InstanceIdStruct instanceIdStruct = new(actorId);
        int fromProcess = instanceIdStruct.Process;
        instanceIdStruct.Process = Options.Instance.Process;
        long realActorId = instanceIdStruct.ToLong();
        Entity entity = Root.Instance.Get(realActorId);
        if (entity == null) {
            IActorResponse response = ActorHelper.CreateResponse(iActorRequest, ErrorCore.ERR_NotFoundActor);
            Reply(fromProcess, response);
            return;
        }
        MailBoxComponent mailBoxComponent = entity.GetComponent<MailBoxComponent>();
        if (mailBoxComponent == null) {
            Log.Warning($"actor not found mailbox: {entity.GetType().Name} {realActorId} {iActorRequest}");
            IActorResponse response = ActorHelper.CreateResponse(iActorRequest, ErrorCore.ERR_NotFoundActor);
            Reply(fromProcess, response);
            return;
        }
        switch (mailBoxComponent.MailboxType) {
            case MailboxType.MessageDispatcher: {
```

```

        using (await CoroutineLockComponent.Instance.Wait(CoroutineLockType.Mailbox, realActorId)) {
            if (entity.InstanceId != realActorId) {
                IActorResponse response = ActorHelper.CreateResponse(iActorRequest, ErrorCore.ERR_NotFoundActor);
                Reply(fromProcess, response);
                break;
            }
            await ActorMessageDispatcherComponent.Instance.Handle(entity, fromProcess, iActorRequest);
        }
        break;
    }
    case MailboxType.UnOrderMessageDispatcher: {
        await ActorMessageDispatcherComponent.Instance.Handle(entity, fromProcess, iActorRequest);
        break;
    }
    case MailboxType.GateSession:
    default:
        throw new Exception($"no mailboxtype: {mailBoxComponent.MailboxType} {iActorRequest}");
    }
}
}
// 分发 actor 消息
[EnableAccessEntiyChild]
public static async ETask HandleIActorMessage(long actorId, IActorMessage iActorMessage) {
    InstanceIdStruct instanceIdStruct = new(actorId);
    int fromProcess = instanceIdStruct.Process;
    instanceIdStruct.Process = Options.Instance.Process;
    long realActorId = instanceIdStruct.ToLong();
    Entity entity = Root.Instance.Get(realActorId);
    if (entity == null) {
        Log.Error($"not found actor: {realActorId} {iActorMessage}");
        return;
    }
    MailBoxComponent mailBoxComponent = entity.GetComponent<MailBoxComponent>();
    if (mailBoxComponent == null) {
        Log.Error($"actor not found mailbox: {entity.GetType().Name} {realActorId} {iActorMessage}");
        return;
    }
    switch (mailBoxComponent.MailboxType) {
        case MailboxType.MessageDispatcher: {
            using (await CoroutineLockComponent.Instance.Wait(CoroutineLockType.Mailbox, realActorId)) {
                if (entity.InstanceId != realActorId) {
                    break;
                }
                await ActorMessageDispatcherComponent.Instance.Handle(entity, fromProcess, iActorMessage);
            }
            break;
        }
        case MailboxType.UnOrderMessageDispatcher: {
            await ActorMessageDispatcherComponent.Instance.Handle(entity, fromProcess, iActorMessage);
            break;
        }
        case MailboxType.GateSession: {
            if (entity is Session gateSession) {
                // 发送给客户端
                gateSession.Send(iActorMessage);
            }
            break;
        }
        default:
            throw new Exception($"no mailboxtype: {mailBoxComponent.MailboxType} {iActorMessage}");
    }
}
}
}

```

2 StartConfigComponent: 找【各种服】的起始初始化地址

2.1 ConfigSingleton<T>: ProtoObject, ISingleton

```

public abstract class ConfigSingleton<T>: ProtoObject, ISingleton where T: ConfigSingleton<T>, new() {
    [StaticField]
    private static T instance;
    public static T Instance {
        get {

```

```

        return instance ??= ConfigComponent.Instance.LoadOneConfig(typeof(T)) as T;
    }
}

void ISingleton.Register() {
    if (instance != null) {
        throw new Exception($"singleton register twice! {typeof(T).Name}");
    }
    instance = (T)this;
}

void ISingleton.Destroy() {
    T t = instance;
    instance = null;
    t.Dispose();
}

bool ISingleton.IsDisposed() {
    throw new NotImplementedException();
}

public override void AfterEndInit() { }
public virtual void Dispose() { }
}

```

2.2 SceneFactory 里可以给【匹配服】添加组件

[illegible]

2.3 RouterAddressComponent: 路由器组件

```
[ComponentOf(typeof(Scene))]
public class RouterAddressComponent: Entity, IAwake<string, int> {
    public IPAddress RouterManagerIPAddress { get; set; }
    public string RouterManagerHost;
    public int RouterManagerPort;
    public HttpGetRouterResponse Info;
    public int RouterIndex;
}
```

2.4 RouterAddressComponentSystem: 路由器的生成系

```
[FriendOf(typeof(RouterAddressComponent))]  
public static class RouterAddressComponentSystem {  
    public class RouterAddressComponentAwakeSystem: AwakeSystem<RouterAddressComponent, string, int> {  
        protected override void Awake(RouterAddressComponent self, string address, int port) {  
            self.RouterManagerHost = address;  
            self.RouterManagerPort = port;  
        }  
    }  
    public static async ETask Init(this RouterAddressComponent self) {  
        self.RouterManagerIPAddress = NetworkHelper.GetHostAddress(self.RouterManagerHost);  
        await self.GetAllRouter();  
    }  
    private static async ETask GetAllRouter(this RouterAddressComponent self) {  
        string url = $"http:// {self.RouterManagerHost}:{self.RouterManagerPort}/get_router?v={RandomGenerator.RandUInt32()}";  
        Log.Debug($"start get router info: {url}");  
        string routerInfo = await HttpClientHelper.Get(url);  
        Log.Debug($"recv router info: {routerInfo}");  
        HttpGetRouterResponse httpGetRouterResponse = JsonHelper.FromJson<HttpGetRouterResponse>(routerInfo);  
        self.Info = httpGetRouterResponse;  
        Log.Debug($"start get router info finish: {JsonHelper.ToJson(httpGetRouterResponse)}");  
        // 打乱顺序  
        RandomGenerator.BreakRank(self.Info.Routers);  
        self.WaitTenMinGetAllRouter().Coroutine();  
    }  
    // 等 10 分钟再获取一次  
    public static async ETask WaitTenMinGetAllRouter(this RouterAddressComponent self) {  
        await TimerComponent.Instance.WaitAsync(5 * 60 * 1000);  
        if (self.IsDisposed)  
            return;  
        await self.GetAllRouter();  
    }  
    public static IPEndPoint GetAddress(this RouterAddressComponent self) {  
        if (self.Info.Routers.Count == 0)  
            return null;  
        string address = self.Info.Routers[self.RouterIndex++ % self.Info.Routers.Count];  
        string[] ss = address.Split(':');  
        IPAddress ipAddress = IPAddress.Parse(ss[0]);  
        if (self.RouterManagerIPAddress.AddressFamily == AddressFamily.InterNetworkV6) {  
            ipAddress = ipAddress.MapToIPv6();  
        }  
        return new IPEndPoint(ipAddress, int.Parse(ss[1]));  
    }  
    public static IPEndPoint GetRealmAddress(this RouterAddressComponent self, string account) { // <===== 照  
        int v = account.Mode(self.Info.Realms.Count);  
        string address = self.Info.Realms[v];  
        string[] ss = address.Split(':');  
        IPAddress ipAddress = IPAddress.Parse(ss[0]);  
        // if (self.IPAddress.AddressFamily == AddressFamily.InterNetworkV6)  
        //     ipAddress = ipAddress.MapToIPv6();  
        return new IPEndPoint(ipAddress, int.Parse(ss[1]));  
    }  
}
```

2.5 RouterHelper: 路由器帮助类, 向路由器注册、申请 ?

```
public static class RouterHelper {  
    // 注册 router  
    public static async ETask<Session> CreateRouterSession(Scene clientScene, IPEndPoint address) {  
        (uint rcvLocalConn, IPEndPoint routerAddress) = await GetRouterAddress(clientScene, address, 0, 0);  
        if (rcvLocalConn == 0)  
            throw new Exception($"get router fail: {clientScene.Id} {address}");  
        Log.Info($"get router: {rcvLocalConn} {routerAddress}");  
        Session routerSession = clientScene.GetComponent<NetClientComponent>().Create(routerAddress, address, rcvLocalConn);  
        routerSession.AddComponent<PingComponent>();  
        routerSession.AddComponent<RouterCheckComponent>();  
        return routerSession;  
    }  
    public static async ETask<(uint, IPEndPoint)> GetRouterAddress(Scene clientScene, IPEndPoint address, uint localConn,  
        Log.Info($"start get router address: {clientScene.Id} {address} {localConn} {remoteConn}");  
        // return (RandomHelper.RandUInt32(), address);  
        RouterAddressComponent routerAddressComponent = clientScene.GetComponent<RouterAddressComponent>();  
        IPEndPoint routerInfo = routerAddressComponent.GetAddress();
```

```

uint recvLocalConn = await Connect(routerInfo, address, localConn, remoteConn);
Log.Info($"finish get router address: {clientScene.Id} {address} {localConn} {remoteConn} {recvLocalConn} {routerInfo}");
return (recvLocalConn, routerInfo);
}
// 向 router 申请
private static async ETask<uint> Connect(IPEndPoint routerAddress, IPEndPoint realAddress, uint localConn, uint remoteConn)
{
    uint connectId = RandomGenerator.RandUInt32();
    using Socket socket = new Socket(routerAddress.AddressFamily, SocketType.Dgram, ProtocolType.Udp);
    int count = 20;
    byte[] sendCache = new byte[512];
    byte[] recvCache = new byte[512];
    uint synFlag = localConn == 0 ? KcpProtocalType.RouterSYN : KcpProtocalType.RouterReconnectSYN;
    sendCache.WriteTo(0, synFlag);
    sendCache.WriteTo(1, localConn);
    sendCache.WriteTo(5, remoteConn);
    sendCache.WriteTo(9, connectId);
    byte[] addressBytes = realAddress.ToString().ToByteArray();
    Array.Copy(addressBytes, 0, sendCache, 13, addressBytes.Length);
    Log.Info($"router connect: {connectId} {localConn} {remoteConn} {routerAddress} {realAddress}");

    EndPoint recvIPEndPoint = new IPEndPoint(IPAddress.Any, 0);
    long lastSendTimer = 0;
    while (true) {
        long timeNow = TimeHelper.ClientFrameTime();
        if (timeNow - lastSendTimer > 300) {
            if (--count < 0) {
                Log.Error($"router connect timeout fail! {localConn} {remoteConn} {routerAddress} {realAddress}");
                return 0;
            }
            lastSendTimer = timeNow;
            // 发送
            socket.SendTo(sendCache, 0, addressBytes.Length + 13, SocketFlags.None, routerAddress);
        }
        await TimerComponent.Instance.WaitFrameAsync();
        // 接收
        if (socket.Available > 0) {
            int messageLength = socket.ReceiveFrom(recvCache, ref recvIPEndPoint);
            if (messageLength != 9) {
                Log.Error($"router connect error1: {connectId} {messageLength} {localConn} {remoteConn} {routerAddress}");
                continue;
            }
            byte flag = recvCache[0];
            if (flag != KcpProtocalType.RouterReconnectACK && flag != KcpProtocalType.RouterACK) {
                Log.Error($"router connect error2: {connectId} {synFlag} {flag} {localConn} {remoteConn} {routerAddress}");
                continue;
            }
            uint recvRemoteConn = BitConverter.ToUInt32(recvCache, 1);
            uint recvLocalConn = BitConverter.ToUInt32(recvCache, 5);
            Log.Info($"router connect finish: {connectId} {recvRemoteConn} {recvLocalConn} {localConn} {remoteConn} {routerInfo}");
            return recvLocalConn;
        }
    }
}
}
}
}

```

2.6 StartProcessConfigCategory : ConfigSingleton<StartProcessConfigCategory>, IMerge

IMerge: 【任何时候，活宝妹就是一定要嫁给亲爱的表哥!!!】

```

[ProtoContract]
[Config]
public partial class StartProcessConfigCategory : ConfigSingleton<StartProcessConfigCategory>, IMerge {
    [ProtoIgnore]
    [BsonIgnore]
    private Dictionary<int, StartProcessConfig> dict = new Dictionary<int, StartProcessConfig>(); // 管理字典
    [BsonElement]
    [ProtoMember(1)]
    private List<StartProcessConfig> list = new List<StartProcessConfig>();
    public void Merge(object o) {
        StartProcessConfigCategory s = o as StartProcessConfigCategory;
        this.list.AddRange(s.list);
    }
    [ProtoAfterDeserialization]
    public void ProtoEndInit() {

```

```

        foreach (StartProcessConfig config in list) {
            config.AfterEndInit();
            this.dict.Add(config.Id, config);
        }
        this.list.Clear();
        this.AfterEndInit();
    }
    public StartProcessConfig Get(int id) {
        this.dict.TryGetValue(id, out StartProcessConfig item);
        if (item == null) {
            throw new Exception($" 配置找不到, 配置表名: {nameof (StartProcessConfig)}, 配置 id: {id}");
        }
        return item;
    }
    public bool Contain(int id) {
        return this.dict.ContainsKey(id);
    }
    public Dictionary<int, StartProcessConfig> GetAll() {
        return this.dict;
    }
    public StartProcessConfig GetOne() {
        if (this.dict == null || this.dict.Count <= 0) {
            return null;
        }
        return this.dict.Values.GetEnumerator().Current;
    }
}
[ProtoContract]
public partial class StartProcessConfig: ProtoObject, IConfig {
    [ProtoMember(1)]
    public int Id { get; set; }
    [ProtoMember(2)]
    public int MachineId { get; set; }
    [ProtoMember(3)]
    public int InnerPort { get; set; }
}

```

2.7 StartSceneConfig: ISupportInitialize 【各种服 - 配置, 场景配置】

```

public partial class StartSceneConfig: ISupportInitialize {
    public long InstanceId;
    public SceneType Type; // 场景类型

    public StartProcessConfig StartProcessConfig {
        get {
            return StartProcessConfigCategory.Instance.Get(this.Process);
        }
    }
    public StartZoneConfig StartZoneConfig {
        get {
            return StartZoneConfigCategory.Instance.Get(this.Zone);
        }
    }
    // 内网地址外网端口, 通过防火墙映射端口过来
    private IPEndPoint innerIPOutPort;
    public IPEndPoint InnerIPOutPort {
        get {
            if (innerIPOutPort == null) {
                this.innerIPOutPort = NetworkHelper.ToIPEndPoint($"{this.StartProcessConfig.InnerIP}:{this.OuterPort}");
            }
            return this.innerIPOutPort;
        }
    }
    // 外网地址外网端口
    private IPEndPoint outerIPPort;
    public IPEndPoint OuterIPPort {
        get {
            if (this.outerIPPort == null) {
                this.outerIPPort = NetworkHelper.ToIPEndPoint($"{this.StartProcessConfig.OuterIP}:{this.OuterPort}");
            }
            return this.outerIPPort;
        }
    }
    public override void AfterEndInit() {

```



```

        break;
    case SceneType.BenchmarkServer:
        this.BenchmarkServer = startSceneConfig;
        break;
    }
}
}
}
}

```

2.9 HttpGetRouterResponse: 这个 ProtoBuf 的消息类型

- 框架里，有个专用的路由器管理器场景（服），对路由器，或说各种服的地址进行管理
- 主要是方便，一个路由器管理组件，来自顶向下地获取，各小区所有路由器地址的？想来当组件要拿地址时，每个小区分服都把自己的地址以消息的形式传回去的？

```

[Message(OuterMessage.HttpGetRouterResponse)]
[ProtoContract]
public partial class HttpGetRouterResponse: ProtoObject {
    [ProtoMember(1)]
    public List<string> Realms { get; set; }
    [ProtoMember(2)]
    public List<string> Routers { get; set; }
}
message HttpGetRouterResponse { // 这里，是 Outer proto 里的消息定义
^^Irepeated string Realms = 1;
^^Irepeated string Routers = 2;
^^Irepeated string Matches = 3; // 这行是我需要添加，和生成消息的
}

```

2.10 HttpGetRouterHandler : IHttpHandler: 获取各路由器的地址

- **【匹配服】**：因为我想拿这个服的地址，也需要这个帮助类里作相应的修改
- StartSceneConfigCategory.Instance: 不明白这个实例是存放在哪里，因为可以 proto 消息进程间传递，那么可以试找，哪里调用这个帮助类拿东西？
- 这个模块：现在还是理解不透。需要某个上午，把所有 RouterComponent 组件及其相关，再理一遍。

```

[HttpHandler(SceneType.RouterManager, "/get_router")]
public class HttpGetRouterHandler : IHttpHandler {
    public async ETTask Handle(Entity domain, HttpListenerContext context) {
        HttpGetRouterResponse response = new HttpGetRouterResponse();
        response.Realms = new List<string>();
        response.Matches = new List<string>(); // 匹配服链表 // <=====
        response.Routers = new List<string>();
        // 是去 StartSceneConfigCategory 这里拿的：因为它可以 proto 消息里、进程间传递，这里还不是很懂，这个东西存放在哪里
        foreach (StartSceneConfig startSceneConfig in StartSceneConfigCategory.Instance.Realms) {
            response.Realms.Add(startSceneConfig.InnerIP0OutPort.ToString());
        }
        foreach (StartSceneConfig startSceneConfig in StartSceneConfigCategory.Instance.Matches) {
            response.Matches.Add(startSceneConfig.InnerIP0OutPort.ToString());
        }
        foreach (StartSceneConfig startSceneConfig in StartSceneConfigCategory.Instance.Routers) {
            response.Routers.Add($"{startSceneConfig.StartProcessConfig.OuterIP}:{startSceneConfig.OuterPort}");
        }
        HttpHelper.Response(context, response);
        await ETTask.CompletedTask;
    }
}

```

2.11 HttpHandler 标签系：标签自带场景类型

```

public class HttpHandlerAttribute: BaseAttribute {
    public SceneType SceneType { get; }
    public string Path { get; }
}

```

}

有这一个黄金案例

- 是用户登录前、登录时，若是客户端场景还没有这个组件，就添加一下，没什么奇怪的。

}

2.13 GateSessionKeyComponent:

}

3 ET7 数据库相关【服务端】

- 这里不急差整理 现框架 **DB** 放在服务端的 **Model** 里 它的管理体系成为管理各个不同区服

- 的数据库 DBComponent。

- 根据搜索，决定是使用原参考项目总服务器代理系，还是这种相对改装了的管理区服系统？

3.1 IDBCollection: 主要是方便写两个不同的数据库（好像是 GeekServer 里

```
public interface IDBCollection {}
```

3.2 DBComponent: 带生成系。可以查表，查询数据

```
[ChildOf(typeof(DBManagerComponent))] // 用来缓存数据
public class DBComponent: Entity, IAwake<string, string, int>, IDestroy {
    public const int TaskCount = 32;
    public MongoClient mongoClient;
    public IMongoDatabase database;
}
```

3.3 DBManagerComponent: 有上面的 DBComponent 数组。数组长度固定吗？

```
public class DBManagerComponent: Entity, IAwake, IDestroy {
    [StaticField]
    public static DBManagerComponent Instance;
    public DBComponent[] DBComponents = new DBComponent[IdGenerater.MaxZone]; // 没事吃饱了撑得，占一大堆空地
}
```

3.4 DBManagerComponentSystem: 主要是要查询某个区服的数据库，从数组里

```
[FriendOf(typeof(DBManagerComponent))]
public static class DBManagerComponentSystem {
    [ObjectSystem]
    public class DBManagerComponentAwakeSystem: AwakeSystem<DBManagerComponent> {
        protected override void Awake(DBManagerComponent self) {
            DBManagerComponent.Instance = self;
        }
    }
    [ObjectSystem]
    public class DBManagerComponentDestroySystem: DestroySystem<DBManagerComponent> {
        protected override void Destroy(DBManagerComponent self) {
            DBManagerComponent.Instance = null;
        }
    }
    public static DBComponent GetZoneDB(this DBManagerComponent self, int zone) {
        DBComponent dbComponent = self.DBComponents[zone];
        if (dbComponent != null) // 如果已经管理配置好，直接返回
            return dbComponent;
        StartZoneConfig startZoneConfig = StartZoneConfigCategory.Instance.Get(zone);
        if (startZoneConfig.DBConnection == "") // 小区域里如果没有匹配或是出错，抛异常
            throw new Exception($"zone: {zone} not found mongo connect string");
        // 把这个小区域里的数据库配置好，加入系统管理，并返回
        dbComponent = self.AddChild<DBComponent, string, string, int>(startZoneConfig.DBConnection, startZoneConfig.DBName,
            self.DBComponents[zone] = dbComponent;
        return dbComponent;
    }
}
```

3.5 DBProxyComponent: 【参考项目】里的。有生成系。

```
// 用来与数据库操作代理
public class DBProxyComponent: Component {
    public IPEndPoint dbAddress;
}
```

3.6 StartZoneConfigCategory: 单例区服配置管理类

- 主要还是要整个框架系统性的都弄懂了

```
[ProtoContract]
[Config]
public partial class StartZoneConfigCategory : ConfigSingleton<StartZoneConfigCategory>, IMerge {
    [ProtoIgnore]
    [BsonIgnore]
    private Dictionary<int, StartZoneConfig> dict = new Dictionary<int, StartZoneConfig>();
    [BsonElement]
    [ProtoMember(1)]
}
```

```

private List<StartZoneConfig> list = new List<StartZoneConfig>();
public void Merge(object o) {
    StartZoneConfigCategory s = o as StartZoneConfigCategory;
    this.list.AddRange(s.list);
}
[ProtoAfterDeserialization]
public void ProtoEndInit() {
    foreach (StartZoneConfig config in list) {
        config.AfterEndInit();
        this.dict.Add(config.Id, config);
    }
    this.list.Clear();
    this.AfterEndInit();
}
public StartZoneConfig Get(int id) {
    this.dict.TryGetValue(id, out StartZoneConfig item);
    if (item == null)
        throw new Exception($"配置找不到, 配置表名: {nameof(StartZoneConfig)}, 配置 id: {id}");
    return item;
}
public bool Contain(int id) {
    return this.dict.ContainsKey(id);
}
public Dictionary<int, StartZoneConfig> GetAll() {
    return this.dict;
}
public StartZoneConfig GetOne() {
    if (this.dict == null || this.dict.Count <= 0)
        return null;
    return this.dict.Values.GetEnumerator().Current;
}
}
[ProtoContract]
public partial class StartZoneConfig: ProtoObject, IConfig { // 小区配置
    [ProtoMember(1)]
    public int Id { get; set; }
    // 数据库地址
    [ProtoMember(2)]
    public string DBConnection { get; set; }
    // 数据库名
    [ProtoMember(3)]
    public string DBName { get; set; }
}

```

4 网关服：客户端信息发送的直接代理，中转站，组件分析

- SceneFactory: 【初始化】时，带如下几个组件

```

public static class SceneFactory {
    public static async ETTask<Scene> CreateServerScene(Entity parent, long id, long instanceId, int zone, string name, SceneType sceneType) {
        await ETTask.CompletedTask;
        Scene scene = EntitySceneFactory.CreateScene(id, instanceId, zone, sceneType, name, parent);
        // 任何场景：无序消息分发器，可接收消息，队列处理；发呢？
        scene.AddComponent<MailBoxComponent, MailboxType>(MailboxType.UnOrderMessageDispatcher); // 重构？应该是对进程间消息分发
        switch (scene.SceneType) {
            case SceneType.Router:
                scene.AddComponent<RouterComponent, IPEndPoint, string>(startSceneConfig.OuterIPPort, startSceneConfig.StartSceneConfig.RouterManager);
                break;
            case SceneType.RouterManager: // 正式发布请用 CDN 代替 RouterManager
                // 云服务器在防火墙那里做端口映射
                scene.AddComponent<HttpComponent, string>($"http://*:{startSceneConfig.OuterPort}/");
                break;
            // case SceneType.Realm: // 注册登录服：
            // case SceneType.NetServer: // 注册登录服：
            // case SceneType.NetServer: // 注册登录服：
            // case SceneType.NetServer: // 注册登录服：
            // case SceneType.NetServer: // 注册登录服：
            case SceneType.Realm: // 注册登录服：
                scene.AddComponent<NetServerComponent, IPEndPoint>(startSceneConfig.InnerIPOutPort);
                scene.AddComponent<PlayerComponent>();
                scene.AddComponent<GateSessionKeyComponent>();
                break; // ...
        }
    }
}

```

4.1 NetServerComponent:

```
public struct NetServerComponentOnRead {  
    public Session Session;  
    public object Message;  
}  
[ComponentOf(typeof(Scene))]  
public class NetServerComponent: Entity, IAwake<IPEndPoint>, IDestroy {  
    public int ServiceId;  
}
```

5 服务器的功能概述：各服务器的作用（这个不是 ET7 版本的，以前的）

- **Manager**: 连接客户端的外网和连接内部服务器的内网，对服务器进程进行管理，自动检测和启动服务器进程。加载有内网组件 **NetInnerComponent**，外网组件 **NetOuterComponent**，服务器进程管理组件。自动启动突然停止运行的服务器，保证此服务器管理的其它服务器崩溃后能及时自动启动运行。
- **Realm**: 对 Actor 消息进行管理（添加、移除、分发等），连接内网和外网，对内网服务器进程进行操作，随机分配 Gate 服务器地址。内网组件 **NetInnerComponent**，外网组件 **NetOuterComponent**，Gate 服务器随机分发组件。客户端登录时连接的第一个服务器，也可称为登录服务器。
- **Gate**: 对玩家进行管理，对 Actor 消息进行管理（添加、移除、分发等），连接内网和外网，对内网服务器进程进行操作，随机分配 Gate 服务器地址，对 Actor 消息进程进行管理，对玩家 ID 登录后的 Key 进行管理。加载有玩家管理组件 **PlayerComponent**，管理登陆时联网的 Key 组件 **GateSessionKeyComponent**。
- **Location**: 连接内网，服务器进程状态集中管理（Actor 消息 IP 管理服务器）。加载有内网组件 **NetInnerComponent**，服务器消息处理状态存储组件 **LocationComponent**。对客户端的登录信息进行验证和客户端登录后连接的服务器，登录后通过此服务器进行消息互动，也可称为验证服务器。
- **Map**: 连接内网，对 ActorMessage 消息进行管理（添加、移除、分发等），对场景内现在活动物体存储管理，对内网服务器进程进行操作，对 Actor 消息进程进行管理，对 Actor 消息进行管理（添加、移除、分发等），服务器帧率管理。服务器帧率管理组件 **ServerFrameComponent**。
- **AllServer**: 将以上服务器功能集中合并成一个服务器。另外增加 DB 连接组件 **DBComponent**
- **Benchmark**: 连接内网和测试服务器承受力。加载有内网组件 **NetInnerComponent**，服务器承受力测试组件 **BenchmarkComponent**。

6 Session 会话框相关

- 当需要连的时候，比如网关服与匹配服，新的框架里连接时容易出现困难，找不到组件，或是用不对组件，或是组件用得不对，端没能分清楚。理解不够。
- 就是说，这个新的 ET7 框架下，服务端的这些，事件机制的，没弄明白没弄透彻。

7 不同的消息或是任务处理器类型

7.1 interface IActorHandler 接口类

```
public interface IActorHandler {
    // ETask Handle(Entity entity, int fromProcess, object actorMessage);
    void Handle(Entity entity, int fromProcess, object actorMessage); // 自己改成这样的: 【返回类型
    Type GetRequestType();
    Type GetResponseType();
}
```

7.2 AMHandler<Message>: IMHandler

```
public abstract class AMHandler<Message>: IMHandler where Message : class {
    // protected abstract ETask Run(Session session, Message message);
    protected abstract void Run(Session session, Message message);
    public void Handle(Session session, object msg) {
        Message message = msg as Message;
        if (message == null) {
            Log.Error($" 消息类型转换错误: {msg.GetType().Name} to {typeof (Message).Name}");
            return;
        }
        if (session.IsDisposed) {
            Log.Error($"session disconnect {msg}");
            return;
        }
        this.Run(session, message).Coroutine();
    }
    public Type GetMessageType() {
        return typeof (Message);
    }
    public Type GetResponseType() {
        return null;
    }
}
```

7.3 AMActorRpcHandler<E, Request, Response>: IActorHandler void|ETTask 分不清

```
[EnableClass]
public abstract class AMActorRpcHandler<E, Request, Response>: IActorHandler where E : Entity where Request : class, IActor
    // protected abstract ETask Run(E unit, Request request, Response response);
    protected abstract void Run(E unit, Request request, Response response);
    public async ETask Handle(Entity entity, int fromProcess, object actorMessage) {
        try {
            if (actorMessage is not Request request) {
                Log.Error($" 消息类型转换错误: {actorMessage.GetType().FullName} to {typeof (Request).Name}");
                return;
            }
            if (entity is not E ee) {
                Log.Error($"Actor 类型转换错误: {entity.GetType().Name} to {typeof (E).Name} --{typeof (Request).Name}");
                return;
            }
            int rpcId = request.RpcId;
            Response response = Activator.CreateInstance<Response>();
            try {
                // await this.Run(ee, request, response);
                this.Run(ee, request, response);
            }
            catch (Exception exception) {
                Log.Error(exception);
                response.Error = ErrorCore.ERR_RpcFail;
                response.Message = exception.ToString();
            }
            response.RpcId = rpcId;
            ActorHandleHelper.Reply(fromProcess, response);
        }
        catch (Exception e) {
            throw new Exception($" 解释消息失败: {actorMessage.GetType().FullName}", e);
        }
    }
}
```

```

}
public Type GetRequestType() {
    if (typeof (IActorLocationRequest).IsAssignableFrom(typeof (Request)))
        Log.Error($"message is IActorLocationMessage but handler is AMActorRpcHandler: {typeof (Request)}");
    return typeof (Request);
}
public Type GetResponseType() {
    return typeof (Response);
}
}
}

```

8 Unit:

8.1 UnitGateComponent:

```

[ComponentOf(typeof(Unit))]
public class UnitGateComponent : Entity, IAwake<long>, ITransfer {
    public long GateSessionActorId { get; set; }
}

```

8.2 UnitGateComponentSystem

```

public static class UnitGateComponentSystem {
    public class UnitGateComponentAwakeSystem : AwakeSystem<UnitGateComponent, long> {
        protected override void Awake(UnitGateComponent self, long a) {
            self.GateSessionActorId = a;
        }
    }
}

```

9 ET7 框架以及【参考项目】的 ECS：小单元小类型的生成系，是怎么写的，找例子参考

- 这些要找的也找不到。下午家里试着把 Component 组件再添加回去试试看？上午把项目设计的思路，源项目的破源码再读一读理一理，是希望游戏逻辑与游戏界面能够快速开发、项目进展往后移的。

9.1 IComponentSerialize:

- ET7 的重构里，系统框架比较强大，这些必要的接口，都变成了必要的标签系，很多可以自动系统触发或是调用。必要时只需要必布必要事件就可以了
- 这个接口的功能，与 Unity 自带的 ISerializationCallbackReceiver 功能类似。Unity 提供两个回调接口，通过实现该接口的两个方法 OnBeforeSerialize 和 OnAfterDeserialize，使得原本不能被引擎正确序列化的类可以按照程序员的要求被加工成引擎能够序列化的类型。

```

// 在序列化前或者反序列化之后需要做一些操作，可以实现该接口，该方法需要手动调用
// 相比 ISupportInitialize 接口，BeginSerialize 在 BeginInit 之前调用，EndDeSerialize 在 EndInit 之后调用
// 并且需要手动调用，可以在反序列化之后，在次方法中将注册组件到 EventSystem 之中等等
public interface IComponentSerialize {
    // 序列化之前调用
    void BeginSerialize();
    // 反序列化之后调用
    void EndDeSerialize();
}

```

- 可以去找：【ET7 框架】里，相关的接口与标签触发和发布逻辑。
- ET7 提供了 ISerializeToEntity 接口和 IDeserialize，但是并没有接到任何使用的地方。


```

public interface ISerializeToEntity { }

public interface IDeserialize {
}
public interface IDeserializeSystem: ISystemType {
    void Run(Entity o);
}
// 反序列化后执行的 System
[ObjectSystem]
public abstract class DeserializeSystem<T> : IDeserializeSystem where T: Entity, IDeserialize {
    void IDeserializeSystem.Run(Entity o) {
        this.Deserialize((T)o);
    }
    Type ISystemType.SystemType() {
        return typeof(IDeserializeSystem);
    }
    InstanceQueueIndex ISystemType.GetInstanceQueueIndex() {
        return InstanceQueueIndex.None;
    }
    Type ISystemType.Type() {
        return typeof(T);
    }
    protected abstract void Deserialize(T self);
}

```

9.2 ClientComponent:【参考项目】客户端组件，找个 ET7 里的组件

- 这个组件，感觉是客户端单例，帮助把本地玩家给绑定到客户端单例。

```

[ObjectSystem]
public class ClientComponentAwakeSystem : AwakeSystem<ClientComponent> {
    public override void Awake(ClientComponent self) {
        self.Awake();
    }
}
public class ClientComponent : Component {
    public static ClientComponent Instance { get; private set; }
    public User LocalPlayer { get; set; }
    public void Awake() {
        Instance = this;
    }
}

```

10 Protobuf 相关，【Protobuf 里进程间传递的游戏数据相关信息：两个思路】

- 【一、】查找 enum 可能可以用系统平台下的 protoc 来代为生成，效果差不多。只起现 Proto2CS.cs 编译的补充作用。
- 【二、】Card 类下的两个 enum 变量，在 ILRuntime 热更新库下，还是需要帮它连一下的。用的是 HybridCLR
- 【三、】查找 protoc 命令下，如何 C# 索引 Unity 第三方库。
- 【四、】repeated 逻辑没有处理好

```

message Actor_GamerPlayCard_Req // IActorRequest
{
    ^^Int32 RpcId = 90;
    ^^Int64 ActorId = 91;
    repeated ET Card Cards = 1;
}

```

- 【Windows 下的 Protobuf 编译环境】：配置好，只是作为与 ET 框架的 Proto2CS.cs 所指挥的编译结果，作一个对比，两者应该效果是一样的，或是基本一样的，除了自定义里没有处理 enum.

- Windows 下的命令行，就是用 `protoc` 来编译，可以参考如下。（这是.cs 源码下的）

```
CommandRun($"protoc.exe", $"--csharp_out=\".{outputPath}\" --proto_path=\"{protoPath}\" {protoName}");
```

- 现在的问题是，**Protobuf** 消息里面居然是有 **unity** 第三方库的索引。
- 直接把 `enum` 生成的那三个.cs 类分别复制进双端，服务器端与客户端。包括 `Card` 类。那些编译错误会去天边。哈哈哈，除了一个 `Card` 的两个变量之外（`CardSuits`, `CardWeight`）。
- **【热更新库】**：现在剩下的问题，就成为，判定是用了哪个热更新的库，`ILRuntime`，还是 `HybridCLR`，如果帮它连那两个变量。好像接的是 `HybridCLR`。这个库是我之前还不曾真正用过的。
 - 相比于 `ET6`，彻底剔除了 `ILRuntime`，使得代码简洁了不少，并且比较稳定