

ET 框架小游戏--斗地主源码学习

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Contents

1 程序还没能运行起来

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1 程序还没能运行起来

- 看似是可以注册成功的, 也可以登录成功
- 但匹配玩家的时候出错了, 游戏没能运行起来
- 需要去找一下是什么原因, 登录服上有三个玩家吗? 如何检查?
- 截屏日志下来参考, 为什么就出错了呢?

```
(Program.cs:41) server start..... 1 AllServer
(Log.cs:51) { "_t" : "C2R_Login_Req", "RpcId" : 1, "Account" : "1", "Password" : "1" }
(C2R_Login_ReqHandler.cs:19) 登录请求: {Account:'1',Password:'1'}
(Log.cs:51) { "_t" : "DBQueryJsonRequest", "RpcId" : 1, "CollectionName" : "AccountInfo", "Json" : "{ \"Account\": \"1\", \"Password\": \"1\" }" }
(Log.cs:51) { "_t" : "DBQueryJsonRequest", "RpcId" : 1, "CollectionName" : "AccountInfo", "Json" : "{ \"Account\": \"1\", \"Password\": \"1\" }" }
(Log.cs:51) { "_t" : "DBQueryJsonResponse", "Components" : [{ "_t" : "AccountInfo", "_id" : NumberLong("391246289567932") }], "Error" : 0, "Message" : null }
(Log.cs:51) { "_t" : "DBQueryJsonResponse", "Components" : [{ "_t" : "AccountInfo", "_id" : NumberLong("391246289567932") }], "Error" : 0, "Message" : null }
(C2R_Login_ReqHandler.cs:30) 账号登录成功 { "_t" : "AccountInfo", "_id" : NumberLong("391246289567932"), "C" : [], "AccountInfo" : { "_t" : "AccountInfo", "_id" : NumberLong("391246289567932"), "CollectionName" : "AccountInfo", "Json" : "{ \"Account\": \"1\", \"Password\": \"1\" }" } }
(Log.cs:51) { "_t" : "R2G_GetLoginKey_Req", "RpcId" : 2, "UserID" : NumberLong("391246289567932") }
(Log.cs:51) { "_t" : "R2G_GetLoginKey_Req", "RpcId" : 2, "UserID" : NumberLong("391246289567932") }
(Log.cs:51) { "_t" : "G2R_GetLoginKey_Ack", "RpcId" : 2, "Error" : 0, "Message" : null, "Key" : NumberLong("3058905572509283672") }
(Log.cs:51) { "_t" : "G2R_GetLoginKey_Ack", "RpcId" : 2, "Error" : 0, "Message" : null, "Key" : NumberLong("3058905572509283672") }
(Log.cs:51) { "_t" : "R2C_Login_Ack", "RpcId" : 1, "Error" : 0, "Message" : "", "Key" : NumberLong("3058905572509283672") }
(Log.cs:51) { "_t" : "C2G_LoginGate_Req", "RpcId" : 2, "Key" : NumberLong("3058905572509283672") }
(Log.cs:51) { "_t" : "ObjectAddRequest", "RpcId" : 3, "Key" : NumberLong("391248712695970"), "InstanceId" : NumberLong("391248712695970") }
(Log.cs:51) { "_t" : "ObjectAddRequest", "RpcId" : 3, "Key" : NumberLong("391248712695970"), "InstanceId" : NumberLong("391248712695970") }
(LocationComponent.cs:64) location add key: 391248712695970 instanceId: 391248712695970
(Log.cs:51) { "_t" : "ObjectAddResponse", "RpcId" : 3, "Error" : 0, "Message" : null }
(Log.cs:51) { "_t" : "ObjectAddResponse", "RpcId" : 3, "Error" : 0, "Message" : null }
(Log.cs:51) { "_t" : "ObjectAddRequest", "RpcId" : 4, "Key" : NumberLong("391248712695968"), "InstanceId" : NumberLong("391248712695968") }
(Log.cs:51) { "_t" : "ObjectAddRequest", "RpcId" : 4, "Key" : NumberLong("391248712695968"), "InstanceId" : NumberLong("391248712695968") }
(LocationComponent.cs:64) location add key: 391248712695968 instanceId: 391248712695968
(Log.cs:51) { "_t" : "ObjectAddResponse", "RpcId" : 4, "Error" : 0, "Message" : null }
(Log.cs:51) { "_t" : "ObjectAddResponse", "RpcId" : 4, "Error" : 0, "Message" : null }
(Log.cs:51) { "_t" : "G2R_PlayerOnline_Req", "RpcId" : 5, "UserID" : NumberLong("391246289567932"), "GateAppID" : 1 }
(Log.cs:51) { "_t" : "G2R_PlayerOnline_Req", "RpcId" : 5, "UserID" : NumberLong("391246289567932"), "GateAppID" : 1 }
(G2R_PlayerOnline_ReqHandler.cs:21) 玩家 391246289567932 上线
(Log.cs:51) { "_t" : "R2G_PlayerOnline_Ack", "RpcId" : 5, "Error" : 0, "Message" : null }
(Log.cs:51) { "_t" : "R2G_PlayerOnline_Ack", "RpcId" : 5, "Error" : 0, "Message" : null }
(Log.cs:51) { "_t" : "G2C_LoginGate_Ack", "RpcId" : 2, "Error" : 0, "Message" : "", "PlayerID" : NumberLong("391248712695968") }
(Log.cs:51) { "_t" : "C2G_GetUserInfo_Req", "RpcId" : 3, "UserID" : NumberLong("391246289567932") }
(Log.cs:51) { "_t" : "DBQueryRequest", "RpcId" : 6, "_id" : NumberLong("391246289567932"), "CollectionName" : "UserInfo" }
(Log.cs:51) { "_t" : "DBQueryRequest", "RpcId" : 6, "_id" : NumberLong("391246289567932"), "CollectionName" : "UserInfo" }
(Log.cs:51) { "_t" : "DBQueryResponse", "RpcId" : 6, "Error" : 0, "Message" : null, "Component" : { "_t" : "UserInfo" } }
(Log.cs:51) { "_t" : "DBQueryResponse", "RpcId" : 6, "Error" : 0, "Message" : null, "Component" : { "_t" : "UserInfo" } }
(Log.cs:51) { "_t" : "G2C_GetUserInfo_Ack", "RpcId" : 3, "Error" : 0, "Message" : "", "NickName" : "用户 1", "Wins" : 0 }
(Log.cs:51) { "_t" : "C2G_StartMatch_Req", "RpcId" : 4 }
(Log.cs:51) { "_t" : "DBQueryRequest", "RpcId" : 7, "_id" : NumberLong("391246289567932"), "CollectionName" : "UserInfo" }
(Log.cs:51) { "_t" : "DBQueryRequest", "RpcId" : 7, "_id" : NumberLong("391246289567932"), "CollectionName" : "UserInfo" }
(Log.cs:51) { "_t" : "DBQueryResponse", "RpcId" : 7, "Error" : 0, "Message" : null, "Component" : { "_t" : "UserInfo" } }
(Log.cs:51) { "_t" : "DBQueryResponse", "RpcId" : 7, "Error" : 0, "Message" : null, "Component" : { "_t" : "UserInfo" } }
(Log.cs:51) { "_t" : "G2C_StartMatch_Ack", "RpcId" : 4, "Error" : 0, "Message" : "" }
(Log.cs:51) { "_t" : "G2M_PlayerEnterMatch_Req", "RpcId" : 8, "PlayerID" : NumberLong("391248712695970"), "UserID" : NumberLong("391246289567932") }
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(Log.cs:51) { "_t" : "G2M_PlayerEnterMatch_Req", "RpcId" : 8, "PlayerID" : NumberLong("391248712695970"), "UserID" :
(MatcherFactory.cs:22) 玩家 391246289567932 加入匹配队列
(Log.cs:51) { "_t" : "M2G_PlayerEnterMatch_Ack", "RpcId" : 8, "Error" : 0, "Message" : null }
(Log.cs:51) { "_t" : "M2G_PlayerEnterMatch_Ack", "RpcId" : 8, "Error" : 0, "Message" : null }
(Log.cs:51) { "_t" : "C2G_GetUserInfo_Req", "RpcId" : 5, "UserID" : NumberLong("391246289567932") }
(Log.cs:51) { "_t" : "DBQueryRequest", "RpcId" : 9, "_id" : NumberLong("391246289567932"), "CollectionName" : "UserInfo"
(Log.cs:51) { "_t" : "DBQueryResponse", "RpcId" : 9, "Error" : 0, "Message" : null, "Component" : { "_t" : "UserInfo"
(Log.cs:51) { "_t" : "DBQueryResponse", "RpcId" : 9, "Error" : 0, "Message" : null, "Component" : { "_t" : "UserInfo"
(Log.cs:51) { "_t" : "G2C_GetUserInfo_Ack", "RpcId" : 5, "Error" : 0, "Message" : "", "NickName" : " 用户 1", "Wins" : 0
(Log.cs:51) { "_t" : "C2R_Login_Req", "RpcId" : 1, "Account" : "2", "Password" : "2" }
(C2R_Login_ReqHandler.cs:19) 登录请求: {Account:'2',Password:'2'}
(Log.cs:51) { "_t" : "DBQueryJsonRequest", "RpcId" : 10, "CollectionName" : "AccountInfo", "Json" : "{ \"Account\" :
(Log.cs:51) { "_t" : "DBQueryJsonRequest", "RpcId" : 10, "CollectionName" : "AccountInfo", "Json" : "{ \"Account\" :
(Log.cs:51) { "_t" : "G2M_PlayerExitMatch_Req", "RpcId" : 11, "UserID" : NumberLong("391246289567932") }
(Log.cs:51) { "_t" : "G2M_PlayerExitMatch_Req", "RpcId" : 11, "UserID" : NumberLong("391246289567932") }
(G2M_PlayerExitMatch_ReqHandler.cs:16) 玩家 391246289567932 退出匹配队列
(Log.cs:51) { "_t" : "M2G_PlayerExitMatch_Ack", "RpcId" : 11, "Error" : 0, "Message" : null }
(Log.cs:51) { "_t" : "M2G_PlayerExitMatch_Ack", "RpcId" : 11, "Error" : 0, "Message" : null }
(Log.cs:51) { "_t" : "G2R_PlayerOffline_Req", "RpcId" : 12, "UserID" : NumberLong("391246289567932") }
(Log.cs:51) { "_t" : "G2R_PlayerOffline_Req", "RpcId" : 12, "UserID" : NumberLong("391246289567932") }
(G2R_PlayerOffline_ReqHandler.cs:16) 玩家 391246289567932 下线
(Log.cs:51) { "_t" : "R2G_PlayerOffline_Ack", "RpcId" : 12, "Error" : 0, "Message" : null }
(Log.cs:51) { "_t" : "R2G_PlayerOffline_Ack", "RpcId" : 12, "Error" : 0, "Message" : null }
(Log.cs:51) { "_t" : "DBQueryJsonResponse", "Components" : [{ "_t" : "AccountInfo", "_id" : NumberLong("391246292713733")
(Log.cs:51) { "_t" : "DBQueryJsonResponse", "Components" : [{ "_t" : "AccountInfo", "_id" : NumberLong("391246292713733")
(C2R_Login_ReqHandler.cs:30) 账号登录成功 { "_t" : "AccountInfo", "_id" : NumberLong("391246292713733"), "C" : [], "A" : {}
(Log.cs:51) { "_t" : "R2G_GetLoginKey_Req", "RpcId" : 13, "UserID" : NumberLong("391246292713733") }
(Log.cs:51) { "_t" : "R2G_GetLoginKey_Req", "RpcId" : 13, "UserID" : NumberLong("391246292713733") }
(Log.cs:51) { "_t" : "G2R_GetLoginKey_Ack", "RpcId" : 13, "Error" : 0, "Message" : null, "Key" : NumberLong("26045125")
(Log.cs:51) { "_t" : "G2R_GetLoginKey_Ack", "RpcId" : 13, "Error" : 0, "Message" : null, "Key" : NumberLong("26045125")

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