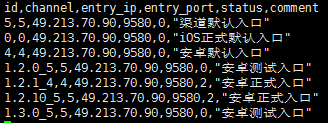
1. Client connects static entry resource server (this ip ,port , version and channel is written in the client package), send the first protocol (/x/3/resource/selentry), which parameters contains current version and channel.
2. resource use the version and channel to find the entry\_ip and entry\_port from the version\_channel\_data (this data table contains the available entry point of resource server, which like the following)  
   

The match rule is get the id (version + “\_” + channel, which like “1.3.0\_5”) first, if found this line, **then will send this resource server entry info back to client**, or if can’t found this id, the server will found the default line, which id equals the channel sent by client (the Vietnam version’s channel is 5).

1. Now the client get a new resource server’s entry point, then client will send protocol (/x/3/resource/entry) to get the server’s version info.
2. Resource handle the (/x/3/resource/entry) protocol, then will response with the login server’s ip and port, the cdn server’s URL, the client’s patch data’s md5 checksum, and so on.
3. When the client find it needs to download the new path, it will download the new patch from cdn server if necessary.
4. If client patch data is same as server’s md5, it will request the protocol (/x/3/resource/servers), in this protocol, server will response the portal server’s ip and port (or the balance’s ip and port), finally, client will request the SDK to login and use SDK’s token to login gamesvr.
5. When loin server received the client’s login request (/x/3/account/tplogin), it will authenticate the client’s token from the third platform, then check the user from DB\_login and return the client.
6. After all, the client will send the request to portal (/x/3/account/entergame), this request gamesvr will load the client’s user info from DB\_game, and return all info to client, then the login process finished.

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| --- | --- | --- |
|  |  |  |

Client

Resource

selentry

Resource ip, port

entry

login ip, port  
patch’s md5  
cdn’s url

Check patch

servers

Portal ip,port

Download patch from cdn