

## 炸金花协议整理

## Server通知client的notice

## 1, 玩家开始游戏

```
{
  "code": 5000,
  "userId": 用户ID
  "balanceScore": 玩家总分
}
```

消息体: 无

## 2, 换桌

```
{
  "code": 5001,
  "userId": 用户ID
}
```

## 3, 跟注

```
{
  "code": 5002
  "userId": 用户ID
  "score": 分数
}
```

## 4, 看牌

```
{
  "code": 5003
  "userId": 用户ID
}
```

## 5, 弃牌

```
{
  "code": 5004
  "userId": 用户ID
  "reason": "原因"
}
```

## 6. 1, 正常比牌

```
{
  "code": 5005
  "f_u": 主动方用户ID
  "t_u": 被动方用户ID
  "l_u": 输方用户ID
  "score": 分数
}
```

## 6. 2, 孤注一掷比牌比输

```
{
  "code": 5005
  "f_u": 主动方用户ID
  "t_u": "*"
  "l_u": 主动方用户ID
  "score": 分数
  "reason": "原因"
}
```

## 7, 亮牌

```
{
  "code": 5006
  "userId": 用户ID,
  "v": "9_10_36" (牌值)
  "cardType": "牌型"
}
```

## 8, 操作, 轮到XX玩家操作

```
{
  "code": 5007
  "userId": 用户ID
}
```

```

    "round":轮数
    "tableTotalScore":桌面总下注金额
    "remainingTime":剩余秒数
}

```

9, 进入桌台, xx玩家进入桌台

```

{
    "code": 5008
    "userId":用户ID
    "seatIndex":座椅编号
    "state":玩家当前状态
    "balanceScore":玩家总分
    "totalBetScore":玩家总下注分
}

```

10, 离开房间, XX玩家离开房间, 区别换桌!

```

{
    "code": 5009
    "userId":用户ID
}

```

11, 游戏结束, 各玩家输赢分数

```

{
    "code": 5010
    "i":{
        "uid1":-结算后分数_余额,
        "uid2":结算后分数_余额,
    }
    "isLastCompare":true:孤注一掷, false 普通结束
}

```

12, 游戏开始, 玩家开始玩游戏底注分数

```

{
    "code": 5011
    "score":100
}

```

13, 玩家被剔除

```

{
    "code": 5012
    "userId":用户Id
}

```

server to client 私信

```

{
    "code": 4001
    "v":"1_13_20" (牌值)
    "cardType":"牌型"
}

```

//快照 私信

```

{
    "code": 4000
    "players":[
        {
            "userId":玩家ID ,
            "username":玩家昵称,
            "seatIndex":玩家座椅编号,
            "state":玩家状态,
            "balanceScore":玩家余额,
            "totalBetScore":玩家当局下注总分
            "isLooked":False没有看过牌True看过牌
            "actionRecords":[
                {
                    "action":"","动作名称
                    "state":"","状态
                    "time":"","操作时间
                }
            ] 操作记录
        },
    ]
}

```

```
        "userId":玩家ID ,
        "username":玩家昵称,
        "seatIndex":玩家座椅编号,
        "state":玩家状态,
        "balanceScore":玩家余额,
        "totalBetScore":玩家当局下注总分
        "isLooked":False没有看过牌True看过牌
        "actionRecords":[
            {
                "action":"","动作名称
                "state":"","状态
                "time":"","操作时间
            }
        ] 操作记录
    }
]
"minBetScore",200,底注
"maxBetScore":2000,封顶底注
"round":1,第一轮
"totalScore":50000, 桌台下注总额
"gameStateEnum":游戏状态
"remainingTime":剩余秒数
}
```