1. 打开装备打造界面，向服务器发送请求装备子类别信息和默认类别的所有武器信息

**接口函数：**getEquipSubType(callBack)

**返回值：**返回值为一个数组，每个元素为装备子类别，元素的结构如下：

{"**equipDefault**":[{"itemDescription":"厨房的常用工具，所谓功夫再深也怕菜刀，性价比超高","itemName":"菜刀","stamina":5,"defence":0,"salePrice":0,"needLevel":1,"commandNum":0,"attack":20,"itemId":10130018,"intelligence":0,"agility":5,"itemIcon":"sword"},{"itemDescription":"士兵常用的装备","itemName":"铁剑","stamina":10,"defence":10,"salePrice":0,"needLevel":10,"commandNum":0,"attack":40,"itemId":10130020,"intelligence":0,"agility":15,"itemIcon":"sword"},{"itemDescription":"杀伤力很大，不是一般人能拿动的","itemName":"大刀","stamina":0,"defence":0,"salePrice":0,"needLevel":15,"commandNum":0,"attack":80,"itemId":10130022,"intelligence":0,"agility":0,"itemIcon":"sword"}],"**equipSubType**":[{"name":"武器","value":"1"},{"name":"头盔","value":"2"},{"name":"胸甲","value":"3"},{"name":"护腿","value":"4"},{"name":"靴子","value":"5"},{"name":"护腕","value":"6"}]}

其中，**equipSubType**为一个数组，里边存有所有可打造的类型；**equipDefault**为一个数组，元素为默认选择第一个类别（目前是武器）的所有可打造的装备。

1. 选择要打造的装备类型，向服务器发送请求可打造的装备

**接口函数：**getEquipCanBeMade(subType,callBack)

**参数**：参数subType为选择的装备子类别值

**返回值：**返回值为一个数组，数组的每一个元素为可打造的装备的信息，元素的结构如下：

{"**itemId**":10130008,"itemName":"布衣(白)", "itemDescription":"百姓平常穿的衣服，比较常见","itemIcon":"cloth.png","itemLevel":0,

"itemType":1,"itemSubType":2,"attack":2,"defence":6,"stamina":2,"

agility":0,"intelligence":0,"commandNum":0,"needLevel":0,"}

其中，**itemId**为道具Id，**itemName**为道具名称 ， **itemDescription**为道具描述，**itemIcon**为道具图标，**itemLevel**为道具品级，**itemType**为道具类型（如装备，用品，材料，任务），**itemSubType**为道具子类别（细分类别，如装备里的头部，胸部），**attack、defence、stamina、agility、intelligence、commandNum**为装备属性攻击、防御、体力、敏捷、智力、统帅，**needLevel**为装备需求等级；

1. 选择要打造的装备，点击确定按钮向服务器发送请求打造装备所需要的

材料信息和可打造最大数量，如果玩家有这个装备图样和成功符，则发送相关信息，没有则发送0；

**接口函数**：getEquipMadeInfo (equipSign,callBack)

**参数**：equipSign为选择的要打造的装备的itemId；

**返回值**：返回值为一个数组，数组的每个元素为玩家所拥有的图样信息，元素结构如下：

{"**userEquipDesign**":[{"itemDescription":"制作装备布衣的图纸","itemName":"布衣（图样）","userItemId":203,"itemCounts":14,

"bindState":0,"itemLevel":2,"itemIcon":"book"},{"itemDescription":"制作装备布衣的图纸","itemName":"布衣（图样）","userItemId":205,

"itemCounts":47,"bindState":0,"itemLevel":1,"itemIcon":"book"}],

"**successItem**":{"itemDescription":"小部分提高装备强化成功率","itemName":"成功符（小）","userItemId":337,"itemCounts":2,"bindState":0,"itemLevel":1,"itemIcon":"paper"},

"**makeEquipInfo**":{"needInfo":[{"itemName":"布料","needItemCounts":2},{"itemName":"棉线","needItemCounts":1},{"itemName":"图样","needItemCounts":1},{"itemName":"铜币","needItemCounts":100}],"**MaxCount**":14,"**haveInfo**":[147,38,14,90900]}}

其中，**userEquipDesign**为玩家拥有的图样信息，若没有则为0；**successItem**为成功符道具信息，若玩家没有则为0；**makeEquipInfo**为制作装备的需求材料信息；**haveInfo**为玩家的拥有信息，**MaxCount**为批量打造最大数量。

1. 选择玩家所拥有的图样，向服务器发送请求，获取可批量打造装备的最

大数量

**接口函数**：getMaxCount（userItemId，callBack）

**参数**：userItemId为玩家选择的图样的userItemId

**返回值**：返回{"**maxCounts**":14}

**maxCounts**为玩家可打造的最大数量

1. 点击加工，向服务器发送打造请求

**接口函数**：makeEquipment（userItemIdForDesign，makeCounts，userItemIdForSuccess，callBack）

**参数**：userItemIdForDesign为玩家选择的装备图样的userItemId，makeCounts为要批量打造的数量，userItemIdForSuccess为成功符道具的userItemId，若玩家没有选择，发送0；

**返回值**：返回更新信息：

{"**equipResult**":{"userItemId":338,"strengthLevel":0,"strengthenAttack":0,"strengthenDefence":0,"strengthenStamina":0,"strengthenAgility":0,"strengthenIntelligence":0,"hole1":0,"hole2":0,"hole3":0,"itemPosition":0,"heroUseId":0,"bindState":0,"item":{"itemName":"布衣(绿)","itemDescription":"百姓平常穿的衣服，比较常见","itemIcon":"cloth","itemLevel":2,"itemType":1,"itemSubType":3,"attack":6,"defence":11,"stamina":8,"agility":0,"intelligence":0,"commandNum":0,"needLevel":0,"salePrice":0}},"**userEquipDesign**":{"itemDescription":"制作装备布衣的图纸","itemName":"布衣（图样）","userItemId":203,"itemCounts":13,"bindState":0,"itemLevel":2,"itemIcon":"book"},"**successItem**":{"itemDescription":"小部分提高装备强化成功率","itemName":"成功符（小）","userItemId":337,"itemCounts":1,"bindState":0,"itemLevel":1,"itemIcon":"paper"},"**countChange**":[145,37,13,90800]}

**equipResult**用于打造成功装备展示，**userEquipDesign**返回材料更新信息，若没有剩余为0，**successItem**为成功符更新，若没有剩余为0，**countChange**为玩家拥有打造材料的更新信息