# 阶段信息

GAME\_STATUS\_START = 1 //游戏开始

STAGE\_CALL = 10 //下注阶段

STAGE\_DEAL = 11 //发牌阶段

STAGE\_PLAY = 12 //玩牌阶段

STAGE\_SETTLE = 14 //结算阶段

# 玩家指令：

## 400001 玩家匹配

## 410000 阶段消息

MSG\_GAME\_INFO\_STAGE

**type** GStageInfo **struct** {

Id int32

Stage int32

StageTime int32

}

## 410001 玩家叫分

MSG\_GAME\_INFO\_CALL

**type** GCallMsg **struct** {

Id int32

Multiple int32

}

## 410002 系统返回玩家叫分

MSG\_GAME\_INFO\_CALL\_REPLY

**type** GCallMsgReply **struct** {

Id int32

ChairId int32

Multiple int32

}

## 410003 系统发牌

MSG\_GAME\_INFO\_DEAL\_REPLY

**type** GHandNiuReply **struct** {

Id int32

ChairId int32

NiuPoint byte

NiuCards []byte

}

## 410004 系统牛牛结果

MSG\_GAME\_INFO\_PLAY\_REPLY

**type** GPlayCard **struct** {

Id int32

ChairId int32

}

## 410005 玩家开牌

MSG\_GAME\_INFO\_PLAY

**type** GPlayCard **struct** {

Id int32

ChairId int32

}

## 410006 系统结算

MSG\_GAME\_INFO\_SETTLE

//结算

**type** GWinInfo **struct** {

Uid int64

ChairId int32

WinCoin int32

Coins int32

NiuPoint int32

NiuCards []int32

}

**type** GWinInfosReply **struct** {

Id int32

WinPlayer int32

InfoCount int32

Infos []GWinInfo

}

## 410007 玩家抢庄

MSG\_GAME\_INFO\_CALL\_BANKER

**type** GCallMsg **struct** {

Id int32

Multiple int32

}

## 410008 玩家抢庄通知

MSG\_GAME\_INFO\_CALL\_BANKER\_NOTIFY

**type** GCallMsgReply **struct** {

Id int32

ChairId int32

Multiple int32

}

## 410009 房间信息通知

MSG\_GAME\_INFO\_ROOM\_NOTIFY

**type** GTableInfoReply **struct** {

Id int32

TableId string //房间号

BScore int32 //底分

}

## 410010 重连数据

MSG\_GAME\_INFO\_RECONNECT

//座位信息-重连

**type** GSeatInfoReconnect **struct** {

Id int32

ChairIds []int32 //所有玩家位置[0,1,2,3,4]

States []int32 //所有玩家状态[1,1,1,1,2]

Multiples []int32 //所有玩家倍数[0,0,1,2,3]

Banker int32 //庄家

BankerMultiples int32 //庄家倍数

CallMultiples []int32 //玩家叫庄倍数

PlayNum int32 //已出牌玩家数量

PlayChairIds []int32 //已出牌玩家位置[0,2,3]

MyCard []int32 //手牌

Stage int32

StageTime int32

}

## 410011 庄家通知

MSG\_GAME\_INFO\_CHOOSE\_BANKER

//玩家抢庄结果

**type** GCallBankReply **struct** {

Id int32

Banker int32

BankerList []int

}