通信协议

消息请求头信息

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Common\_Req** | 字段名称 | 类型 | Order | isRequired | 说明 |
| cmd | Int32 | 1 | true | 指令码 |
| time | Int64 | 2 |  | 时间戳，用于时效性加密使用 |
| uid | Int64 | 3 |  | 用户id |
| moduleId | Int32 | 4 |  | 模块编码，预留，未来扩展使用 |
| token | String | 5 |  | 加密秘钥,md5加密 |
| seque | Int64 | 6 |  | 消息唯一标记，服务器内部使用，客户端忽略 |
| channelCode | Int64 | 7 |  | Channel hash code，服务器内部使用，客户端忽略 |
| obj | Object | 8 |  | 具体指令内容 |

消息回复头信息

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Common\_Res** | 字段名称 | 类型 | Order | isRequired | 说明 |
| cmd | Int32 | 1 | True | 指令码 |
| uid | Int64 | 3 |  | 用户id |
| moduleId | Int32 | 4 |  | 模块编码，预留 |
| seque | Int64 | 6 |  | 消息唯一标记，服务器内部使用，客户端忽略 |
| obj | Object | 8 |  | 具体响应内容，客户端解析 |
| code | Int32 | 9 |  | 响应状态码 |
| msg | String | 10 |  | 响应message |
| uidList | Int64 | 11 |  | 消息推送用户id列表，客户端忽略 |

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GateServer通知gameServer 用户掉线

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Cmd**  **2001**  **(GameOfflineReq)** | 字段名称 | 类型 | Order | isRequired | 说明 |
|  |  |  |  |  |

gameServer响应GateServer掉线通知

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Cmd**  **2001**  **(GameOfflineAck)** | 字段名称 | 类型 | Order | isRequired | 说明 |
| ackResu | Int32 | 1 | true | |

服务器端发送的心跳消息请求(**Common\_Res基本头**)

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Cmd**  **2002** | 字段名称 | 类型 | Order | isRequired | 说明 |
| obj | STRING | 8 |  | 不传 |

客户端响应服务端心跳（**Common\_Req基本头**）

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Cmd**  **2002** | 字段名称 | 类型 | Order | isRequired | 说明 |
| obj | STRING | 8 |  | 不传 |

客户端发送的心跳消息请求(**Common\_Req基本头**)

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Cmd**  **2003** | 字段名称 | 类型 | Order | isRequired | 说明 |
| obj | STRING | 8 |  | 不传 |

服务器响应客户端心跳(**Common\_Res基本头**)

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Cmd**  **2003** | 字段名称 | 类型 | Order | isRequired | 说明 |
| obj | STRING | 8 |  | 不传 |

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指令验证

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **cmd** | EncryptCheckReq | 字段名称 | 类型 | Order | isRequired |
| **1001** | 标准请求头 |  |  |  |
| EncryptCheckAck | 返回code==1即认为验证通过 | | | |
| ackResult | Int32 | 1 | true |
| code | SUCCESS | 1 |  |  |
| FAIL | 2 |  |  |

连接gate服,请求大厅数据

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **cmd** | MainGameReq | 字段名称 | 类型 | Order | isRequired |
| **1002** | ~~userID~~ | ~~Int32~~ | ~~1~~ | ~~true~~ |
| MainGameAck | ackResult | Int32 | 1 | true |
| ~~token~~ | ~~String~~ | ~~2~~ | ~~true~~ |
| ~~isNew~~ | ~~bool~~ | ~~3~~ |  |
| userInfo | UserInfo | 2 |  |
| code | SUCCESS | 1 |  |  |
| FAIL | 2 |  |  |

新手引导完成

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **cmd** | GameDirectReq | 字段名称 | 类型 | Order | isRequired |
| **1003** | ~~userID~~ | ~~Int32~~ | ~~1~~ | ~~true~~ |
| GameDirectAck | ackResult | Int32 | 1 | true |
| code | SUCCESS | 1 |  |  |
| FAIL | 2 |  |  |

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|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| UserInfo | 字段名称 | 类型 | Order | isRequired |
| userID | Int32 | 1 | true |
| userName | Int32 | 2 | true |
| sex | Int32 | 3 | true |
| icon | String | 4 | true |
| diamond | Int32 | 8 | true |
| chip | Int32 | 5 | true |
| status | Int32 | 6 | true |
| cardList | CardInfo[] | 7 |  |
|  | new | bool | 9 |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ItemInfo | 字段名称 | 类型 | Order | isRequired |
| itemID | Int32 | 1 | true |
| itemAmount | Int32 | 2 | true |

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*GameReq\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

**Client 请求游戏操作**

**Cmd:4001**

请求加入游戏

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Cmd** | GameJoinReq | 字段名称 | 类型 | Order | isRequired |
| **5001** | userID | Int64 | 1 | true |
| GameJoinAck | ackResult | Int32 | 1 | true |
| ErrorCode | SUCCESS | 1 |  |  |
| FAIL | 2 |  |  |

选牌操作

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Cmd** | GameChooseCardReq | 字段名称 | 类型 | Order | isRequired |
| **5002** | userID | Int64 | 1 | true |
| tableID | String | 2 | true |
| openCardID | String | 3 | true |
| darkCardID | String |  | true |
| GameChooseCardAck | ackResult | Int32 | 1 | true |
| ErrorCode | SUCCESS | 1 |  |  |
| FAIL | 2 |  |  |

抢庄

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Cmd** | GameGrabBankerReq | 字段名称 | 类型 | Order | isRequired |
| **5003** | userID | Int64 | 1 | true |
| tableID | String | 2 | true |
| score | Int32 | 3 | true |
| GameGrabBankerAck | ackResult | Int32 | 1 | true |
| ErrorCode | SUCCESS | 1 |  |  |
| FAIL | 2 |  |  |

下注

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **cmd** | GameRaiseReq | 字段名称 | 类型 | Order | isRequired |
| **5004** | userID | Int64 | 1 | true |
| tableID | String | 2 | true |
| betScore | Int32 | 3 | true |
| GameRaiseAck | ackResult | Int32 | 1 | true |
| ErrorCode | SUCCESS | 1 |  |  |
| FAIL | 2 |  |  |

重新开始游戏确认

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **cmd** | GameReStartConfirmReq | 字段名称 | 类型 | Order | isRequired |
| **5005** | userID | Int64 | 1 | true |
| tableID | String | 2 | true |
| isReStart | bool | 3 |  |
| GameReStartConfirmAck | ackResult | Int32 | 1 | true |
| ErrorCode | SUCCESS | 1 |  |  |
| FAIL | 2 |  |  |

使用破产

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **cmd** | GameUseSubsidyReq | 字段名称 | 类型 | Order | isRequired |
| **5006** | userID | Int64 | 1 | true |
| GameUseSubsidyAck | ackResult | Int32 | 1 | true |
| ErrorCode | SUCCESS | 1 |  |  |
| FAIL | 2 |  |  |

逃跑

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **cmd** | 约束名称 | 字段名称 | 类型 | Order | isRequired |
| **5007** | GameEscapeReq | userID | Int64 | 1 | true |
| tableID | String | 2 |  |
| GameEscapeAck | ackResult | Int32 | 1 | true |
| punishCD | Int32 | 2 |  |
| ErrorCode | SUCCESS | 1 |  |  |
| FAIL | 2 |  |  |

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*DB Req Message\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

大厅获取用户数据

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **cmd** | 约束名称 | 字段名称 | 类型 | Order | isRequired |
| **9001** | DBHallUserInfoReq | uid | Int64 | 1 | true |
| DBHallUserInfoAck | ackResult | Int32 | 1 | true |
| userInfo | UserInfo | 2 |  |
| ErrorCode | SUCCESS | 1 |  |  |
| FAIL | 2 |  |  |

游戏中获取用户信息

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **cmd** | 约束名称 | 字段名称 | 类型 | Order | isRequired |
| **9100** | DBUserInfoReq | uid | Int64 | 1 | true |
| DBUserInfoAck | ackResult | Int32 | 1 | true |
| userInfo | GameUserInfo | 2 |  |
| ErrorCode | SUCCESS | 1 |  |  |
| FAIL | 2 |  |  |

~~游戏中获取卡牌信息~~

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **~~cmd~~** | ~~约束名称~~ | ~~字段名称~~ | ~~类型~~ | ~~Order~~ | ~~isRequired~~ |
| **~~9101~~** | ~~DBUserCardReq~~ | ~~uid~~ | ~~Int32~~ | ~~1~~ | ~~true~~ |
| ~~cardID~~ | ~~String~~ | ~~2~~ |  |
| ~~DBUserCardAck~~ | ~~ackResult~~ | ~~Int32~~ | ~~1~~ | ~~true~~ |
| ~~card~~ | ~~CardInfo~~ | ~~2~~ |  |
| ~~ErrorCode~~ | ~~SUCCESS~~ | ~~1~~ |  |  |
| ~~FAIL~~ | ~~2~~ |  |  |

游戏暗牌

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **cmd** | 约束名称 | 字段名称 | 类型 | Order | isRequired |
| **9102** | DBCardListReq | base | Int32 | 1 | True |
| times | Int32 | 2 | true |
| DBCardListAck | ackResult | Int32 | 1 | true |
| cardList | CardInfo[] | 2 |  |
| ErrorCode | SUCCESS | 1 |  |  |
| FAIL | 2 |  |  |

游戏结算信息

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **cmd** | 约束名称 | 字段名称 | 类型 | Order | isRequired |
| **9103** | DBGameBalanceReq | balanceList | BalanceDBInfo[] | 1 | True |
| DBGameBalanceAck | ackResult | Int32 | 1 | true |
| ErrorCode | SUCCESS | 1 |  |  |
| FAIL | 2 |  |  |

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UPID信息

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| CardInfo | 字段名称 | 类型 | Order | isRequired |
| cardID | String | 1 | True |
| netValue | Float | 2 | True |
| oldNetValues | Float[] | 3 | True |
| industryList | IndustryInfo[] | 4 |  |

股票信息

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| StockInfo | 字段名称 | 类型 | Order | isRequired |
| stockCode | String | 1 | true |
| stockName | String | 2 | true |
| nowValue | Float | 3 | true |

产业信息

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| IndustryInfo | 字段名称 | 类型 | Order | isRequired |
| industryName | String | 1 | true |
| industryPercent | float | 2 | true |
| stockList | StockInfo[] | 3 |  |

游戏组

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| TableInfo | 字段名称 | 类型 | Order | isRequired |
| tableID | String | 1 | true |
| chairs | ChairInfo[] | 2 |  |

位置信息

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ChairInfo | 字段名称 | 类型 | Order | isRequired |
| chairSlot | Int32 | 1 | true |
| gameUserInfo | GameUserInfo | 2 | true |
| openCard | CardInfo | 3 | true |
| ~~darkCardList~~ | ~~CardInfo[]~~ | ~~4~~ | ~~true~~ |
| status | Int32 | 4 |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| GameUserInfo | 字段名称 | 类型 | Order | isRequired |
| userID | Int64 | 1 | true |
| userName | String | 2 | true |
| sex | Int32 | 3 | true |
| icon | String | 4 | true |
| chip | Int32 | 5 |  |
| status | Int32 | 6 |  |
| cardList | CardInfo[] | 7 |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| GameScoreInfo | 字段名称 | 类型 | Order | isRequired |
| userID | Int64 | 1 | true |
| score | Int32 | 2 | ture |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| BalanceInfo | 字段名称 | 类型 | Order | isRequired |
| userID | Int64 | 1 | true |
| winMoney | Int32 | 2 | true |
|  | darkCardVal | float | 3 | true |

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Push Message\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **cmd** | ItemPush | 字段名称 | 类型 | Order | isRequired |
| **1108** | itemList | ItemInfo[] | 1 | true |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **cmd** | GameAutoChooseCardPush | 字段名称 | 类型 | Order | isRequired |
| **5102** | openCardID | String | 1 | true |
|  | darkCardID | String | 2 |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **cmd** | GameCardsPush | 字段名称 | 类型 | Order | isRequired |
| **5101** | tableID | String | 1 | true |
| cardList | CardInfo[] | 2 |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **cmd** | GameTablePush | 字段名称 | 类型 | Order | isRequired |
| **5103** | tableInfo | TableInfo | 1 | true |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **cmd** | GameBakerRetPush | 字段名称 | 类型 | Order | isRequired |
| **5104** | bankerID | Int32 | 1 | true |
| tableID | String | 2 | true |
| scoreList | GameScoreInfo[] | 3 |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **cmd** | GameRaiseRetPush | 字段名称 | 类型 | Order | isRequired |
| **5105** | tableID | String | 1 | true |
| raiseList | GameScoreInfo[] | 2 |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **cmd** | GameBalancePush | 字段名称 | 类型 | Order | isRequired |
| **5106** | tableID | String | 1 | true |
| balanceInfoList | BalanceInfo[] | 2 |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **cmd** | GameExitTablePush | 字段名称 | 类型 | Order | isRequired |
| **5107** | tableID | String | 1 | true |
| userID | Int32 | 2 | true |