# Todo

搭建模拟GXPack输入输出环境

网页(浏览器)能下下来，HttpWebRequest下载不下来

## 2018.4.16

### GameBox Hellowworld参考

### 查看其他人提交的接口

### 了解GXPack代码

### VS测试样本

public void TestMethod1()

{

Console.WriteLine("===============================TestMethod1()==============================");

int a = 1, b = 3, expect = 3;

int real = a + b;

Assert.**AreEqual**(real, expect);

}

## submodule:

# Git

git.exe pull -v --progress "origin"

## submodule:

git.exe submodule add -- "http://gitlab.ztgame.com/tech/Client/GameBox.ThirdLib/Releases/SemVer.git" "lib/test1"

# GameBox

NodeJS

NodeJS.dll

## DLL



# GameBox.Bucket

private const string BucketJson = @"

{

'status': 0,

'results': {

'name': 'GameBox.Bucket',

'version': '1.0.0',

'url': 'http://gitlab.ztgame.com/tech/Client/GameBox.ThirdLib/Releases/SemVer.git',

'homepage': 'www.google.com',

'files': {

'README.md' : 'GameBox/Editor/test/README.md',

'net35/SemVer.dll' : 'GameBox/Editor/test/SemVer.dll',

},

'require': {

}

}

}

## seq

Host = <http://api.gxpack.io>

GetPack = "/packages/";

BucketModuleName = "GameBox.Bucket"

<http://api.gxpack.io/packages/GameBox.Bucket>

## gitsubmodule add

## 第三方库

SemVer

Newtonsoft.Json

VS工具-》扩展和更新—》所属NuGet下载安装 (2017好像自带不用下载安装)

VS工具—》NuGet控制台

PM> Install-Package Newtonsoft.Json

git.exe submodule update –init

copy /Y "$(TargetDir)$(TargetName).module" F:\@@@@@@@@@@@\GameBox\TestBucket\Assets\Editor

copy /Y "$(TargetDir)$(TargetName).pdb" F:\@@@@@@@@@@@\GameBox\TestBucket\Assets\Editor

copy /Y "$(TargetDir)$(TargetName).dll" F:\@@@@@@@@@@@\GameBox\TestBucket\Assets\Editor

copy /Y "$(TargetDir)$(TargetName).pdb" F:\@@@@@@@@@@@\GameBox\TestBucket\Assets\Editor

copy /Y "$(TargetDir)$(TargetName).dll" F:\@@@@@@@@@@@\GameBox\TestBucket\Assets\Editor

copy /Y "$(TargetDir)$(TargetName).pdb" F:\@@@@@@@@@@@\GameBox\TestBucket\Assets\Editor

copy /Y "$(TargetDir)$(TargetName).module" F:\@@@@@@@@@@@\GameBox\TestNewBucket\Assets\GameBox\Editor\GameBox.Bucket

copy /Y "$(TargetDir)$(TargetName).pdb" F:\@@@@@@@@@@@\GameBox\TestNewBucket\Assets\GameBox\Editor\GameBox.Bucket

## URL

api = <http://api.gxpack.io/packages/GameBox.Bucket/1.1.0>

api = "http://api.gxpack.io/packages/Newtonsoft.Json/>=1.0.0"

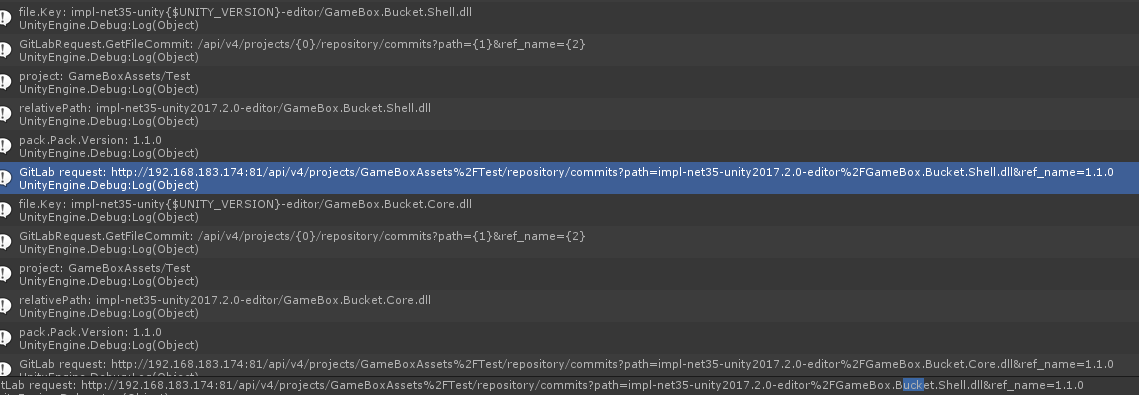
result = "{\r\n \"status\": 0,\r\n \"results\": {\r\n \"name\": \"GameBox.Bucket\",\r\n \"version\": \"1.1.0\",\r\n \"url\": \"http://192.168.183.174:81/GameBoxAssets/Test.git\",\r\n \"homepage\": \"www.google.com\",\r\n \"files\": {\r\n \"impl...

## GitLab下载

Api全路径 = <http://192.168.183.174:81/api/v4/projects/GameBoxAssets%2FTest/repository/commits?path=impl-net35-unity2017.2.0-editor%2FGameBox.Bucket.Shell.dll&ref_name=v1.1.0>

Host = "http://192.168.183.174:81";

GetFileCommit = "/api/v4/projects/{0}/repository/commits?path={1}&ref\_name={2}";



令牌：

qzBx3gzzjXRRkcfoddsh

<http://gitlab.ztgame.com/api/v4/projects/12/repository/files?private_token=qzBx3gzzjXRRkcfoddsh&file_path=mydir/myfile&ref=master>

<http://gitlab.ztgame.com/api/v4/users?private_token=qzBx3gzzjXRRkcfoddsh>

[http:// gitlab.ztgame.com:tech/Client/GameBox.ThirdLib/SemVer](http:// gitlab.ztgame.com:tech/Client/GameBox.ThirdLib/SemVer/api/v4/users?private_token=qzBx3gzzjXRRkcfoddsh)

[/api/v4/users?private\_token=qzBx3gzzjXRRkcfoddsh](http:// gitlab.ztgame.com:tech/Client/GameBox.ThirdLib/SemVer/api/v4/users?private_token=qzBx3gzzjXRRkcfoddsh)

**返回所有的项目信息：**

http://gitlab.ztgame.com/api/v4/projects?private\_token=qzBx3gzzjXRRkcfoddsh

<http://gitlab.ztgame.com/api/v4/projects/97/repository/commits?path=SemVer.dll>

<http://gitlab.ztgame.com/api/v4/projects/97/repository/files?private_token=qzBx3gzzjXRRkcfoddsh>&file\_path=builder.json&ref=master

file\_path=myfolder/myfile.txt&ref=master'

<http://gitlab.ztgame.com/api/v3/projects/97/repository/commits?path=build%2FSemVer.dll>

**查看提交记录:**

<http://gitlab.ztgame.com/api/v4/projects/97/repository/commits?path=build%2FSemVer.dll>

&ref\_name=1.1.0

**ref\_name就是tag**

**ref分支**

tech/Client/GameBox.ThirdLib/Releases/SemVer

tech%2FClient%2FGameBox.ThirdLib%2FReleases%2FSemVer

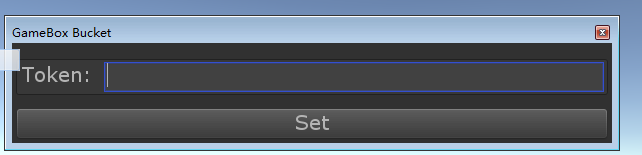
[http://gitlab.ztgame.com/api/v4/projects/**tech%2FClient%2FGameBox.ThirdLib%2FReleases%2FSemVer**/repository/commits?path=net35%2FSemVer.dll](http://gitlab.ztgame.com/api/v4/projects/tech%2FClient%2FGameBox.ThirdLib%2FReleases%2FSemVer/repository/commits?path=net35%2FSemVer.dll) [OK]

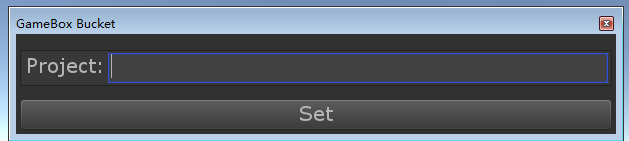
json = "[{\"id\":\"07c744fdc44d51d2021ccaafabfd9c49e13825c8\",\"short\_id\":\"07c744fd\",\"title\":\"tool update\",\"created\_at\":\"2018-04-10T17:23:40.000+08:00\",\"parent\_ids\":[\"064d7e6b49a3465736ef23b20dee7e5786a1a7ce\"],\"message\":\"tool update\\n\",\"author...

http://gitlab.ztgame.com/tech/Client/GameBox.ThirdLib/Releases/SemVer/raw/1.0.0/ net35/SemVer.dll

<http://gitlab.ztgame.com/tech/Client/GameBox.ThirdLib/Releases/SemVer/raw/1.0.0/net35/SemVer.dll>

## Token&Project





## GxRequest顺序

1==>try to handle: api.gxpack.io/packages/GameBox.Bucket

2==>try to handle: api.gxpack.io/packages/GameBox.Bucket/1.0.0 （Preload-）CollectPackInfo）

3==>try to handle: api.gxpack.io/projects/testproject (SetProject-> OnUpdate)

4==>try to handle: api.gxpack.io/profiles

(ShowBucket🡪OnupdateGxRequest.Compose(GxRequest.GetUser)

5==>try to handle: **api.gxpack.io/recommend (推荐包)**

**C:\Users\wumingsheng\Desktop\gitllab**

## 个人访问令牌

qzBx3gzzjXRRkcfoddsh

2kxfrnoQVn61ZJxtPZL6

# GXPack

## 安装

tar zxvf redis-4.0.8

cd redis-4.0.8

make

src/redis-server

————————————————————————

Install brew;

/usr/bin/ruby -e "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/master/install)"

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brew install rabbitmq

brew services start rabbitmq

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brew install logstash

brew services start logstash

—————————————————————————

brew install elasticsearch

brew services start elasticsearch

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brew install Kibana

brew services start kibana

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brew install Grafana

brew services start grafana

phpMyAdmin

xxfpm "php-cgi.exe -c D:/Software/php7/php.ini" -n 2 -i 127.0.0.1 -p 9000

## php无后缀路径问题

比如要访问 gxpack.io/package

在根目录创建package🡺在package下放个index.php

**提交新的远端项目配置**

## 第三方工具

Node.js

Composer Composer是PHP中用来管理依赖关系的工具

## 俞斌：

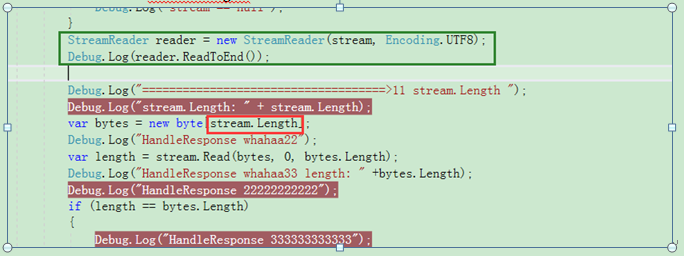
**PostMan** post put get调试

RESTful一种软件架构风格

# Q&A

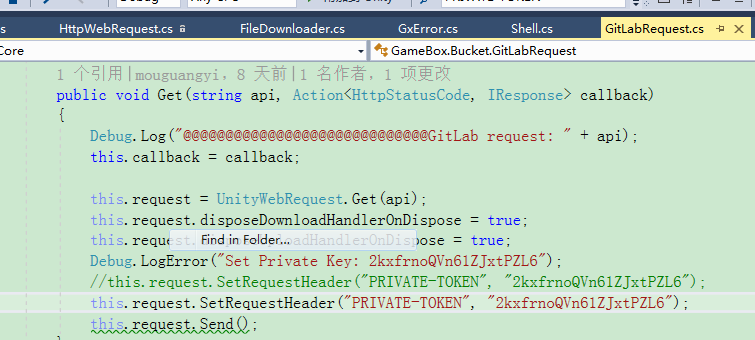
## Httpwebrequest访问返回没有数据流

实际上有流，只是Stream.length不能用



## 下载gitlab上的文件总是返回首页的html页

GitLabRequest 有个设置PrivateKey



在下载类里也要加访问token:



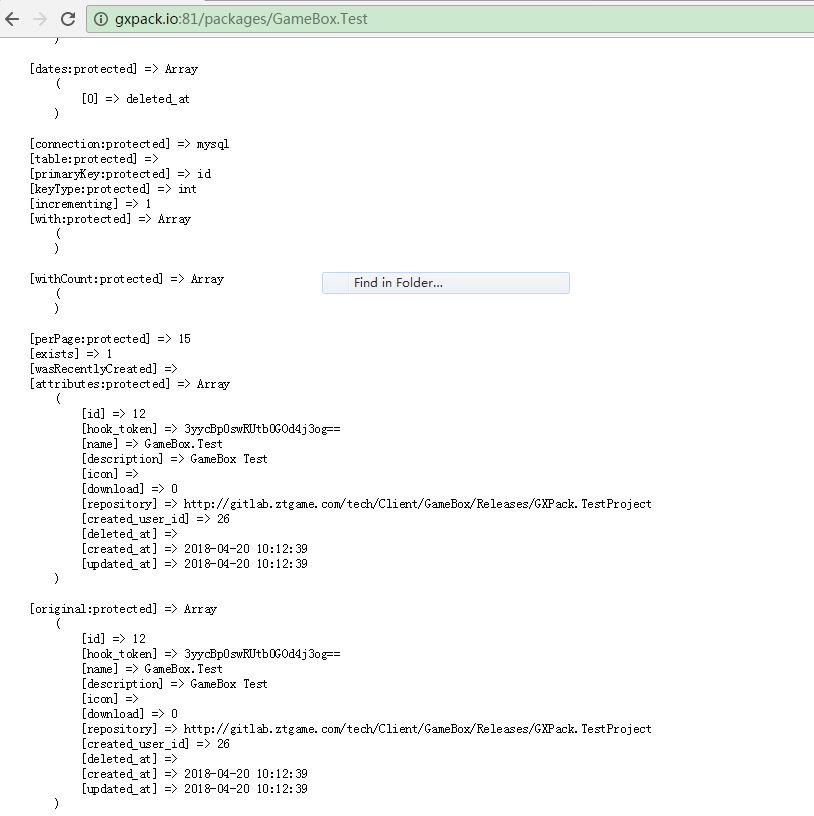
## mock环境不能正常弹出界面

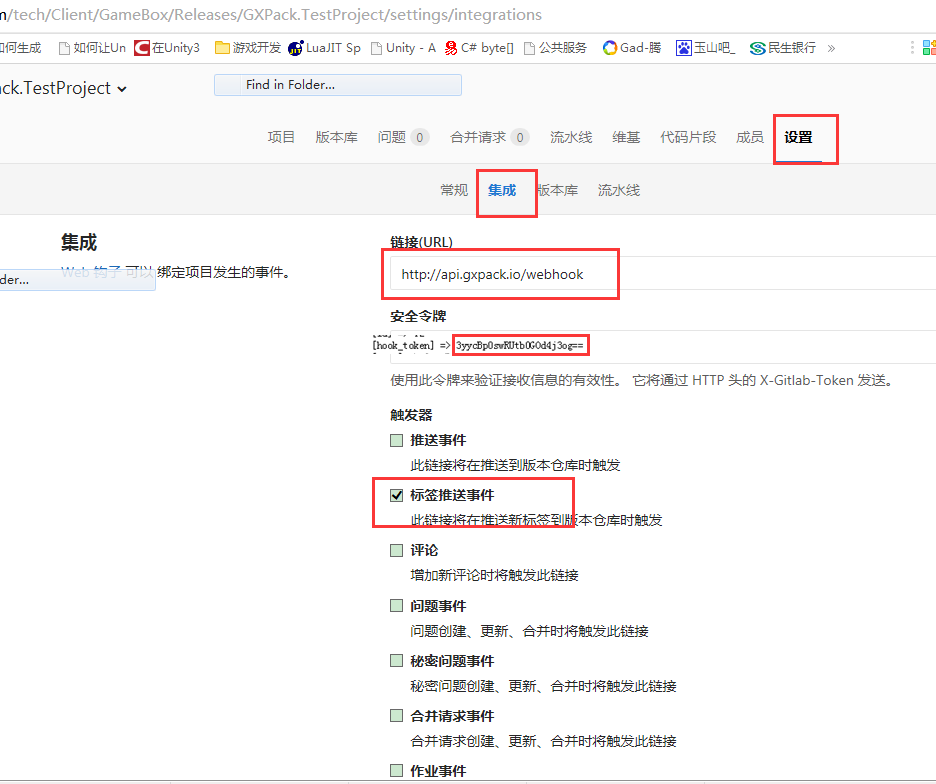
下载的json解析出错了

# 俞斌

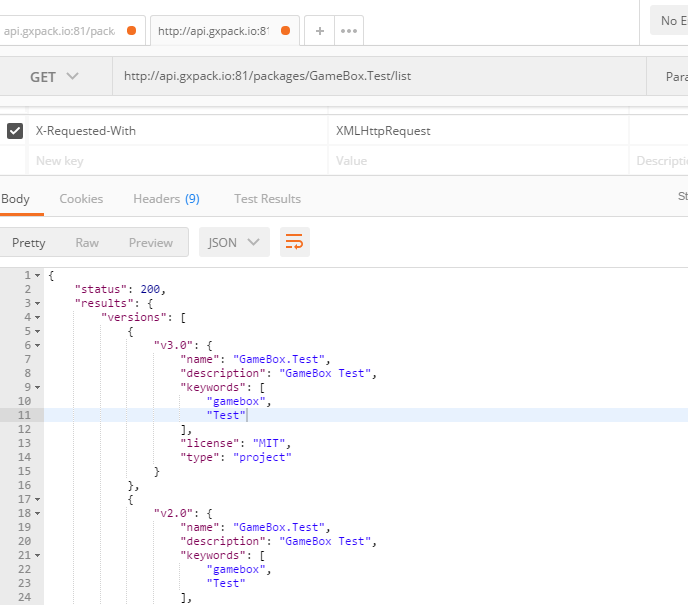
Postman

## 设置token webhook





## 测试



内容相似度