# 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);

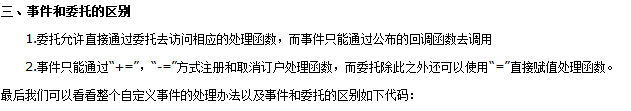
}

## submodule:

# c#

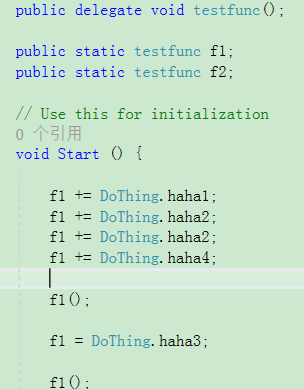
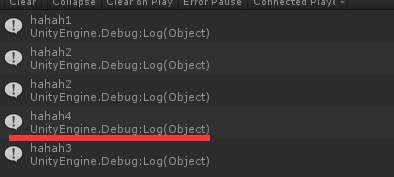
## 事件和委托

<https://www.cnblogs.com/chengxingliang/archive/2013/05/21/3051912.html>



## delegate可以直接用+= 或=初始化

+= 可以赋值多个函数 =只能赋值一个函数

# golang

set GOPATH=F:\project\zeus;F:\project\server

go install Login

go install Center

go install IDIPServer

go install Lobby

go install Match

go install Room

go install Gateway

Lobby.exe.infolog.2017.11.14.23

## net/http

### 处理浏览器的输入

输入：<http://localhost:9090/?url_long=333&url_long=444&wahaha=1234&p4=%2212345%22>

go接收到的：map[url\_long:[333 444] wahaha:[1234] p4:["12345"]]

r.Form

字典

for k, v := range r.Form {

fmt.Println("key:", k)

fmt.Println("val:", strings.Join(v, ""))

}

r.URL.Path

/favicon.ico

r.URL.Scheme

scheme

获取参数

r.Form[“zoneID”]

r.FormValue("url\_long")

### 给浏览器的返回

返回json?

## HttpServer

https://yq.aliyun.com/articles/46439

# Git

git.exe push --progress "origin" 12-gxpack:12-gxpack

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

bucket.ShowNotification(new GUIContent("XXXYYYZZZ"));

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',

},

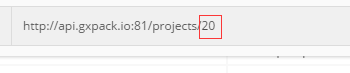
'require': {

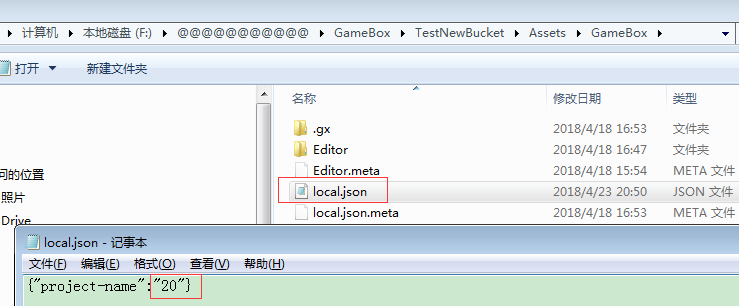
}

}

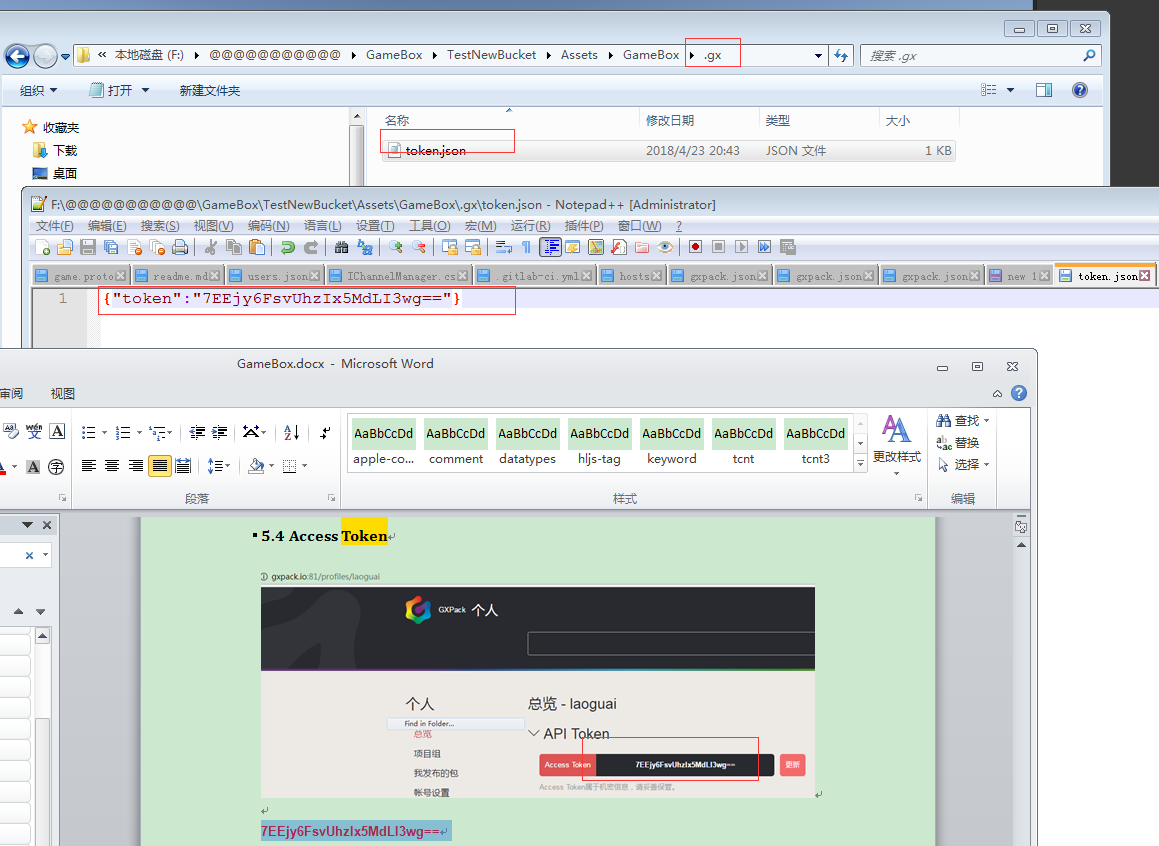
}

## 项目名 （用的id..）





## 配置token:



## 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

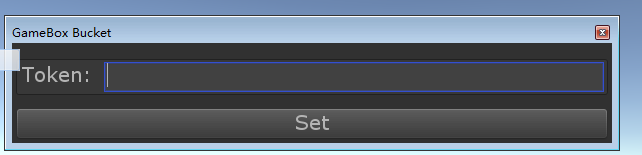
api = <http://api.gxpack.io/packages/GameBox.Bucket/1.1.0>

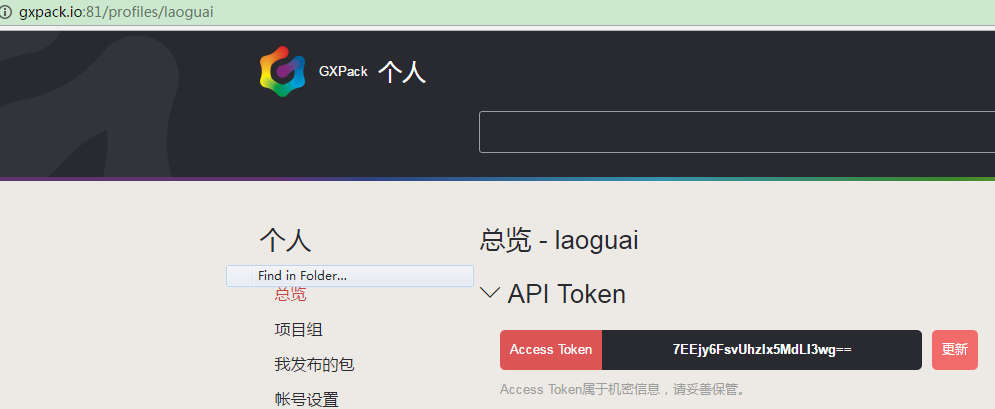
api = "http://api.gxpack.io/packages/Newtonsoft.Json/>=1.0.0"

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...

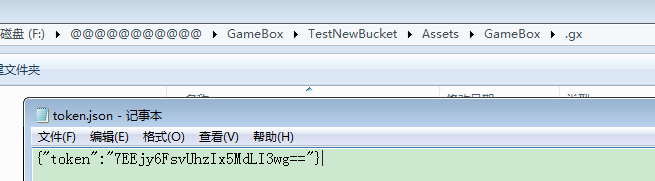
### http://api.gxpack.io/packages/GameBox.Bucket/list

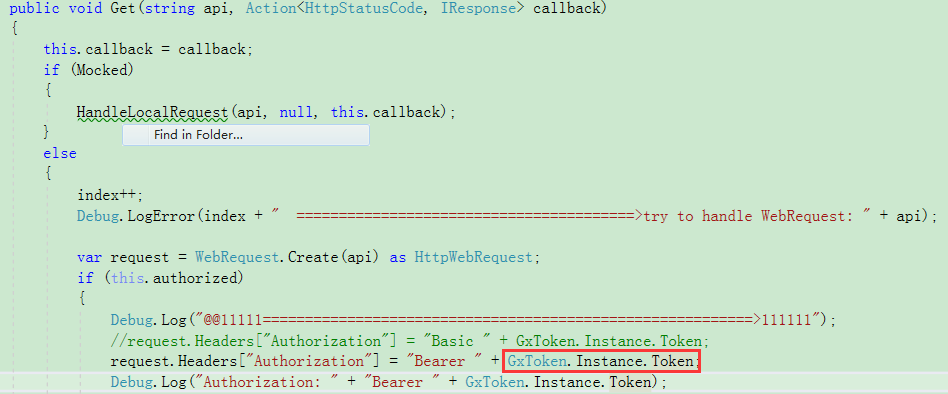
### token



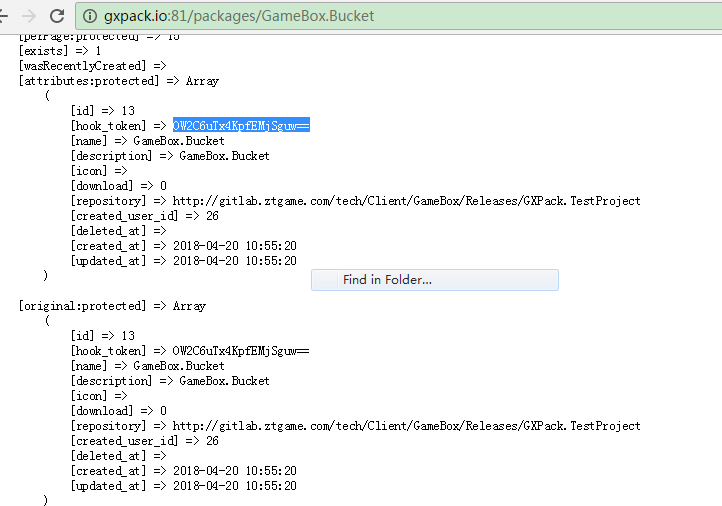


**7EEjy6FsvUhzIx5MdLI3wg==**





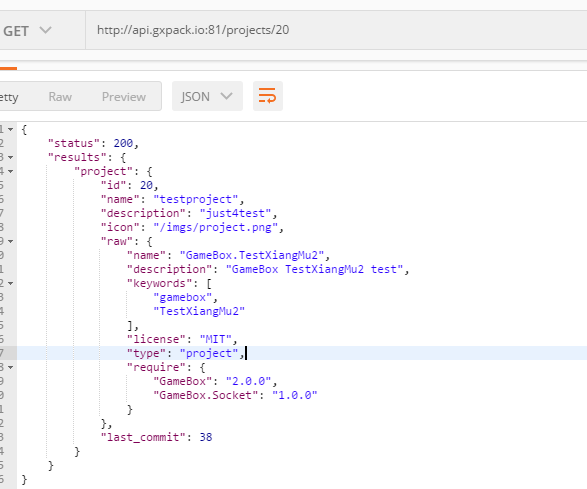
\*\*\*\*\*别跟HookToken混淆了，HookToken直接在gitlab上配置，更新的时候用来调用gxpack上的脚本：



### Project

**get**

<http://api.gxpack.io:81/projects/20>



**Post:**



### Profile

[**http://api.gxpack.io:81/profiles**](http://api.gxpack.io:81/profiles)



### Recommend

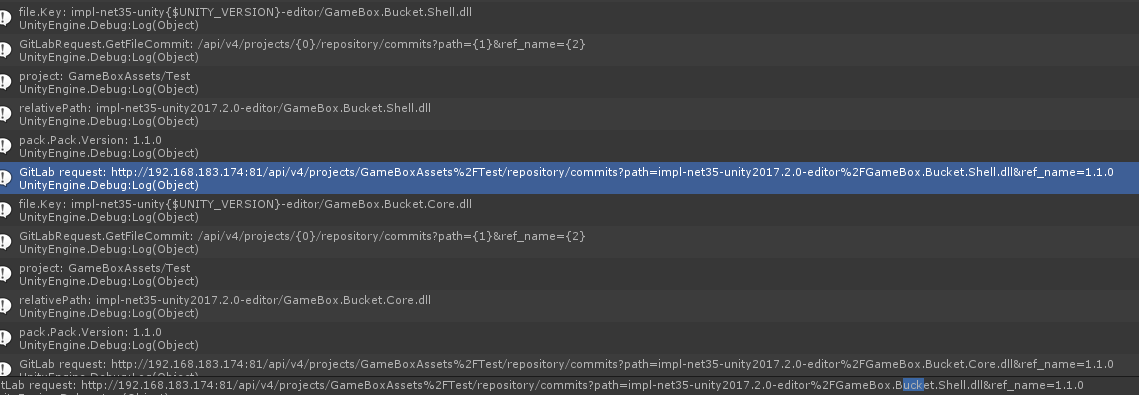
http://api.gxpack.io:81/recommend

## 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

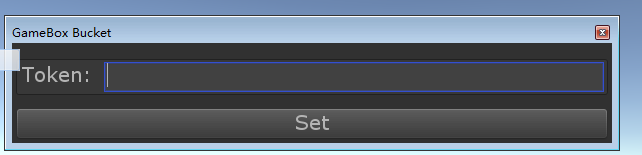
[http://gitlab.ztgame.com/api/v4/projects/**tech%2FClient%2FGameBox.ThirdLib%2FReleases%2FSemVer**/repository/commits?path=net35%2FSemVer.dll](http://gitlab.ztgame.com/api/v4/projects/tech%2FClient%2FGameBox.ThirdLib%2FReleases%2FSemVer/repository/commits?path=net35%2FSemVer.dll) [OK]

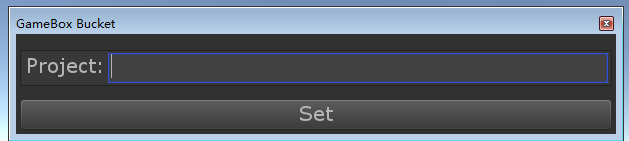
json = "[{\"id\":\"07c744fdc44d51d2021ccaafabfd9c49e13825c8\",\"short\_id\":\"07c744fd\",\"title\":\"tool update\",\"created\_at\":\"2018-04-10T17:23:40.000+08:00\",\"parent\_ids\":[\"064d7e6b49a3465736ef23b20dee7e5786a1a7ce\"],\"message\":\"tool update\\n\",\"author...

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





**YiBKOjpDMISIWWf2TG7ylA==**

## 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)"

—————————————————————————

brew install rabbitmq

brew services start rabbitmq

—————————————————————————

brew install logstash

brew services start logstash

—————————————————————————

brew install elasticsearch

brew services start elasticsearch

————————————————————————-

brew install Kibana

brew services start kibana

————————————————————————

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

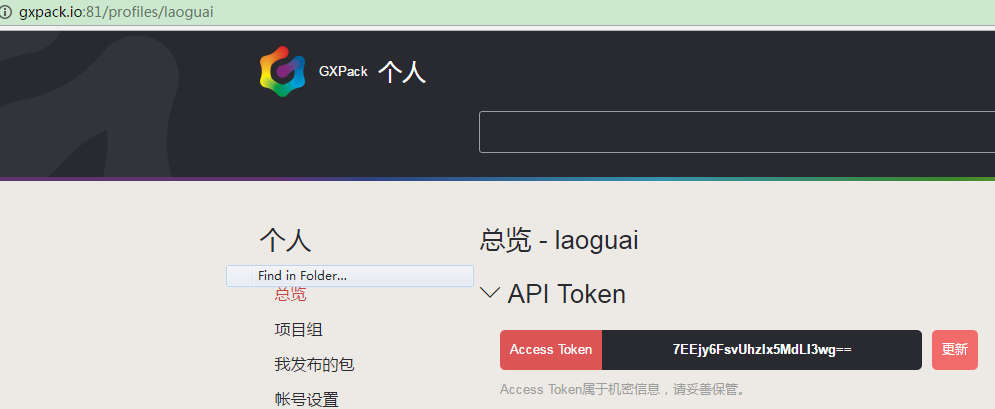
**提交新的远端项目配置**

## 第三方工具

Node.js

Composer Composer是PHP中用来管理依赖关系的工具

## Access Token



**7EEjy6FsvUhzIx5MdLI3wg==**

## URL

Token+**Project**

<http://api.gxpack.io:81/projects>

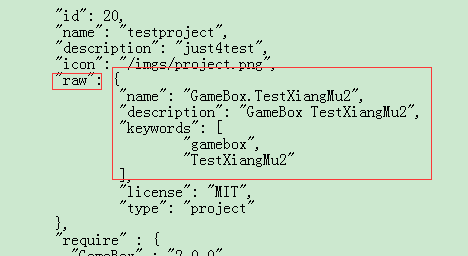
<http://api.gxpack.io:81/projects/20/>

<http://api.gxpack.io:81/projects/20/versions>

## 提交配置

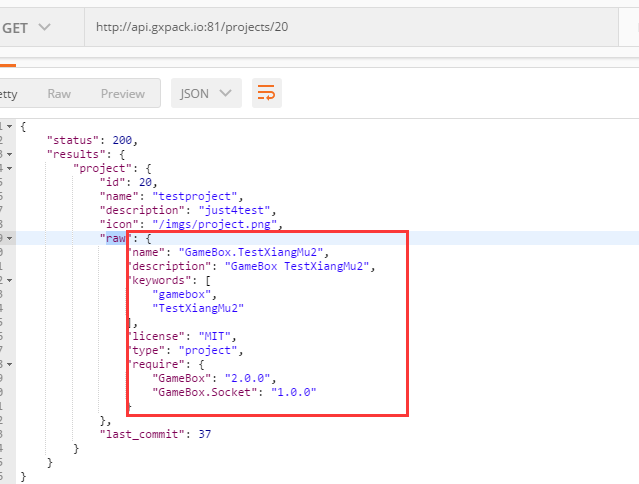
只能提交raw里面的





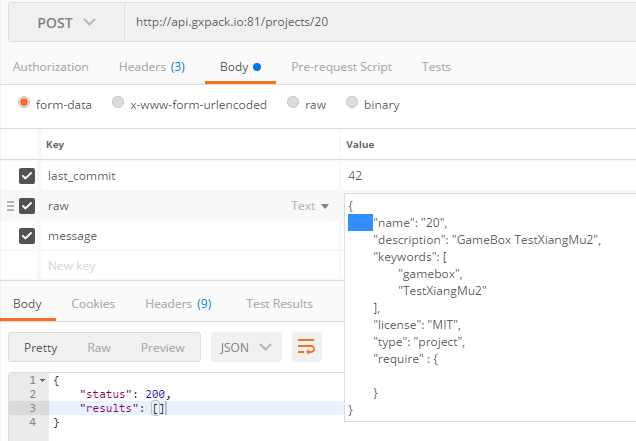
## 项目提交 (通过代码post提交)

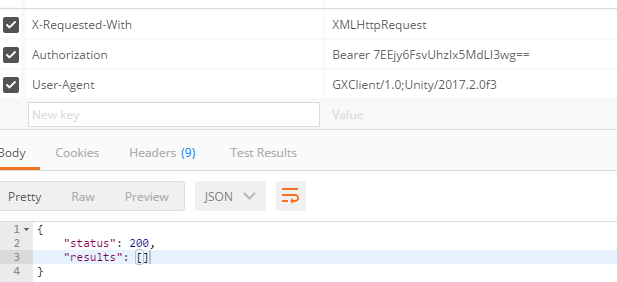
提交的是方框里的内容(raw内容)



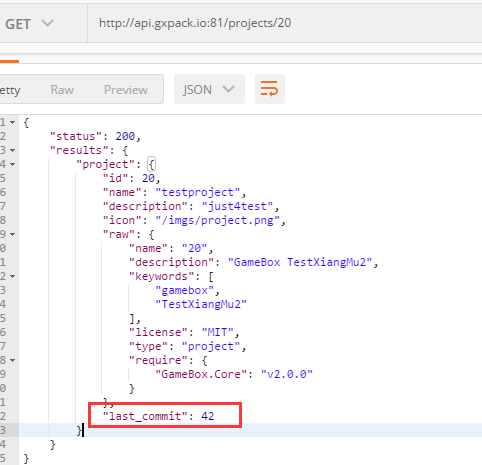
## Post请求

**https://blog.csdn.net/shifeilongsuper/article/details/50493943**





注意发送的 last\_commit必须用服务器上最新的ID：



## 抓包工具

**Fiddler**

**Charles (俞斌推荐)**

**正常的请求：**

----------------------------903847255762209719172741

Content-Disposition: form-data; name="last\_commit"

43

----------------------------903847255762209719172741

Content-Disposition: form-data; name="raw"

{

"name": "20",

"description": "GameBox TestXiangMu2",

"keywords": [

"gamebox",

"TestXiangMu2"

],

"license": "MIT",

"type": "project",

"require" : {

"GameBox.Core" : "v2.0.0",

"GameBox.Bucket" : "1.0.8"

}

}

----------------------------903847255762209719172741

Content-Disposition: form-data; name="message"

push\_by\_postman

----------------------------903847255762209719172741--

## 接口

### 包 <http://api.gxpack.io:81/packages/GameBox.Bucket>

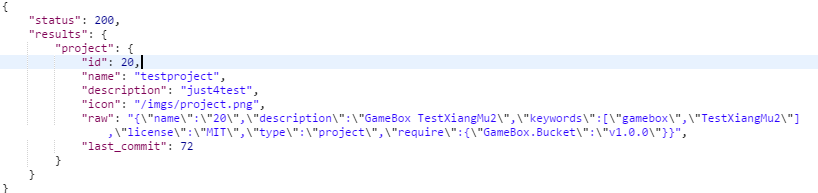


### 包2 <http://api.gxpack.io:81/packages/GameBox.Bucket/v1.0.2>



### Project <http://api.gxpack.io:81/projects/20>

GxProjectResult🡺GxProject



### Recommend <http://api.gxpack.io:81/recommend>

GxPacks🡺GxPackSummary



# ToDo

## 版本号

 null?

SemVer >=2.5.0

var r1 = new Range("1.0.1");

var r2 = new Range("2.0.0");

<0.0.0

-------------------------------------------------

var r1 = new Range("1.0.1");

var r2 = new Range("1.0.2");

<0.0.0

-------------------------------------------------

var r1 = new Range(">1.0.1");

var r2 = new Range(">1.0.2");

>1.0.2

-------------------------------------------------

var r1 = new Range(">v1.0.1");

var r2 = new Range(">v1.0.2");

>1.0.2

-------------------------------------------------

var r1 = new Range(">vv1.0.1");

var r2 = new Range(">vv1.0.2");

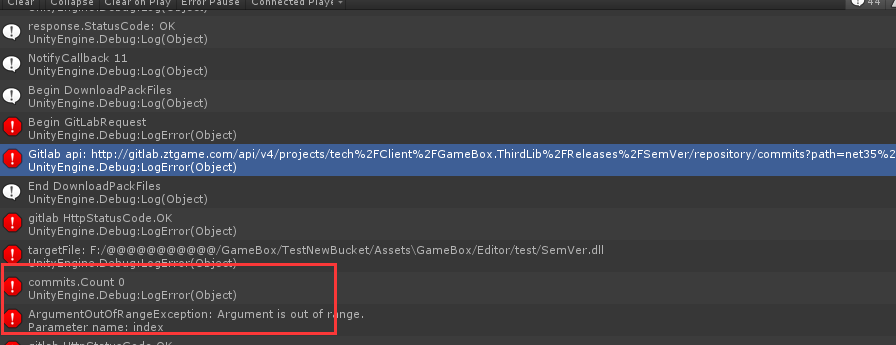
>1.0.2

## 启动包和项目依赖包下载

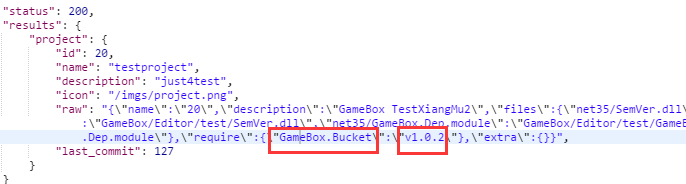
## 整体下载流程

# Q&A

## 下载报错如下图：



原因是依赖的GameBox.Bucket：需要v1.0.2, 但组件包本身的文件只有v1.0.0的 （没有v1.0.2这个tag）



copy /Y "$(TargetPath)" "$(TargetDir)$(TargetName).dll"

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

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

## 安装卸载信息更新不及时

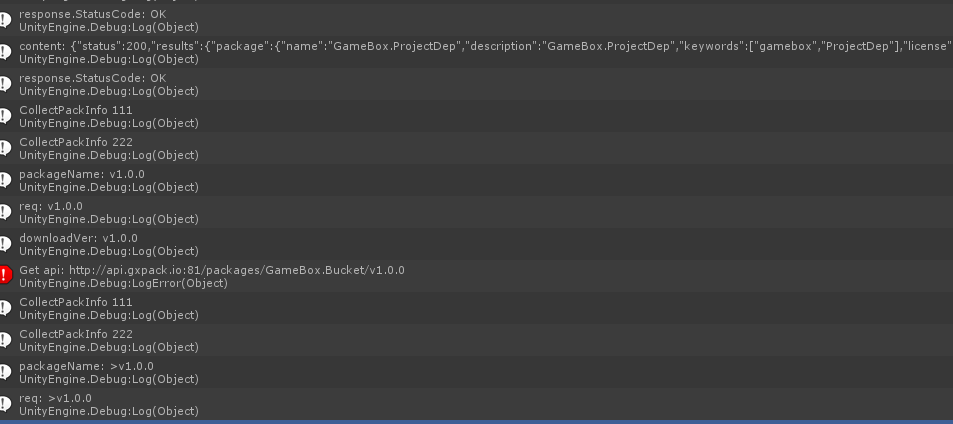
两个工程合成一个就可以了

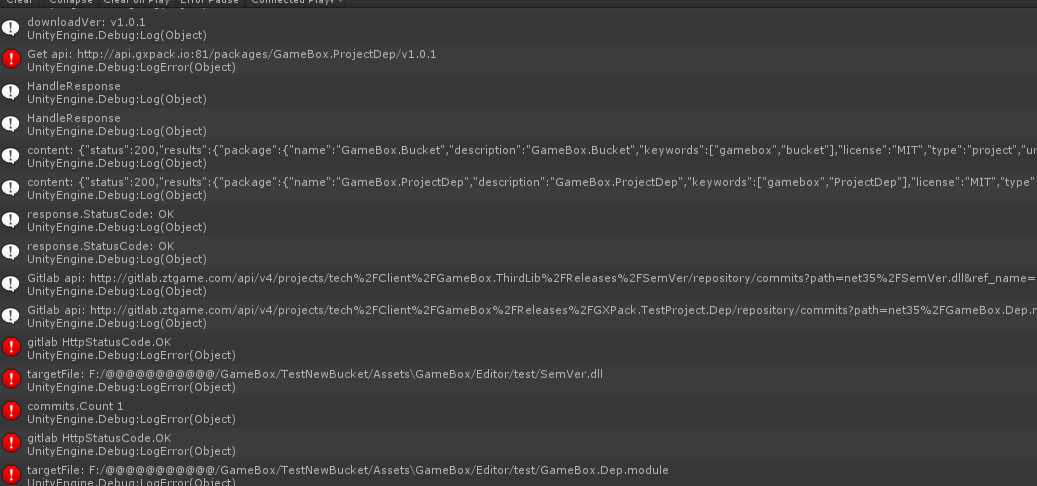
## 没下载完

## 界面不显示了

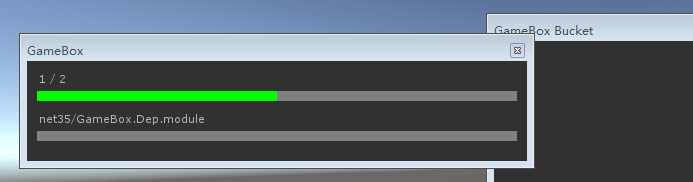
OnUpdate 执行到中途

OnGUI 压根不执行了

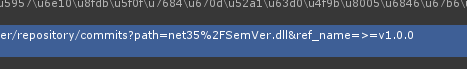




## 真正下载文件可能进行到一半卡主？

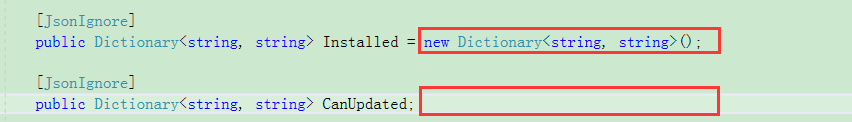


## TryUpdateMetaFile(commits[0], targetFile + ".json", out metafile 报错



ref\_name有问题

## 字典操作各种报错



初始化。。。

## Dic traverse

<https://www.cnblogs.com/wangchao928/archive/2012/05/17/2505671.html>



## 实际下载的地址





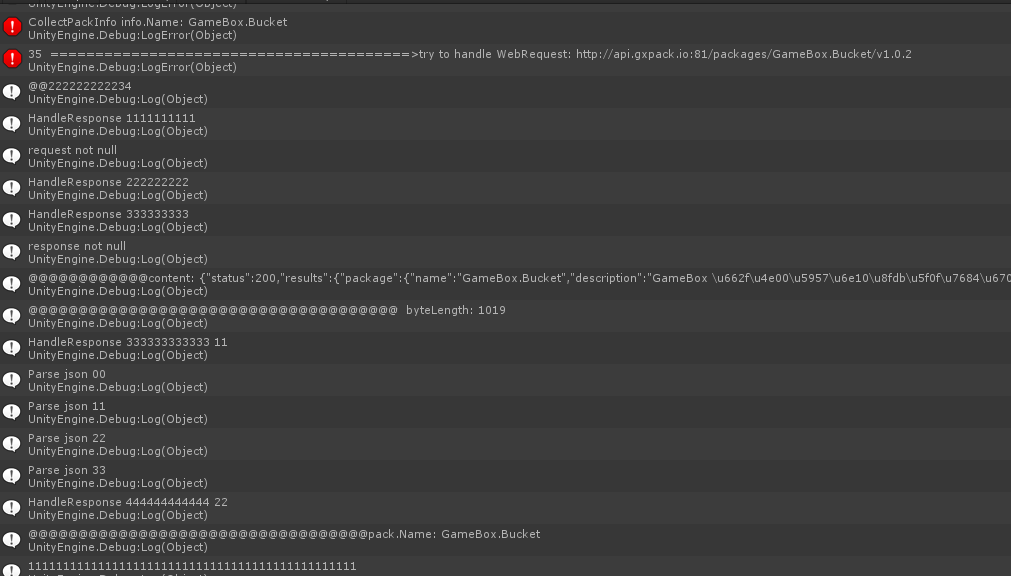
红框就是tag(版本号)

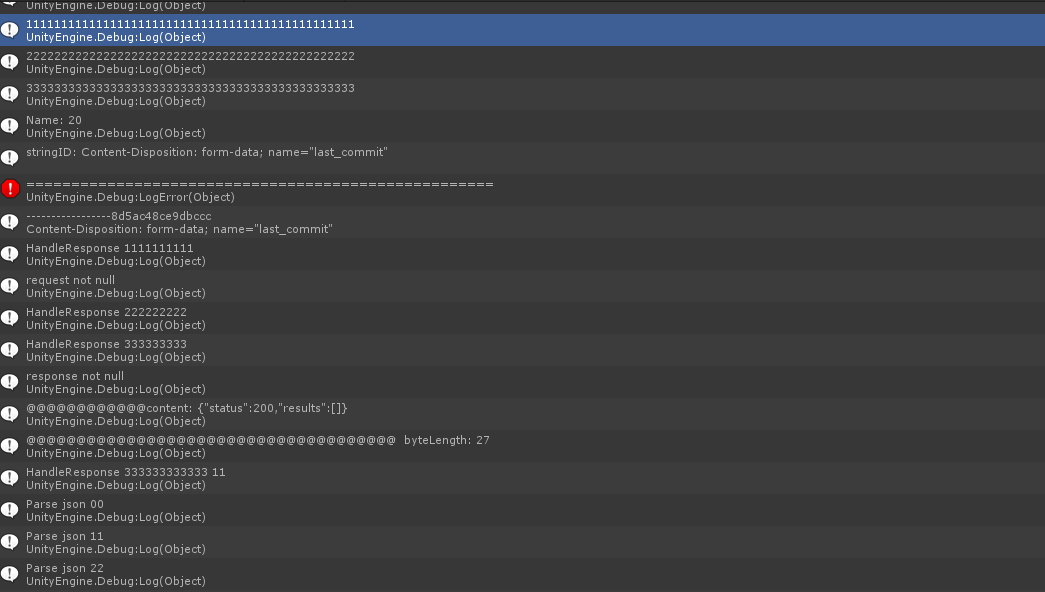
## 在资源管理器删除下载的DLL，

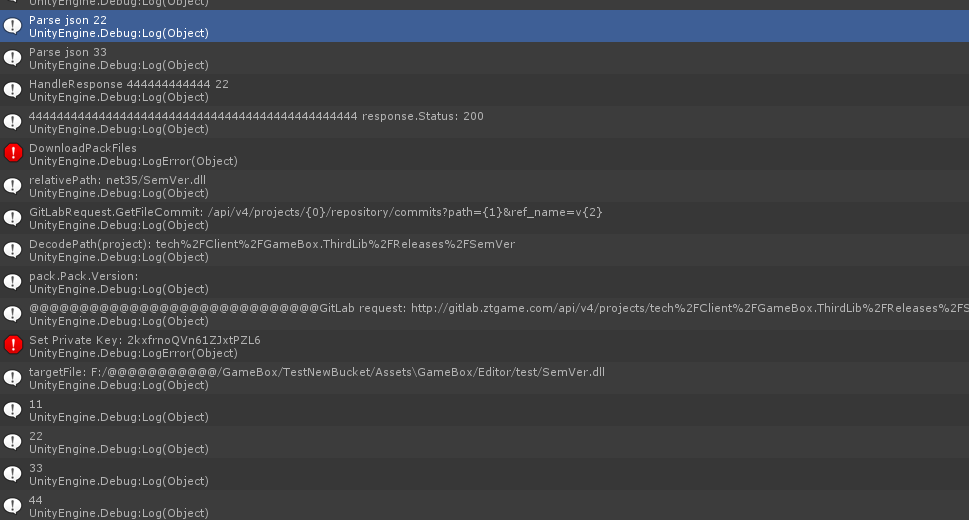
## 卸载再安装不成功，重新打开安装成龙

安装完直接卸载也不成功

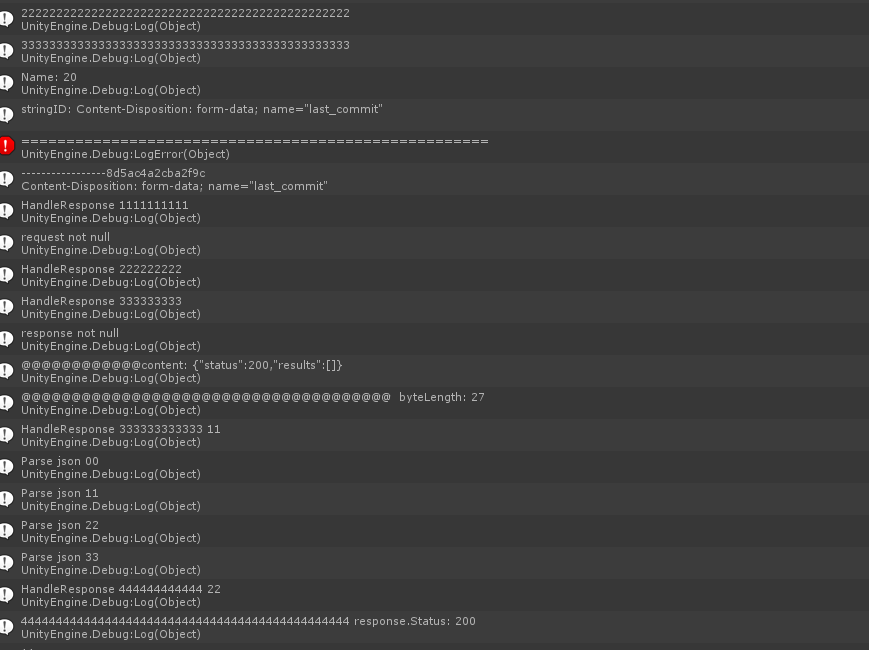
\*\*\*\*\*原因是last\_commit没有更新



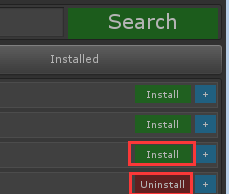




## 正常卸载



## Install、Uninstall区分





推荐的如果是这个项目需要的则显示 Uninstall ()

不是需要的则显示 Install

1什么时候安装呢？

2点Install Uninstall又做如何处理

## Projects只能用ID来访问吗？

## Json读取问题

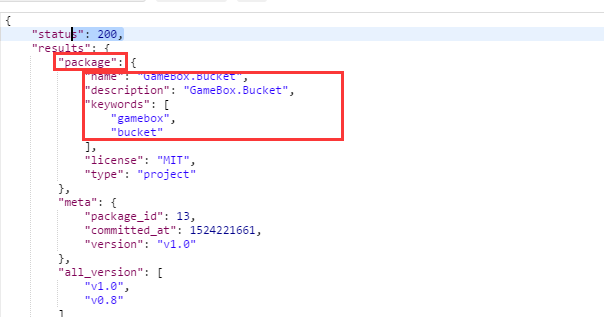
info.Pack = response.ToObject<GxPackResult>("results").Package **不能用**

**可用：**

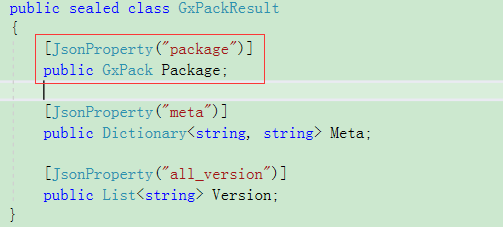
var packResult = response.ToObject<GxPackResult>("results");

info.Pack = packResult.Package;

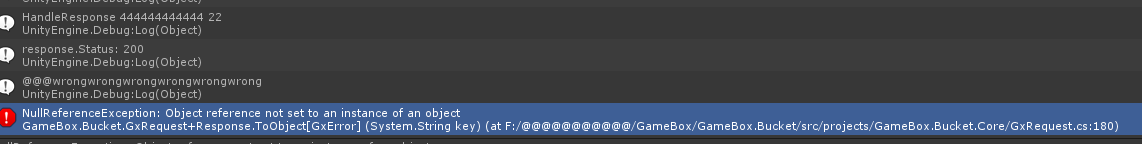
## Json多重嵌套如何读取



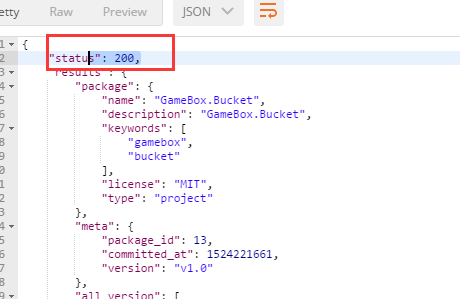
子字段加类：



## 用正式的GXPack出错

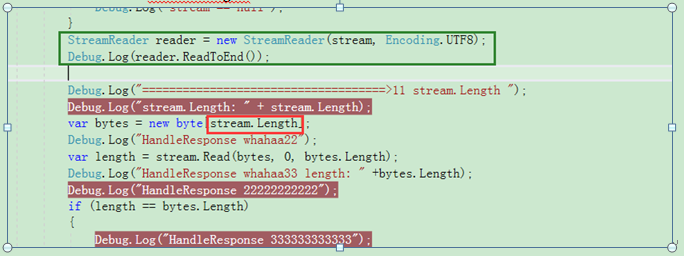


原因是配置文件用的status:200 按出错来处理:



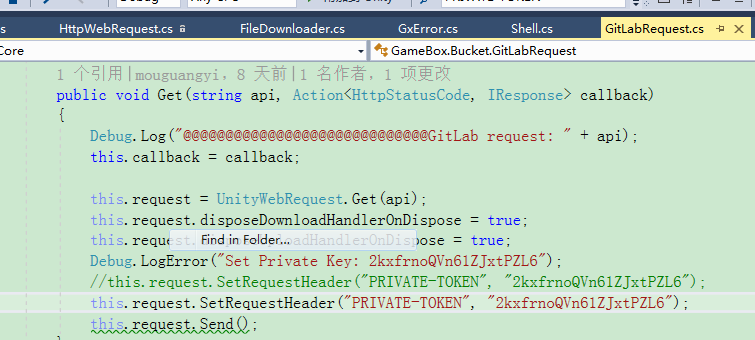
## Httpwebrequest访问返回没有数据流

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

**YiBKOjpDMISIWWf2TG7ylA==**

**YiBKOjpDMISIWWf2TG7ylA==**

## 包依赖包的位置

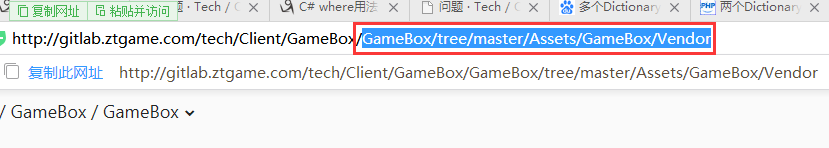
Package :

{

Required:{}

}

## 下载输出规则



## 请求日志

## Phpcomposer

http://docs.phpcomposer.com/01-basic-usage.html#Package-Versions

## symfony

## phpMyAdmin

## Grafana

## kibana

Kibina garabana grabana grafana

## form-data

## WebHook接口调试

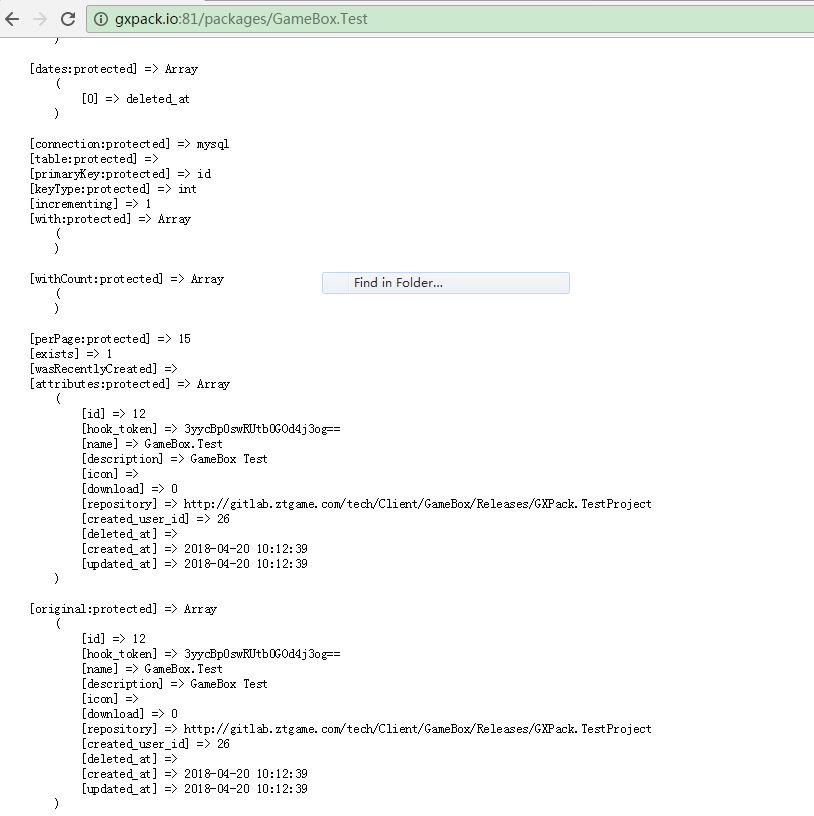
用Postman+ 三个参数 （其中一个是[hook\_token] => OW2C6uTx4KpfEMjSguw==

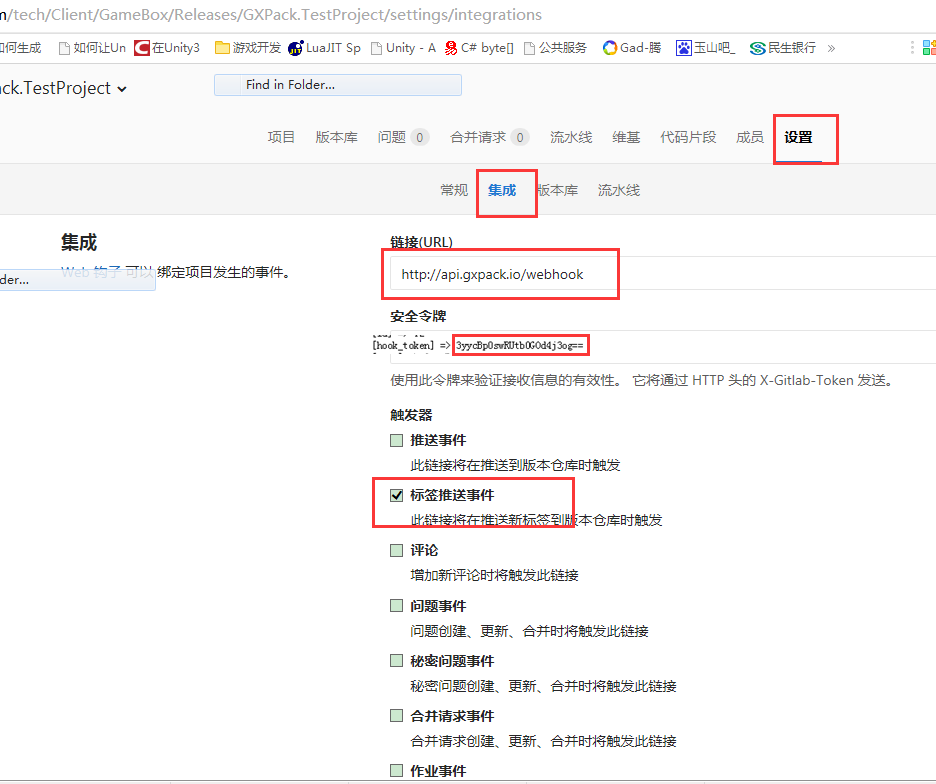
）

## Status Http状态码

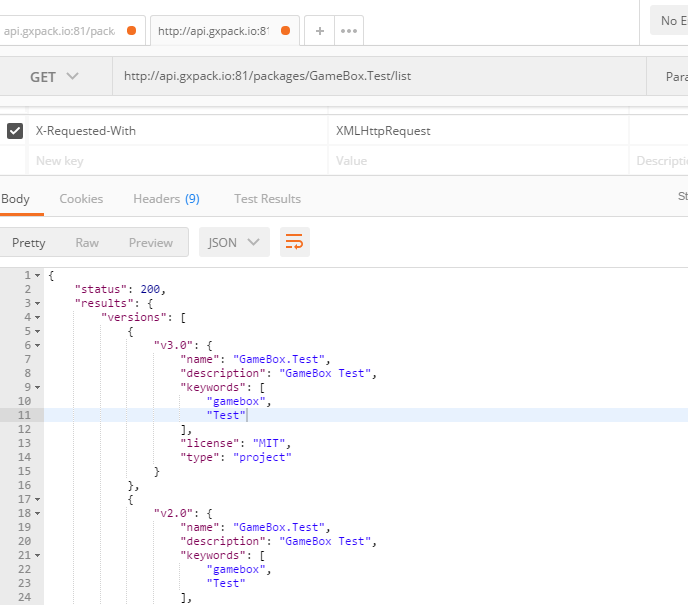
## Postman

## 设置token webhook





## 测试



内容相似度

# 王辉

