# 1

## 球球讲座总结

网络球-->物理球-->渲染球

逻辑和渲染分开，逻辑更新，渲染不一定更新

划分九屏

加载的时候把mesh拿出来，批量绘制

把复杂的球用图片模拟，降低面片数？

## Unity官方指导

1，Lightmap静态烘焙打assetbundle效果异常

2，UI合批 (按钮分开自动合)

3，静态和动态放在不同的canvas下

4，特效放到UI上

5，特效和模型相互包围，想bloom只对模型起效果，对特效不起效果

6，已经发射出的粒子不消失

7，连续动画A-->B-->C B播到一半再从头播会卡顿(Animator)

8，Default UI Shader其实也可以替换的，用更简单的shade

9，FontEffect很耗，建议用更专业的插件

10，UI改用TextureMesh？

## 语音SDK

### 巨人语音

目前问题

* 性能问题
* 杂音
* 背景音转到听筒质量差

registercallback-》initsdk-》setparam-》setuserinfo-》customroomserver->   joinroom-》

### AndroidStudio ndkbuild

<https://developer.android.com/studio/projects/add-native-code.html#link-gradle>

### NDK 中 Android.mk 头文件及代码路径问题

<http://oknostar.blog.163.com/blog/static/294361862012611111539579/>

### Android studio编译  audiowrapper.c出错，找不到头文件

把

#include **"iLBC\_define.h"**#include **"iLBC\_decode.h"**#include **"iLBC\_encode.h"**

改成

#include **"ilbc\_src/iLBC\_define.h"**#include **"ilbc\_src/iLBC\_decode.h"**#include **"ilbc\_src/iLBC\_encode.h"**

就OK了

### [error: 'retain' is unavailable: not available in automatic reference counting](http://blog.csdn.net/wengyupeng/article/details/52005436)

<http://blog.csdn.net/chengyakun11/article/details/8124463>

### 编译运行单个java文件

<https://zhidao.baidu.com/question/326559137.html>

### Java按钮点击

<http://www.cnblogs.com/McCa/p/5018851.html>

**btnStartRecord** = (Button) findViewById(R.id.***startRecord***);  
**btnStartListen** = (Button) findViewById(R.id.***startListen***);  
**btnStopRecord** = (Button) findViewById(R.id.***stopRecord***);  
**btnStopListen** = (Button) findViewById(R.id.***stopListen***);  
**ipEditText** = (EditText) findViewById(R.id.***edittext\_ip***);

### Java调用C

**public static native int** audio\_codec\_init(**int** mode);  
  
*// encode***public static native int** audio\_encode(**byte**[] sample, **int** sampleOffset,  
 **int** sampleLength, **byte**[] data, **int** dataOffset);  
  
*// decode***public static native int** audio\_decode(**byte**[] data, **int** dataOffset,  
 **int** dataLength, **byte**[] sample, **int** sampleLength);

jint Java\_xmu\_swordbearer\_audio\_AudioCodec\_audio\_1encode(JNIEnv \*env,  
 jobject **this**, jbyteArray sampleArray, jint sampleOffset,  
 jint sampleLength, jbyteArray dataArray, jint dataOffset)

### Android studio查看jar包代码

右键jar包-🡪add to library

### Java端口

A:

socketA = **new** DatagramSocket(**myPortA**);

B:

socketB = **new** DatagramSocket(**myPortB**);

A发送给B

dataPacket = **new** DatagramPacket(data, size, **ipB**, **myPortB**);

socketA.send(**dataPacket**);

A接受B发的信息

DatagramPacket **packet**;

socketA.receive(**packet**);

### UnityPlayer.UnitySendMessage

### 应用TortoiseGit为github账号添加SSH keys

<http://jingyan.baidu.com/article/63f236280f7e750209ab3d60.html>

### [Unity3D中C#调用iOS的静态库(\*.a)](http://blog.csdn.net/skylin19840101/article/details/51039176)

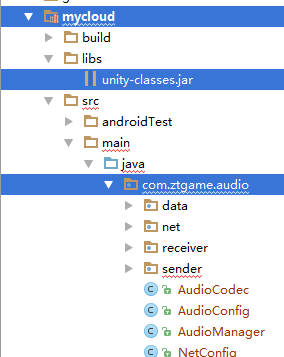
<http://blog.csdn.net/skylin19840101/article/details/51039176>

### [\*\*\*\*\*AS生成有依赖关系的jar包\*\*\*\*\*](http://blog.csdn.net/skylin19840101/article/details/51039176)

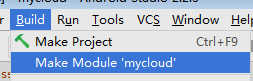
生成new module

添加依赖库unity-classes.jar放在lib目录：

把java代码放到指定的目录com.ztgame.audio



Build🡪make module



# 2

## 21

### 111

## 22

### 111