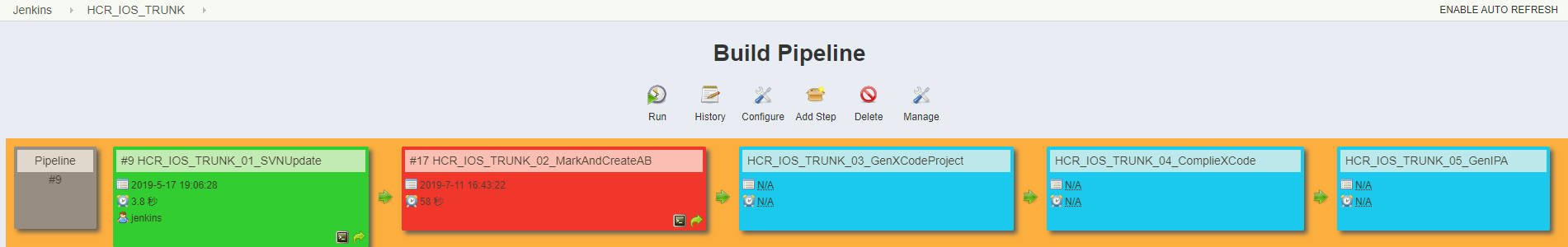
# 工具

StickNote

VNote

# Jenkins

## HCR\_IOS\_TRUNK



### HCR\_IOS\_TRUNK\_01\_SVNUpdate

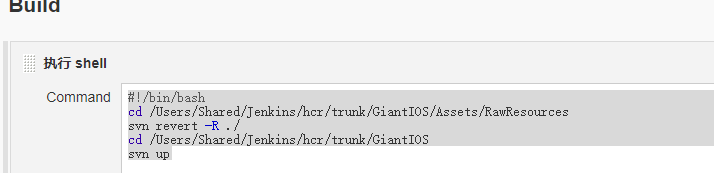
#!/bin/bash

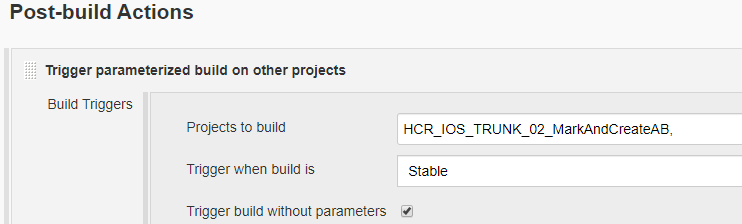
cd /Users/Shared/Jenkins/hcr/trunk/GiantIOS/Assets/RawResources

svn revert -R ./

cd /Users/Shared/Jenkins/hcr/trunk/GiantIOS

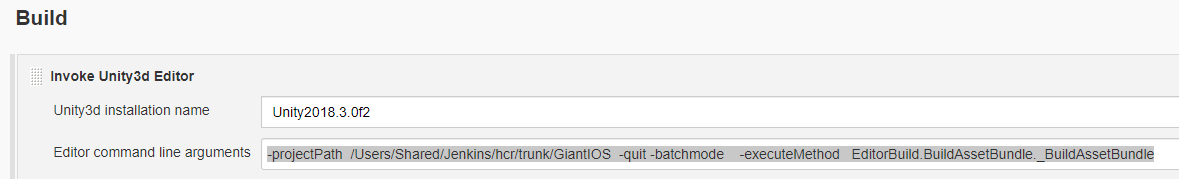
svn up

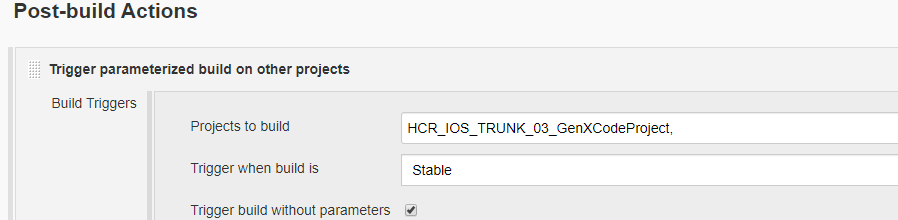




### HCR\_IOS\_TRUNK\_02\_MarkAndCreateAB

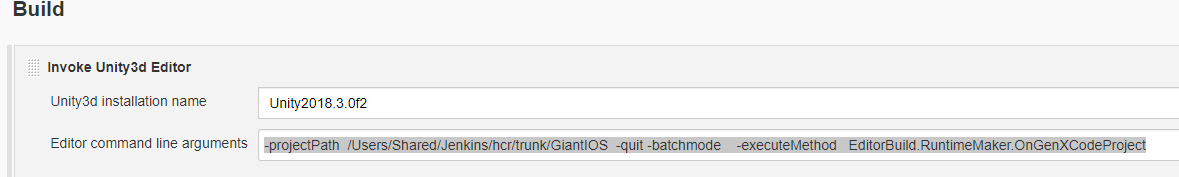
-projectPath /Users/Shared/Jenkins/hcr/trunk/GiantIOS -quit -batchmode -executeMethod EditorBuild.BuildAssetBundle.\_BuildAssetBundle

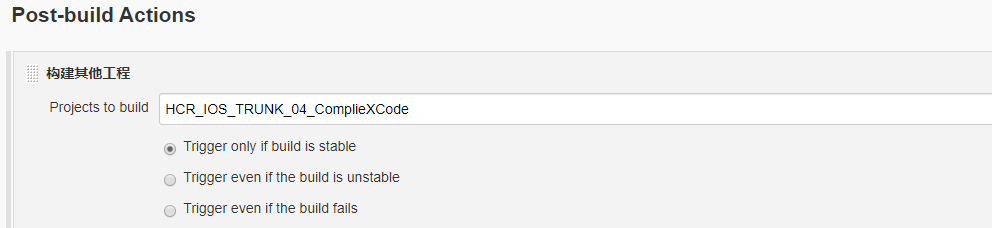




### HCR\_IOS\_TRUNK\_03\_GenXCodeProject

-projectPath /Users/Shared/Jenkins/hcr/trunk/GiantIOS -quit -batchmode -executeMethod EditorBuild.RuntimeMaker.OnGenXCodeProject





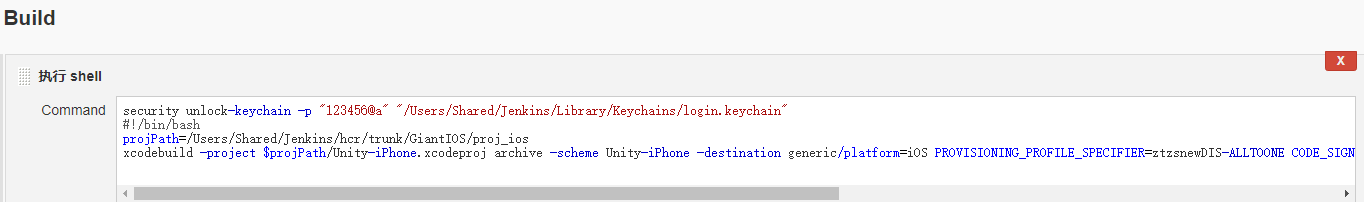
### HCR\_IOS\_TRUNK\_04\_ComplieXCode

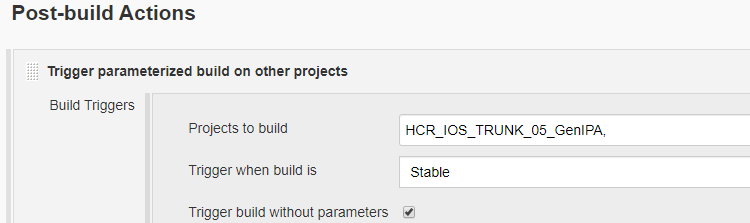
security unlock-keychain -p "123456@a" "/Users/Shared/Jenkins/Library/Keychains/login.keychain"

#!/bin/bash

projPath=/Users/Shared/Jenkins/hcr/trunk/GiantIOS/proj\_ios

xcodebuild -project $projPath/Unity-iPhone.xcodeproj archive -scheme Unity-iPhone -destination generic/platform=iOS PROVISIONING\_PROFILE\_SPECIFIER=ztzsnewDIS-ALLTOONE CODE\_SIGN\_IDENTITY="iPhone Distribution: Shanghai Giant Network Technology Co., Ltd." -archivePath $projPath/Unity-iPhone.xcarchive





### HCR\_IOS\_TRUNK\_05\_GenIPA

#!/bin/bash

projPath=/Users/Shared/Jenkins/hcr/trunk/GiantIOS/proj\_ios

xcodebuild -exportArchive -archivePath $projPath/Unity-iPhone.xcarchive -exportPath $projPath/out -exportOptionsPlist $projPath/../build.plist

cp $projPath/out/Unity-iPhone.ipa /Library/WebServer/Documents/jdhcr/ios/jdhcr-$(date +%m%d%H%M%y).ipa

mv $projPath/out/Unity-iPhone.ipa /Library/WebServer/Documents/jdhcr/ios/jdhcr2019.ipa



## ios\_branch\_18.6.0

### ios\_branche\_01\_svnupdate

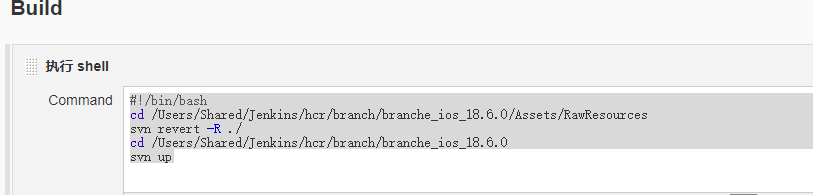
#!/bin/bash

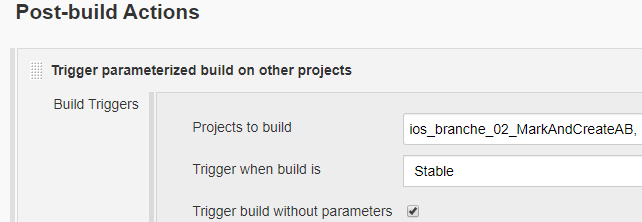
cd /Users/Shared/Jenkins/hcr/branch/branche\_ios\_18.6.0/Assets/RawResources

svn revert -R ./

cd /Users/Shared/Jenkins/hcr/branch/branche\_ios\_18.6.0

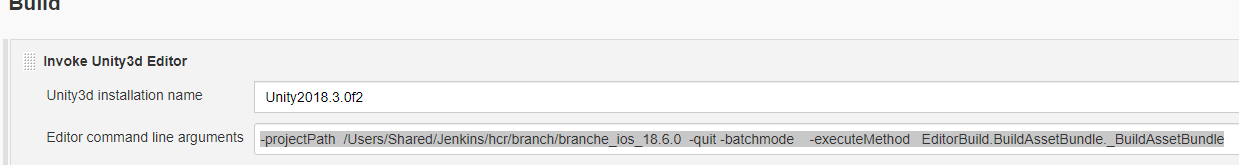
svn up

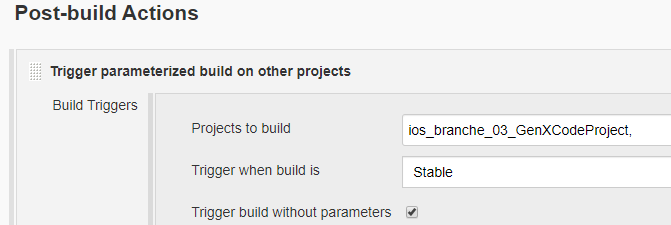




### ios\_branche\_02\_MarkAndCreateAB

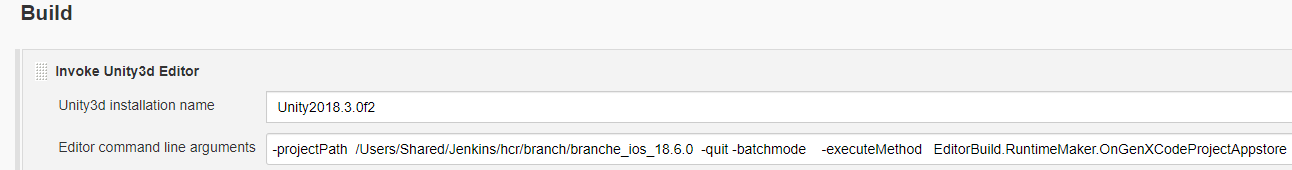
-projectPath /Users/Shared/Jenkins/hcr/branch/branche\_ios\_18.6.0 -quit -batchmode -executeMethod EditorBuild.BuildAssetBundle.\_BuildAssetBundle

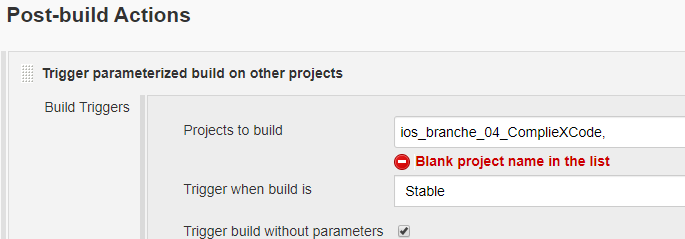




### ios\_branche\_03\_GenXCodeProject

-projectPath /Users/Shared/Jenkins/hcr/branch/branche\_ios\_18.6.0 -quit -batchmode -executeMethod EditorBuild.RuntimeMaker.OnGenXCodeProjectAppstore





### ios\_branche\_04\_ComplieXCode

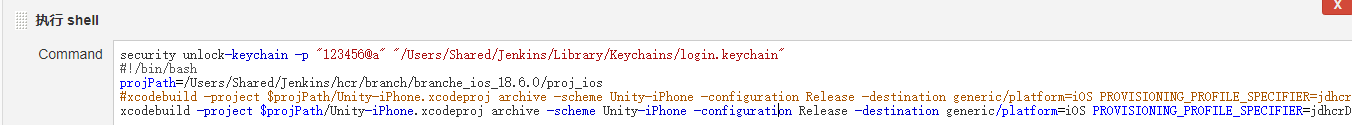
security unlock-keychain -p "123456@a" "/Users/Shared/Jenkins/Library/Keychains/login.keychain"

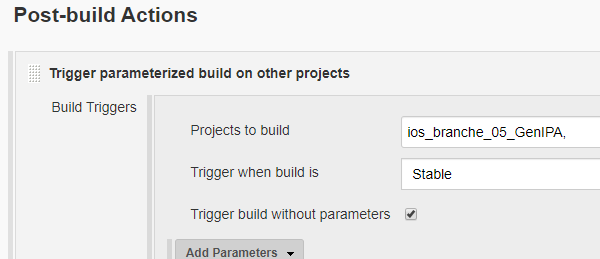
#!/bin/bash

projPath=/Users/Shared/Jenkins/hcr/branch/branche\_ios\_18.6.0/proj\_ios

#xcodebuild -project $projPath/Unity-iPhone.xcodeproj archive -scheme Unity-iPhone -configuration Release -destination generic/platform=iOS PROVISIONING\_PROFILE\_SPECIFIER=jdhcrDIS CODE\_SIGN\_IDENTITY="iPhone Distribution: Shanghai Zhengju Information Technology Co., Ltd. (TG93K6XG5H)" -archivePath $projPath/Unity-iPhone.xcarchive

xcodebuild -project $projPath/Unity-iPhone.xcodeproj archive -scheme Unity-iPhone -configuration Release -destination generic/platform=iOS PROVISIONING\_PROFILE\_SPECIFIER=jdhcrDEV CODE\_SIGN\_IDENTITY="iPhone Developer: junjie zhang (N86KABWGCZ)" -archivePath $projPath/Unity-iPhone.xcarchive





### ios\_branche\_05\_GenIPA

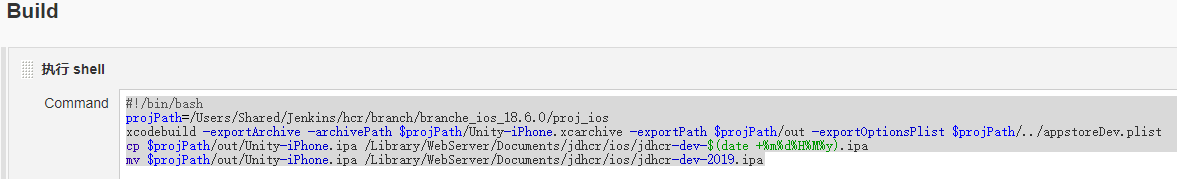
#!/bin/bash

projPath=/Users/Shared/Jenkins/hcr/branch/branche\_ios\_18.6.0/proj\_ios

xcodebuild -exportArchive -archivePath $projPath/Unity-iPhone.xcarchive -exportPath $projPath/out -exportOptionsPlist $projPath/../appstoreDev.plist

cp $projPath/out/Unity-iPhone.ipa /Library/WebServer/Documents/jdhcr/ios/jdhcr-dev-$(date +%m%d%H%M%y).ipa

mv $projPath/out/Unity-iPhone.ipa /Library/WebServer/Documents/jdhcr/ios/jdhcr-dev-2019.ipa



## ios\_tmp\_dis

### ios\_branche\_04\_CompileXCode\_Appstore-dis

security unlock-keychain -p "123456@a" "/Users/Shared/Jenkins/Library/Keychains/login.keychain"

#!/bin/bash

projPath=/Users/Shared/Jenkins/hcr/branch/branche\_ios\_18.6.0/proj\_ios

#disappstoreprofile

#xcodebuild -project $projPath/Unity-iPhone.xcodeproj archive -scheme Unity-iPhone -configuration Release -destination generic/platform=iOS PROVISIONING\_PROFILE\_SPECIFIER=jdhcrDIS CODE\_SIGN\_IDENTITY="iPhone Distribution: Shanghai Zhengju Information Technology Co., Ltd. (TG93K6XG5H)" -archivePath $projPath/Unity-iPhone.xcarchive

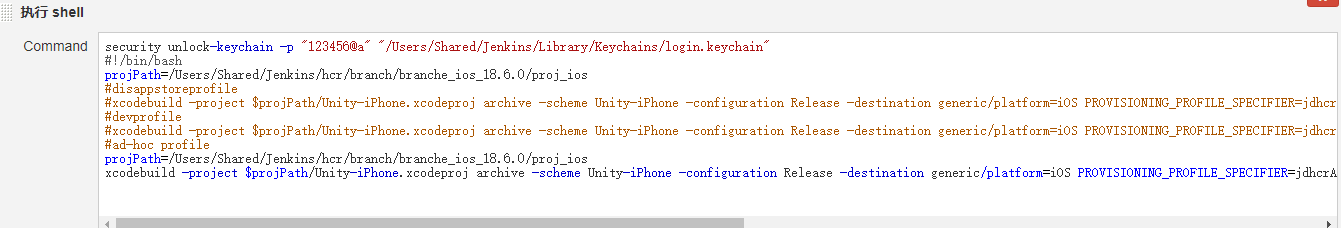
#devprofile

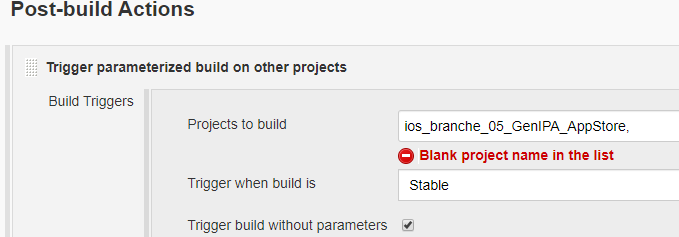
#xcodebuild -project $projPath/Unity-iPhone.xcodeproj archive -scheme Unity-iPhone -configuration Release -destination generic/platform=iOS PROVISIONING\_PROFILE\_SPECIFIER=jdhcrDEV CODE\_SIGN\_IDENTITY="iPhone Developer: junjie zhang (N86KABWGCZ)" -archivePath $projPath/Unity-iPhone.xcarchive

#ad-hoc profile

projPath=/Users/Shared/Jenkins/hcr/branch/branche\_ios\_18.6.0/proj\_ios

xcodebuild -project $projPath/Unity-iPhone.xcodeproj archive -scheme Unity-iPhone -configuration Release -destination generic/platform=iOS PROVISIONING\_PROFILE\_SPECIFIER=jdhcrADHOCdis CODE\_SIGN\_IDENTITY="iPhone Distribution: Shanghai Zhengju Information Technology Co., Ltd. (TG93K6XG5H)" -archivePath $projPath/Unity-iPhone.xcarchive





### ios\_branche\_05\_GenIPA\_AppStore

#!/bin/bash

projPath=/Users/Shared/Jenkins/hcr/branch/branche\_ios\_18.6.0/proj\_ios

xcodebuild -exportArchive -archivePath $projPath/Unity-iPhone.xcarchive -exportPath $projPath/out -exportOptionsPlist $projPath/../appstoreAdHoc.plist

cp $projPath/out/Unity-iPhone.ipa /Library/WebServer/Documents/jdhcr/ios/jdhcr-dis-$(date +%m%d%H%M%y).ipa

mv $projPath/out/Unity-iPhone.ipa /Library/WebServer/Documents/jdhcr/ios/jdhcr-dis-2019.ipa



## zttest(all green)

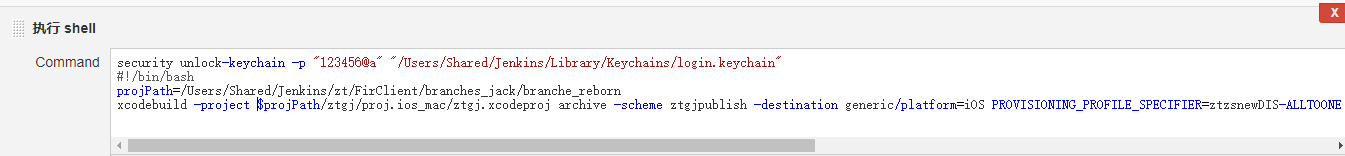
### ztapp\_ios\_002\_complie

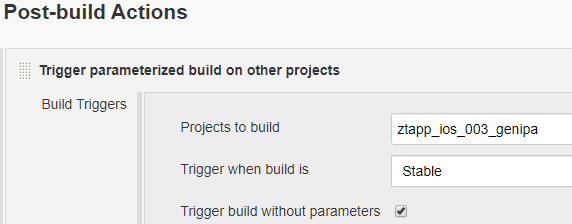
security unlock-keychain -p "123456@a" "/Users/Shared/Jenkins/Library/Keychains/login.keychain"

#!/bin/bash

projPath=/Users/Shared/Jenkins/zt/FirClient/branches\_jack/branche\_reborn

xcodebuild -project $projPath/ztgj/proj.ios\_mac/ztgj.xcodeproj archive -scheme ztgjpublish -destination generic/platform=iOS PROVISIONING\_PROFILE\_SPECIFIER=ztzsnewDIS-ALLTOONE CODE\_SIGN\_IDENTITY="iPhone Distribution: Shanghai Giant Network Technology Co., Ltd." -archivePath $projPath/Ztgj-iPhone.xcarchive



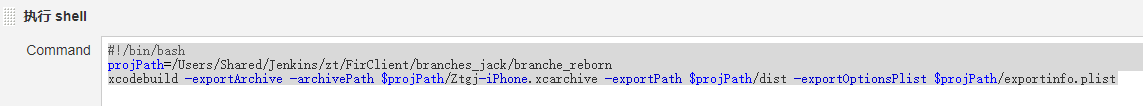


### ztapp\_ios\_003\_genipa

#!/bin/bash

projPath=/Users/Shared/Jenkins/zt/FirClient/branches\_jack/branche\_reborn

xcodebuild -exportArchive -archivePath $projPath/Ztgj-iPhone.xcarchive -exportPath $projPath/dist -exportOptionsPlist $projPath/exportinfo.plist



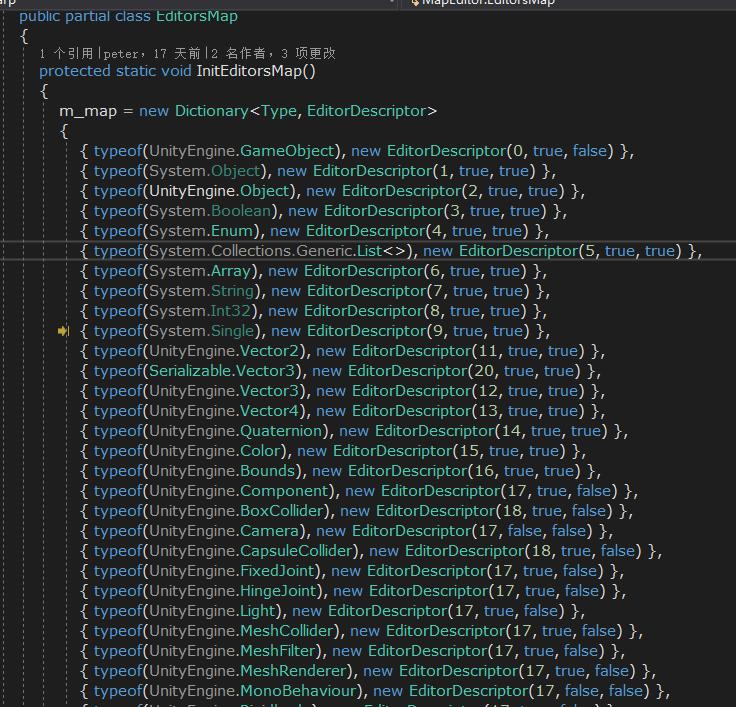
# Macpro

# 地编

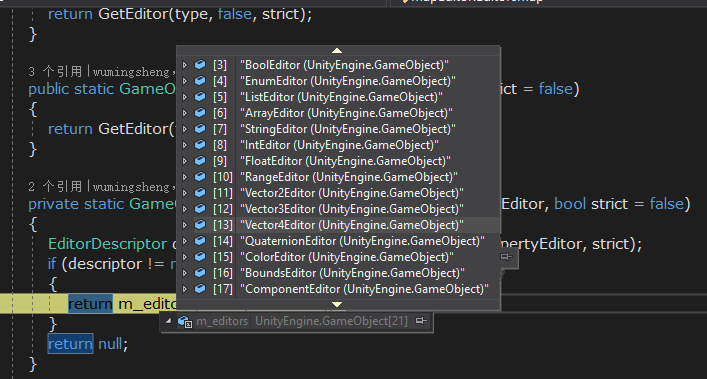
组合（搭积木）

## 属性编辑

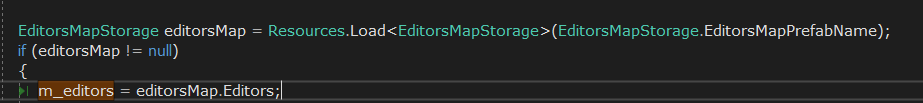
### 类型定义



### 编辑原型：



Resource下的MapEditorsMap保存了所有编辑原型



**ComponentEditor**

**//editor:根据模板新创建出的UI, ComponentsPanel:是gameObjectEditor下的专门用来挂组件UI的**

**editor**.transform.SetParent(ComponentsPanel, false);

**editor**.Component = component;



### 组件描述

# Reflection

## 获取属性：

PropertyInfo prop = type.GetProperty("enabled", BindingFlags.Public | BindingFlags.DeclaredOnly | BindingFlags.Instance);

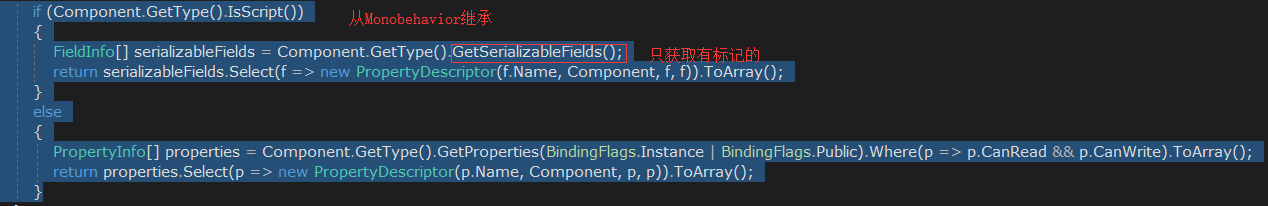
## 属性的类型：

prop.**PropertyType**

## 取得类型的名字：

Component.GetType().Name;

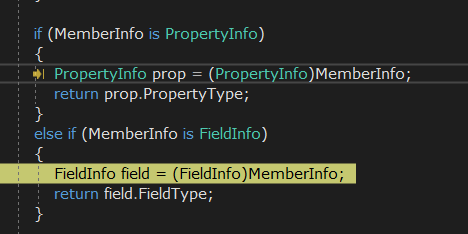
## 取得所有属性



## 判断子类：

type.IsSubclassOf(typeof(MonoBehaviour));

## 判断是PropertyInfo还是FieldInfo



## 根据类型取得所有可以序列号的字段

FieldInfo[] serializableFields = Reflection.**GetSerializableFields**(memberInfo.GetType());

## 根据filed取value

com:实体

field.GetValue(com)

## XXXX

**fi.GetType()**

**和**

**fi.FieldType**

**是两回事**