# 地编

## 合并后问题

SceneLevelBackwardRenderer.cs

## 序列化

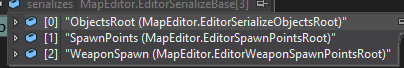
MapEditor.MapObjectRoot.ins.SerializeToJson()

EditorSerialize.ToJson(挂在MapEditor/Maps下面)

EditorSerializeObjectsRoot.SerializeObject

EditorSpawnPointsRoot.SerializeObject

EditorWeaponSpawnPointsRoot.SerializeObject



### 11

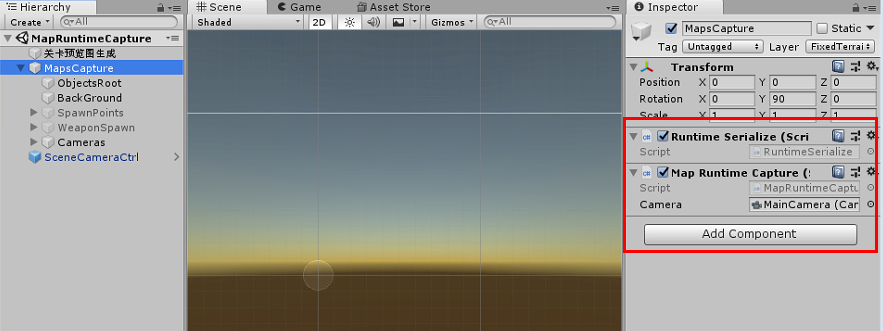
## 反序列化

//运行模式下 顶级控制脚本

RuntimeSerialize

## 截屏

MapRuntimeCapture🡪RuntimeSerialize



## 正式游戏加载地图

RuntimeSerialize.Load(long customs = 0)

## 层

## 发布地图

### 请求id

RpcClient.ins.SendRequest("map", "upload\_map", "uuid:" + StaticData.uuid + ",", (RpcRespone msg1) =>

### 上传地图

RpcClient.ins.SendRequest<rpc.MapUpload>("map", uploadMethod, t, (RpcRespone ss) =>

### 下载地图

获取推荐地图:（获取ID列表）

SEND\_RPC\_JSON\_JSON("map","request\_map\_info\_top\_hot","index:"..self.index\_r..",",function(json)

根据地图ID获取详细信息:

SEND\_RPC\_JSON\_JSON\_NIL("map","map\_info\_detail\_my\_one","uuid:"..uuid..",",function(json)

Image控件设置ImageMap

--设置图片为 地图

function t:SetImageMap(uuid)

    if uuid and self.raw then

        CS.LuaCodeBridge.MapCaptureAsyncGetSprite(tostring(uuid),function(sp)

            if sp and self.raw then

                self.raw.sprite = sp;

            end

        end,284,160);

    end

end

### 下架地图

SEND\_RPC\_JSON\_JSON("map","map\_remove\_from\_pool","uuid:"..DataMgr.DataAccountInfo:GetUUID()..",id:"..uuid\_map..",",function(json)

## 地图存储位置

QA DEV 测试服对应一个CDN

正式服对应一个CDN

QA DEV 测试服 地图 Id共用，但玩家看不到QA服上传的地图

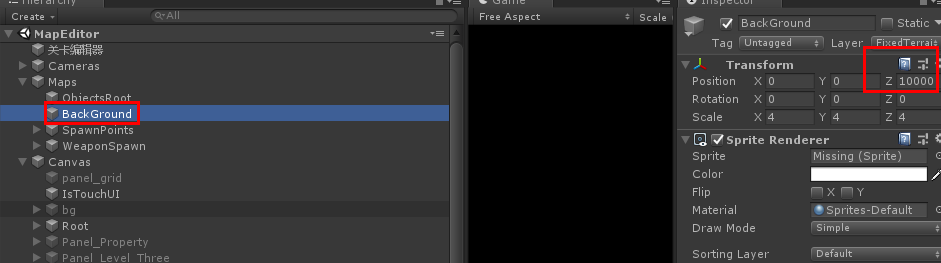
## 地图测试开房间

map\_pool\_1.lua 改成自己的地图id

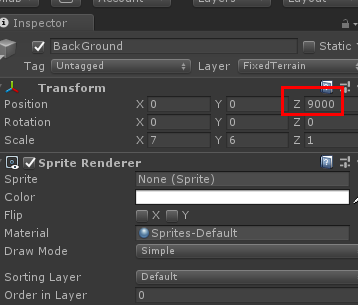
# 地编-层

## 分层修改的地方:

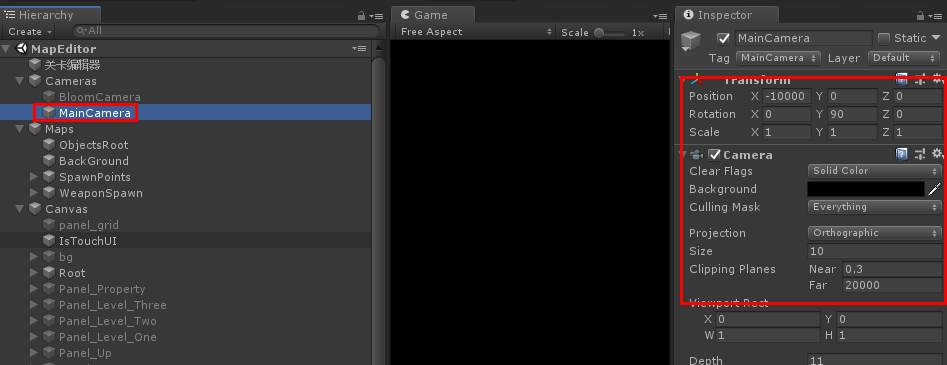
### MapEditor/Maps/BackGround



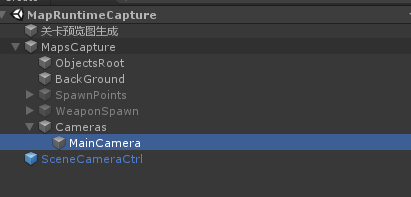
### MapRuntimeCapture/MapsCapture/BackGround



### MapEditor/Cameras/MainCamera

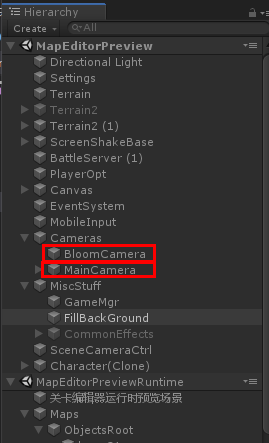
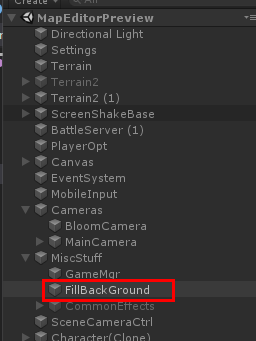


### MapRuntimeCapture/Cameras/MainCamera

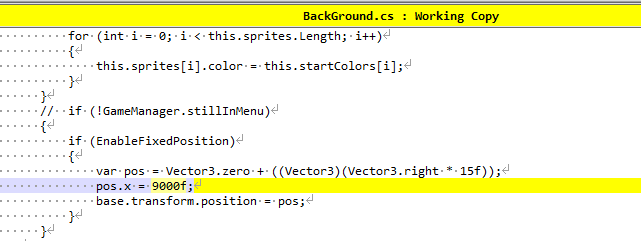


### MapEditorPreview/Cameras/MainCamera and BloomCamera

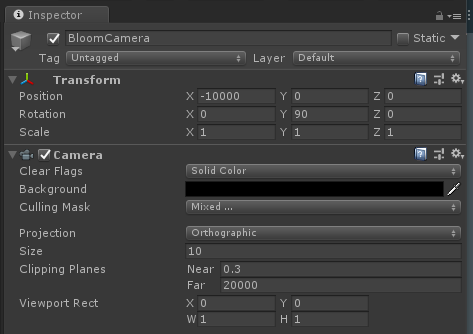
MainCamera,

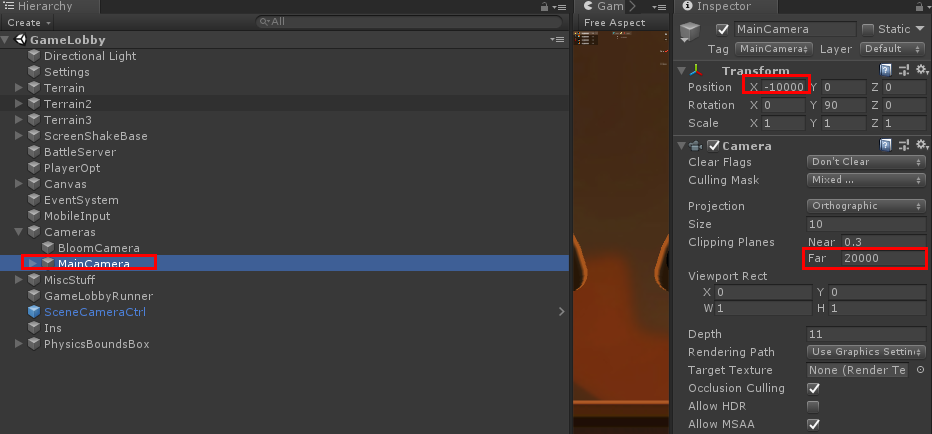


### BackGround.cs

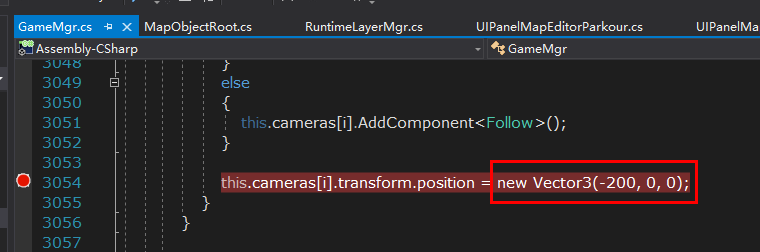


### GameLobby/Cameras/BloomCamera and MainCamera

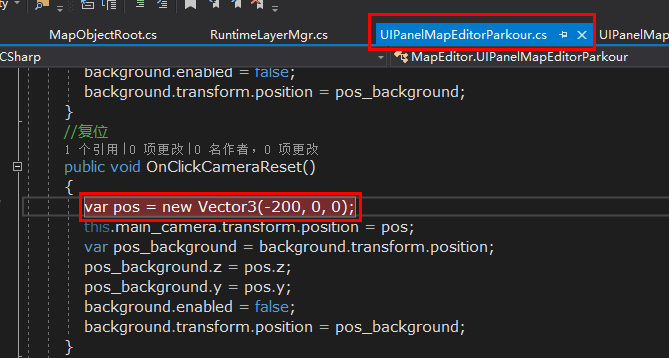




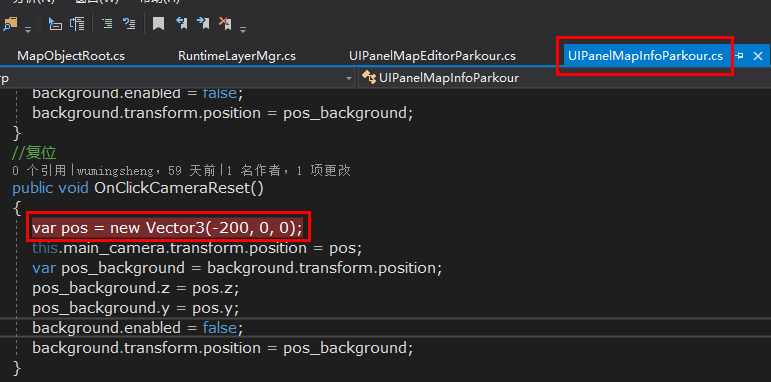
### GameMgr.cs 3054



### UIPanelMapEditorParkour.cs 281



### UIPanelMapInfoParkour.cs 281



## 合并必须要处理的文件

MapEditor.unity

MapPreview.unity

## 冲突文件

GameLobby.unity



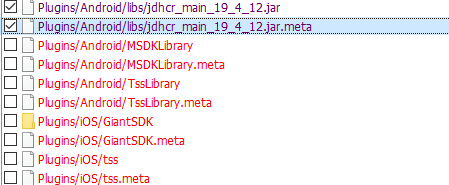


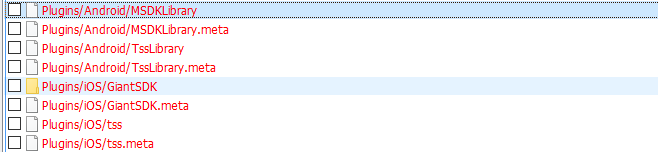


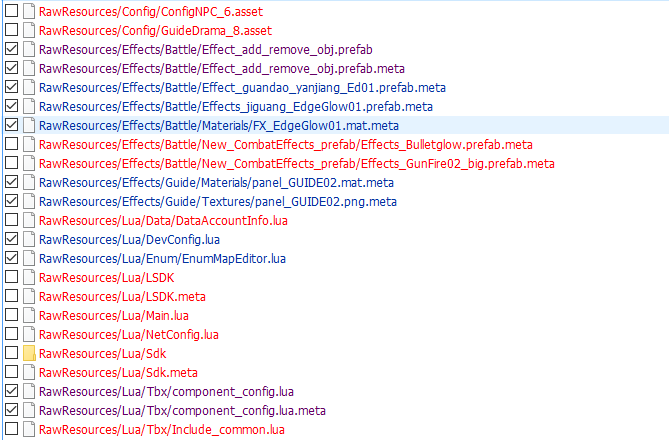
Ignore?

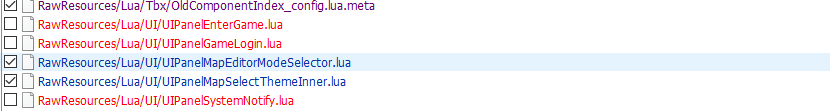










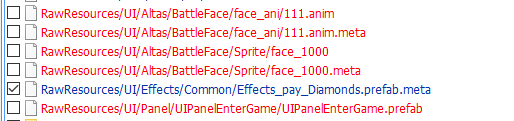






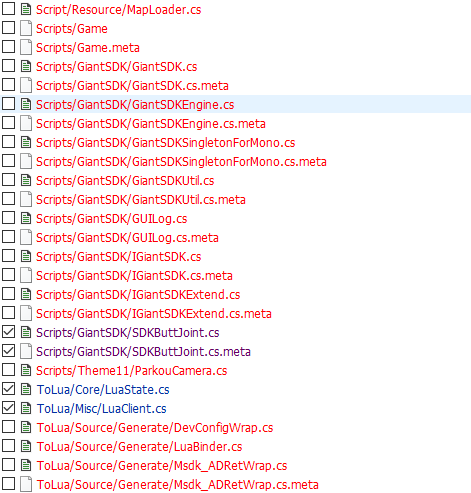


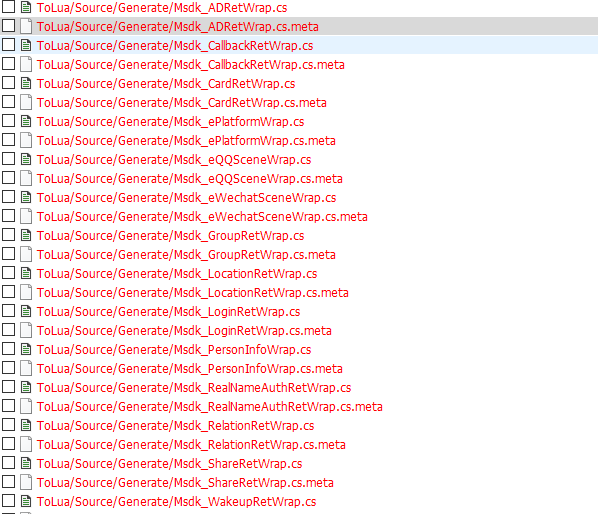


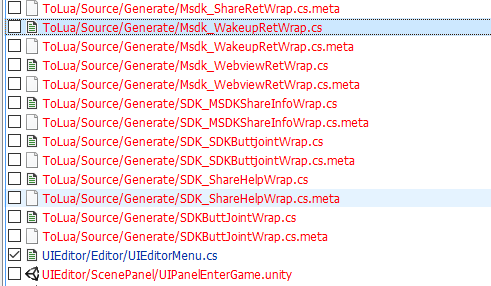






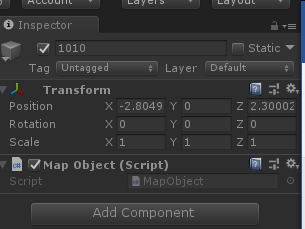


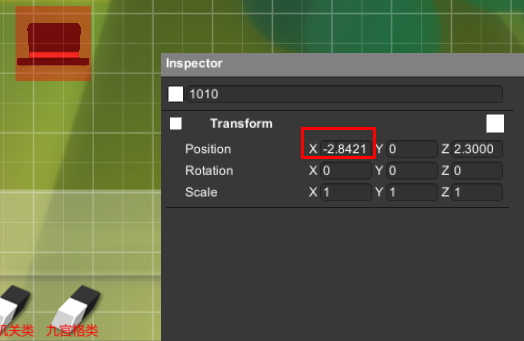






## Z有坐标的情况下世界坐标x改不了？



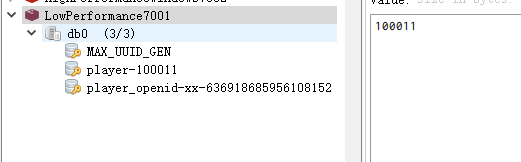


# Server

## redis

runcluster.bat

### 设置地图起始ID (注意是MAX\_MAP\_ID\_GEN(地图) 不是MAX\_UUID\_GEN(火柴号))



11500000

12000000 QA

# 证书



