

Lua层初始流程

Main.Main

Main:LoadPermanent

Main:InitBaseModule() 初始化基础模块

```
LoaderService.Init()
QualityService.Init()
ShadowService.Init()
GlobalDispatcher.init()
PathUtil.Init()
UISetting.Init()
UIManager.Init()
CommonSetting.Init()
```

Preloading:LoadPermanentAssetBundles 预加载

```
local permanentAssetBundles = {
    'font/chinese',
    'font/number/damage',
    'font/number/daojishi',
    'font/number/huihe',
    'font/number/lianji',
    'texture/shader',
    'texture/uiatlas/common/button',
    'texture/uiatlas/common/icon/general',
    'texture/uiatlas/common/icon/quality',
    'texture/uiatlas/common/joystick',
    'texture/uiatlas/common/tab',
    'texture/uitexture/common',
}
```

StartGame:StartGame

StartGame:Init

StartGame:RegisterServices

```
RegisterService(AssetLoaderService)
RegisterService(GameSettingService)
RegisterService(CombatService)
...
```

StartGame:Login

LoginService.TryLogin

LoginService.TryLogin

```
编辑器模式 : UIregisterLogin.TryLogin
mobile模式 : SDKregisterLogin.TryLogin
```

UIRegisterLogin:TryLogin(编辑器模式)

UIManager.Open("StartGameView") 打开游戏登陆